Introduction
Here is an enjoyable ESL counting game for teaching or reviewing numbers.

Procedure
Sit the students in a circle.

Have the students count in turn going around the circle, starting with number one.

Every time the number reaches a multiple of five, a student says 'Fizz'.

Every time the number reaches a multiple of seven, a student says 'Buzz'.

If a student makes a mistake, either by saying a number instead of 'Fizz' or 'Buzz', or by saying the wrong number, the counting starts again from number one. The student is then out of the game and must leave the circle.

The aim of the game is for the students to reach 100 without making a mistake.

For young learners, you can make the game easier by only using the word 'Buzz' and multiples of three (e.g. 3, 6, 9, 12, etc.). The objective for this version of the game is to reach 30 without making a mistake.