



Looking for games that will help you drill taught vocabulary, improve learners' speaking skills, and add some fun to your lessons? Then you can confidently consider incorporating these games into your lessons. Reach out to me for more resources like these.

Vocabulary Game: Definition Relay

Focus: Vocabulary drilling

Level: A2–B2 (easily adaptable)

Skills: Speaking, recall

How it works:

- Put students into pairs or small groups.
- Give each group a set of cards with 4–5 words on each card.
- Set a time limit and ask one student to start by defining or describing the words without saying the words themselves.
- Their partner(s) guesses the word.
- If they guess correctly, they score a point and then switch roles.

Why it works:

It encourages students to actively use known vocabulary instead of translating.

Grammar Game: Find the Mistake

Focus: Grammar accuracy

Level: B1–B2

Skills: Speaking, grammar awareness

How it works:

- Prepare 6–8 sentences with **common grammar mistakes** (e.g. tense, prepositions, conditionals).
- Students work in pairs.

- One student reads the sentence aloud.
- The other student:
 - Identifies the mistake
 - Corrects it
 - Explains why (simple explanation is enough)

Extension:

Students write their own incorrect sentences and test another pair.

Speaking Game: The 30-Second Opinion

Focus: Fluency & confidence

Level: B1+

Skills: Speaking, critical thinking

How it works:

- Prepare opinion prompts (e.g. *Remote work is better than office work*).
- A student picks a card and has **30 seconds to speak**.
- No interruptions allowed.
- After the time is up, classmates can ask **one follow-up question**.

Why it works:

It builds fluency, idea development, and confidence without over-correcting.