

XIV CONGRESO NACIONAL DE DESARROLLO PROFESIONAL
PARA PROFESORES DE INGLÉS

HOW TO...?

THE PRACTICAL SIDE OF ELT.

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ORGANIZED BY



SHARE EDUCATION

“How to flood your class with games for a purpose”

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GAMES galore!
A TREASURY OF USEFUL
IDEAS FOR TEACHERS



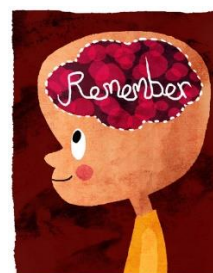
Games with movement!

- Active Bingo!
- Stepping Stones



Games to develop memory skills

- Copycat
- Memorize the sequence
- Grammar Memotest



Blackboard Games

- Dice tenses
- Grammar tic-tac-toe



BONUS TRACK!

- Swap!



SOME BENEFITS OF USING GAMES IN CLASS...

- Different **learning styles** and the **multiple intelligences** our students have can be catered for in play activities since games offer a **variety** of ways to set learning in motion.
- Playing allows social interaction within the classroom, which helps children learn to interact and relate, **teaching** them **basic social skills** they need for life. Games also foster the development of **teamwork** and **collaborative learning** within the group.
- Games provide a **repetition** of the topics students are learning in class (be it grammar, vocabulary, communicative functions, etc.), which is essential for the brain to fix things in the long term memory. And this kind of drilling is **fun!**
- Many games require **movement**, which has been proved to be highly effective for the learning process.
- Games are **fun!** Neuroscientists have put forward the eloquent idea that **positive emotions** during learning create a great association in the brain, providing a powerful boost for learning.
- Many games help **develop higher order functions** such as working memory, decision making, logical thinking and adequate management of emotions.

SOME WORDS OF CAUTION WHEN USING GAMES IN CLASS...

1. WE PLAY GAMES TO LEARN ENGLISH.
2. BEWARE OF CLASSROOM MANAGEMENT!
3. BE CAREFUL WITH COMPETITION!
4. PREVENT EMBARRASSMENT & OVEREXPOSURE.
5. KILL A GAME BEFORE IT DIES!

