

Dialogue Activities

1) The mobile:



This game leads to a motivating self-experience and helps pupils to gain confidence in speaking the new language, and, apart from that, it is a good laugh! Practise the first dialogues *Hallo, wie geht es dir?* (Hello! How are you?...)

German with 2 small, funny sounding mobile phones from the toy store, pretending you are actually calling a child in the classroom and speaking to him / her. Then let the pupils call each other, call the language assistant, the puppet or Santa Claus or anyone else in a little role play.

2) Music-Dialogue:

The pupils walk around the classroom while the music is playing. As the music stops, they greet each other, shake hands and practise the dialogue that has been introduced.

Hallo! Wie heißt du? Ich heiße Jerry und du? (Hello! What is your name? My name is Jerry and yours?) When the music starts again, they continue to walk around ...



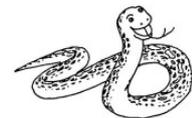
3) Guess who?

The teacher or the pupil describes a person in the classroom and the classmates have to guess who is being described.

Vocabulary Games

1) Funny drawings:

Cover the eyes of one pupil with a scarf. Tell the pupil quietly what he / she is supposed to draw (*Affe* / monkey...) on the blackboard. Let him / her draw and the classmates will have fun guessing what it is. Who's next?



2) Snake game:

The pupils line up in two groups in parallel lines (for big groups: three lines) facing the teacher. Hold up a flash card quickly (e.g. showing a banana) and let the two (or three) pupils at the beginning of the lines say the correct word. The pupil who says it first (*Banane!*), scores for the team and walks to the back of the line. The other one sits down on a chair / or also walks to the back. This game is rather fast.

3) Vocabulary Worm:

Divide the class into three groups. They line up in three rows next to each other, like three 'worms'. Standing in front of them, the teacher holds up flash cards and the first ones in the line call out the name of the object quickly. The first one to answer may sit down again. If all members of one group sit on their chairs, they are the WINNING TEAM. Once again? ...



Active Games

1) Run to the monkey!

A very quick and lively game: Hang up flash cards depicting various nouns and place them at different parts of the classroom (e.g. in the corners, on the walls, on the blackboard). Divide the classmates into groups and give each group a number. Point to a group and make the pupils move quickly to the flash card. For example: all members of group 4 run to the monkey, while group 3 runs to the picture showing the elephant. Another version: Give each pupil a different number card, then say *Eins, drei und sieben – Nilpferd!* (One, three and seven – hippo!). Any more questions about congesting a classroom?



2) The "Guessing Handstand":



Ask one pupil to do a handstand against the wall. One classmate facing the class holds up a flash card. The pupil who is doing a handstand may guess 3 times what's on the card and his / her classmates will answer together whether the guess is right or wrong. *Ist es pink? Nein! Ist es grün? Nein! Ist es lila? Ja!* (Is it pink? No! Is it green? No! Is it purple? Yes!). You can also make a pupil stand on one leg or make him sit on a chair and face the wall.

3) Active Memory:

Very often when working with nouns or adjectives, we use matching flash cards and word cards. Give half of your pupils a picture card and the other half receives the matching word card. Ask them to walk around the classroom and to find



the matching partner. Once all pupils have found their matching partner mix the cards and play again. A more active version of this game can be played with words and corresponding movements. Now ask the pupils to act out what is being depicted on the flash card or word card, e.g. *Flugzeug* (airplane) and a pupil that moves like a plane.

4) Spot the Pot (*Blinde Kuh*):

One pupil leaves the classroom while the others hide an object under a pot on the floor. The pupil comes back into the classroom, the eyes covered with a scarf and begins to search for the pot with a big spoon. The others give hints. *Nach links! Nach rechts! Geradeaus! Heiß! Kalt!* (To the left! To the right! Straight on! Hot! Cold!)



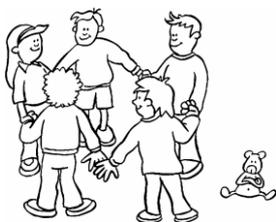
Ring Games

1) Eins, zwei, drei:

All pupils sit in a circle with their chairs. One chair is empty. The pupil who is to the left of the empty chair touches it three times and says: *Eins, zwei, drei – Peter komm herbei!* (One, two, three – Peter, come to me!) Peter comes to sit in the empty chair. Now another chair is empty and the person to the left of the chair touches it, calling *Eins, zwei, drei –!* If you give each pupil a number you can say: *Eins, zwei, drei – Nummer 5 komm herbei!* (One, two, three – number 5 come to me!). It is a game to learn names or numbers. Repeat as often as you like.

2) Cat and Mouse:

The pupils gather in a big circle holding hands. Choose one pupil to be the mouse and ask the mouse to stand in the middle of the circle. Another pupil is selected to be the cat outside the circle. Now the cat



tries to get into the circle to catch the mouse, while the others try to close the circle. If the cat makes it, two others become cat and mouse. If the cat cannot catch the mouse, it becomes the mouse. The game becomes really exciting when the mouse suddenly leaves the circle and is chased by the cat around the circle. It's a lively game to learn animal names (and can be played with other animal names).

3) Murderer and Detective:

Gather in a circle. Choose one pupil to be the 'detective' and send him / her out. Now quietly point to a pupil who will play the 'murderer' and make sure that everybody knows that this child is the 'murderer'. Now everybody clap their hands and ask the detective to come in. The murderer "catches" other pupils just by blinking at them. Therefore once 'dead', they will fall on the floor. The detective may guess three times: WHO is the 'murderer' and ask in German: *Ist es Julia? Nein! Ja!* (Is it Julia? No! Yea!) Who's next?



Colours and Numbers

1) The "Atom Game":

Make the pupils move through the classroom or the gym. Say a number in German (*fünf / five...*) and make the pupils gather in groups according to the number. The ones that are left can name the following number. This game gets funny if you tell the atoms what to do: *Zwei - wie ein Elefant laufen, drei - Hände halten* (2 - walk like an elephant, 3 - hold hands)



2) The Running Number:

Divide the group into 2 teams and ask the pupils to form two lines. Write the numbers from 1 - 10 (or 1 - 20) on the blackboard in any order, once on the left side, once on the right side.

When the teacher calls out a number, the first ones in the line run towards the blackboard to circle it quickly.



They run to the back of the line and the teacher calls out another number...

3) Calling Numbers:

Gather in a circle and hand out a number to each pupil. The first pupil stands up and calls a number: *Siebzehn!* (Seventeen!) The pupil with number seventeen stands up and calls somebody else: *Drei!* (Three!) And so on.

17

4) Throwing the Dice:

The pupils stand in a circle and throw a big dice on the ground and then they call out the numbers in German quickly.



Group Games

1) Ready, steady, swat!



This is a funny and exciting game. You need 10 - 20 flash cards for every group, with illustrations of words that have been studied in class and a fly swat for each pupil. When the teacher says one of the words the pupil who hits the right flash card first with the fly swat gets a point / receives the card.



2) Vocabulary Jumping:

Feel like jumping? Let the pupils form groups of 3-5. Each group draws a big square (with 16 inner squares) with chalk on the ground in the playground. Write different letters in the squares. One pupil thinks of a



word in German and jumps it letter after letter. The one who recognises the jumped word first is next.

3) Vocabulary Marathon:

Divide the class into groups, the pupils stand in parallel lines. For each group put a pile with the same things on the ground. Then call out the name / the colour / the number of any item which the first pupil in the line has to fetch and bring to you, then the pupil lines up again... and so on. An exciting game! Who will tidy it all up?



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