

## GRAMMAR GAMES FOR AN A.T. CLASS

1. **COMPLETE THE SENTENCE:** Give students half of a sentence and they must complete it with appropriate tense or grammar structure being taught.  
Ex: If it rains today, \_\_\_\_\_, which bothers me.  
When he entered the room, \_\_\_\_\_.
2. **BALL GAME:** The teacher begins a story, then throws a tennis ball to a student who must add a sentence. He in turn throws the ball to another student. The ball is thrown back if a grammatical error is made.
3. **TIC TAC TOE:** Place infinitives in each square. Give a student a subject and tense for the infinitive he chooses. If he is correct, his team puts the appropriate X or O in the square. If the student is wrong, a member from the opposing team has the option of answering the question.  
Variation: vocab words to be translated or to be defined can be placed in the squares.
4. **IN THE MANNER OF THE WORD:** (See activity I, #7 above).
5. **IF - CLAUSES:** Give the students IF-clauses and ask them to complete the sentence.  
Ex: If it rains tomorrow, \_\_\_\_\_.  
If he were rich, \_\_\_\_\_.
6. **VERB REVIEW:** Divide class in two. Call out a subject, verb, and tense. One member from each team goes to the board and writes the verb phrase - no erasing allowed.
7. **GAME FOR REFLEXIVE VERBS:** Send one student out of the room. Give reflexive verbs to 6-8 students. They go to the front of the room and act out the verb. The first student comes back into the room, identifies the action and then places the students in chronological order.  
Ex:           3           2           1           4           5           6  
se laver se lever se reveiller se raser se brosser s'habiller
8. **PREPOSITIONAL PHRASES:** Give a sentence such as "I found a feather" and ask students to answer "where" with a prepositional phrase.  
Ex: In the attic, next to the desk, etc.