

Activity Type

Listening and Speaking Game: giving and following directions, freer practice (group work)

Focus

Giving directions

Prepositions of movement and place

Aim

To practice giving and following basic directions.

Preparation

Two Star Wars masks and inflatable lightsabers or similar objects, such as two blindfolds and two inflatable hammers.

Level

Elementary (A1-A2)

Time

15 minutes

Introduction

In this directions game, students practice giving and following basic directions.

Procedure

Clear away the desks so you have space to play the game.

Divide the students into two equal teams.

To start, teams decide which side they want to play for, i.e. the Dark Side or Jedi.

A player from each team then puts on an appropriate mask or blindfold and is given an inflatable lightsaber or similar object.

The two players then stand at opposite ends of the classroom.

A member of their team then calls out directions they want their player to move, e.g. go straight, go back, turn left, turn right, etc.

When a player is in reach of their opponent, the caller shouts 'hit'.

The player then tries to hit their opponent.

The first player to do this successfully wins the round and scores a point for their team.

Then, a new player from each team puts on a mask and so on.

When everyone has had a chance to play, stop the game.

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