

5 Classroom Games — Instruction Cards

Print, cut, and keep in your teaching folder. From Post 16: 5 Classroom Games That Teach Real English Without a Textbook.

Game 1: Back to the Board

Beginner–Intermediate · Any group size · 10–20 min

One learner sits facing away from the board. The teacher writes a word. The class describes or mimes it (no saying the word) until the learner guesses.

Game 2: Two Truths and a Lie

Elementary+ · Any group size · 15–25 min

Each learner shares three statements about themselves — two true, one false. Others ask questions to find the lie.

Game 3: Story Dice (No Dice Needed)

Elementary–Intermediate · Groups of 3–6 · 15–25 min

Fold 8–10 random nouns into slips. One learner picks a word and starts a story; each following learner picks a word and continues it.

Game 4: What Am I? (20 Questions)

Beginner–Intermediate · Any group size · 10–15 min

One learner thinks of a person/animal/object. The class asks yes/no questions (max 20) to identify it.

Game 5: Alibi

Elementary–Intermediate · 12+ learners · 30–45 min

Two 'suspects' invent an alibi together, then 'detectives' interrogate each separately, looking for inconsistencies.

A Note on Using Games With Adults

Some adult learners resist games initially. Be explicit about the learning purpose before each game — once they experience a genuine communicative breakthrough, the resistance dissolves.