

## Activity Type

Speaking Game: bluffing, guessing, defining (group work)

## Focus

Vocabulary revision

## Aim

To define words.

## Preparation

None

## Level

Pre-intermediate (A2-B1)

## Time

15 minutes

## Introduction

In this fun defining vocabulary game, students give definitions for words and try to bluff their ability to give definitions in order to score more points.

## Procedure

Divide the students into two teams.

Give one team a word to define.

All the students in the team who know the definition stand up.

Students can also stand up if they don't know the definition to help their team score more points, but if they are chosen to define the word their team loses points.

A student on the other team then selects one of the standing students to define the word.

If the student's definition is correct, one point is awarded to the team for each person standing.

If the student's definition is wrong, one point is deducted from the team for each person standing.

Then, give the other team a word to define and so on.

Have a different student choose someone to give a definition each time and don't let teams pick the same student to define a word two rounds in a row.

The game continues until all the vocabulary has been covered.

The team with the most points at the end of the game wins.

As a variation, instead of asking the students to define a word, you could get the students to use the target vocabulary in a sentence, ask them to spell a word, etc.

Note: This resource can be edited using a PDF editor.