

## ACTIVITIES FOR AN A.T. CLASS

### I. VOCABULARY GAMES

1. CHARADES: Give a student a sentence, verb, expression to act out in front of class. Variation - have one half of class write sentences for the other half of the class to act out.
2. I SPY: One student says "I see (Je vois...) something that begins with the letter \_\_\_\_." The class tries to guess it by saying "Do you see (Vois-tu...) \_\_\_\_?"
3. ADD-ON: The 1st student says "When I went to France I saw a castle." The second student adds another item. "When I went to France I saw a castle and a brioche." The items must be kept in order.  
Variation: items must be added alphabetically  
items must begin with the same letter as country or city
4. PASSWORD: Divide class in two teams. One member of each team tries to help a team partner say a vocabulary word by giving one word clues.
5. 2 LETTER GAME: One student is given a two letter combination (ch, tr, etc.). He is to draw on the blackboard 4-5 items that begin with the two letter combination. The students then try to identify the objects and then create a story involving all the objects.
6. CROSSWORD PUZZLE: Create a crossword puzzle from recent vocabulary. Draw it on the board and give clues orally to fill in the puzzle.
7. IN THE MANNER OF THE WORD: One student goes out of the room, the other students choose an adverb. The first student comes back in the room and asks members of the class to do specific actions "in the manner of the word."  
Ex: lentement The 1st student points to another and says MARCHE!  
That student then walks around the room slowly
8. WORD JUMBLE: Take 4 vocabulary words and give the class the scrambled letters of each. Clues may be given.  
Ex: H O M B R E MHOBER  
E L L A LALE  
Y O OY  
C A S A SCAA
9. MY GRANDMOTHER'S TRUNK: The AT begins the game by saying "I'm going to pack my grandmother's trunk and in it I'm going to put a blouse." The next student repeats the (entire) phrase and adds another article of clothing. Each student must remember all that was said before him.

(A variation would be - "I'm having a birthday party and I'm going to invite \_\_\_\_\_." The persons mentioned would have to be preceded by a possessive adjective.)

Ex: to invite my aunt, your brother, etc.

10. A VISIT TO THE DOCTOR'S OFFICE: The students are asked to be patients and gesture as to what hurts. Another student is the doctor and must ask "Does your \_\_\_\_\_ hurt?" The patient would then respond and give a description or an explanation of why it hurts.

11. DEFINITIONS: Give class a word and ask them to describe it or define it.  
Ex: a student of KILM - someone who has cauliflower ears from sitting in the lab.

12. VOCABULARY SKETCHES: Divide the class into two teams. Bring one person from each team to the board. Show them a vocabulary word which they in turn sketch on the board. First team to guess the word scores a point.

13. TRAVEL AGENCY: After foods have been studied, ask students to plan a trip and mention what sights they might expect to see.

Variation: give a food and ask the students to tell you where you might find such a dish.

14. MISFIT: Write 5 nouns, verbs, adjectives including one which does not fit either in subject, or in grammar and ask students to find it and explain why it does not fit.

15. SCRABBLE: Have students choose 7 letters (both vowels and consonants). Then give them a few minutes to find the longest word possible or the most number of words possible.

16. RHYMING GAME: Ask students to name words which rhyme with a particular word. The pace should be as fast as possible. Have students throw a ball to indicate who should answer next.

17. CHARADES: Divide the class in two. Each team decides that one member of its team will imitate a particular action (Ex: a person is getting dressed in the upper berth of a train). As the member performs the actions, his fellow teammates ask the opposing team "What is he doing?" The opposing team must begin describing what they see in complete sentences.

18. PICTONARY