Introduction
This game of cops and robbers has been specially adapted for the ESL classroom.

Procedure
Divide the class into two teams: Cops and Robbers.

Have the two teams sit in a line facing each other and assign the students in each team with a number, e.g. 1 to 8. Have the students with the same number sit an equal distance from each other as show in the example.

Arrange various objects or flashcards of objects in the middle of the room.

Also, create a space for a jail.

Example:

<table>
<thead>
<tr>
<th>Cops</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>objects or flashcards</td>
<td>Jail</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Robbers</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Call out the name of one of the objects or flashcards and a number, e.g. pen four.

The 'robber' assigned to that number then runs and tries to grab the item and get back to their place before the 'cop' with the same number tags them.

If the robber is successful, the other robbers ask the student, "What have you got?", and the robber replies, "I've got a/an..."

If the cop tags the robber, the robber has to give the item to the cop. The cop then takes the robber to the jail where they sit out for a few rounds (or the rest of the game).

The other cops then ask the student, "What have you got?", and the cop answers, "I've got a/an..."

The game continues until all the objects or flashcards have been gathered.

The team with the most objects or flashcards at the end of the game wins.