

**INTRODUCING A PREVIEW OF OUR
ESL TEACHING GUIDE:
*ESL for BEGINNERS Volume 3***

WORD WALL GAMES

Games with word walls are a great way to practice concepts learned- both relating to vocabulary and concepts! A word wall is exactly what it sounds like: one wall (or more) of your classroom devoted to all the words/ideas you are using with your students in your lessons. It is important not to overwhelm students, so only put up a few words on the wall every day or so and then spend some time going over the meanings as you display them. I find it works best to write each word in large black letters on an index card, pronounce it for the students, have them repeat its pronunciation, discuss its definition using TPR/pictures/charades or some other engaging way of explanation. Then, refer to it as often as possible when you sing, read aloud, play games, etc. Below are some of my favorite word wall games.

Suffix IT!

Students pick a word and add an ending to it. This game works best if you brainstorm all the types of endings that students have learned (plurals, present continuous –ing, past –ed, etc.) and then write the list of endings on the board. If a student is able to say the word with its ending, they get one point. If they can say it and write it on the board correctly, they get two points.

Definition Ball

Toss a ball around the classroom- each student who gets the ball must say a word from the word wall and say its definition. Then they toss the ball to someone else.

Opposites

Have all students stand and pair up. Each student says a word and their partner must say the opposite of that word. If they are correct, they get a point and get to try again with a different word from the word wall. If they are incorrect, the next pair gets a try. The pair with the most points at the end, wins.

WORD WALL GAMES (continued)

You Can Act!

Students get into teams and act out a word from the word wall for their team. If the team can guess it in 10 seconds, they get a point and get another try. If not, the other team gets their turn. You can do a variation on this game, by having students draw the words for their team instead of acting them out.

Mystery Word

One student comes to the word wall and stands against it with their back to the wall. The class decides on a mystery word from the word wall and the standing student must try to guess it by asking the class questions. Once the student guesses the word, they can choose another student to guess the mystery word.

Cross Out Relay

Divide the class into 2 teams and write equally difficult word wall words on chart paper, one for each student on the team. The teams then work to define each word, one student at a time. Once the student whose turn it is has defined the word correctly, the teacher will let the student cross it off the list and the next student on that team tries to define the next word, and so on. The first team with all words crossed out wins.

It's a New Word!

Each student selects a word from the word wall and makes a new word out of it by changing just one letter in the word. You can also make this into a relay by grouping students into 4 groups and having them write their name/old word/new word on one relay group paper. The group with the most new words after a timed interval, wins!

Line Up

Divide the class into 2 lines. The teacher picks a word wall word and the 2 students first in each line must compete to define it. The student that first defines the word correctly, wins, while the other student goes to the end of their line. The next student then competes against the winner. Repeat until everyone in both lines has had a turn.

WORD WALL GAMES (continued)

Stand and Deliver

The teacher reads from the chapter book and students stand (and then sit down quickly) every time the teacher reads a word wall word. This can also be played using the songs (just sing very slowly) instead of the chapter book.

Missing in Action

Have student close their eyes while you remove an action word from the word wall. The student who can act out the word that is missing wins a point. Repeat until someone earns a set number of points.