

GAMES

Choosing who's it p121

1 One, two, three... NOT IT!

- Pupils stand in a line and all together, chant "One, two, three... NOT IT!".
- The last pupil to echo 'NOT IT!' is 'it'.

2 Blue, shoe, blue shoe... p121

- All pupils but one (pupil A) stand in a semicircle.
- Pupil A stands in front of the pupils in the semicircle, close enough to be able to touch their shoes. He/She chants: "*Blue shoe, blue shoe, how old are you?*" tapping each pupil's shoes with every word. The pupil whose shoe is last tapped must give his/her age. Pupil A counts that many numbers, again tapping on each pupil's shoes. The pupil whose shoe is last tapped leaves the semicircle.
- The game continues until there's only one pupil left, and that pupil is 'it'.

Board game: Touch your nose, touch your toes! p122-123

Pupils can play this game in pairs, in groups, or it can be played as a classroom game.

preparation:

- Photocopy the board game.
- Cut small pieces of different coloured paper and scrunch it up for pupils to use as pawns.

how to play:

- All players put their pawns on the 'START!' square.
- One pupil takes on the role of number-picker; they close their eyes and then put their finger on any number (1-6) on the number wheel.
- Pupils decide who plays first by counting out players with the 'one, two three.. NOT IT' or the 'Blue shoe, blue shoe...' chants.
- Once the number-picker has chosen a number, the first player moves the corresponding number of squares along on the board.
- If a player lands on a command, he/she must perform it.
- Players who cannot perform a command miss their next turn and can only proceed when they have performed the command successfully.

Chicken, Chicken, Dog! p124

- Pupils sit on the floor in a circle facing each other. One pupil is 'it' (pupil A) and walks around outside the circle. As he/she does so, he/she taps pupils' heads and with each tap, says 'chicken'. After several (or more) taps, pupil A should tap someone and say 'dog', instead of 'chicken'.
- When someone is called a 'dog', they get up and run after pupil A, going round the circle. The goal for both pupil A and the 'dog' is to run round the circle and sit down in the 'dog's' place.
- If pupil A manages to get there first and sit down, the dog becomes 'it' for the next round. If the 'dog' gets back to his/her place first, then pupil A is 'it' again.

Thumbs up, heads up! p124

- Choose three pupils to be 'it'. These three pupils come to the front of the class.
- The rest of the pupils lay their heads on their desk, close their eyes and extend one thumb. The pupils who are 'it', go around the class tapping the thumb of one pupil each. Then they yell, "*Thumbs up, heads up!*"
- The pupils (who have their heads on their desk) raise their heads.
- The ones tapped must guess which 'it' child tapped them.
- If they guess correctly they become 'it' for the next round.

I spy... p124

Pupils will need their books for this game.

- Choose which pupil will start the game.
 - The pupil chosen picks out a picture in the Jolly Good 1/Jolly Good 2 coursebook that they know the word for. They must not reveal which word it is.
 - They say, "I spy, with my little eye, something beginning with ... (letter of the alphabet the object starts with).
 - The rest of the class has to guess which word it is. Then can look through their books for possible answers.
 - The pupil who guesses correctly plays next.
- Alternatively, you can put picture flashcards up around the classroom and pupils can use the words from those.

Where's the ring? p124

- Cut a small piece of paper and scrunch it up to use as the ring.
- Have pupils choose who will be 'it'. The 'it' pupil holds the 'ring' between his/her palms.
- All pupils stand in a circle with the 'it' pupil in the centre.
- The pupils in the circle extend their arms, palms loosely cupped.
- The 'it' pupil 'visits' each child in the circle, pretending to drop the ring into each child's cupped palms. While the 'it' child is doing this, he/she chants; "*Ring here, ring there, where's the ring, where, where, where?*" He/She can say the chant more than once in order to 'visit' more pupils and make the guessing that will follow more challenging.
- When the drop has been accomplished, pupils have to guess who's got the ring. Whoever guesses correctly gets to be the next 'ring bearer'.