Introduction

Here is an energetic category game to play with young learners.

Procedure

Have the students stand up and make a large circle.

Give one student in the circle a ball.

Select another student to be the monkey.

The monkey stands in the middle of the circle. The monkey’s task is to intercept the ball when it’s passed.

Give the students a category, e.g. cities.

The students in the circle throw the ball around from student to student so that the monkey can’t get it.

Every time a student throws the ball, they say a word from the category, e.g. London.

If a student can’t think of a word to say or repeats a word, they become the monkey.

If the monkey manages to intercept the ball, the thrower becomes the monkey.

Change the category whenever there is a new monkey.

The game continues until all the categories have been used or time is up.