

GUIDE

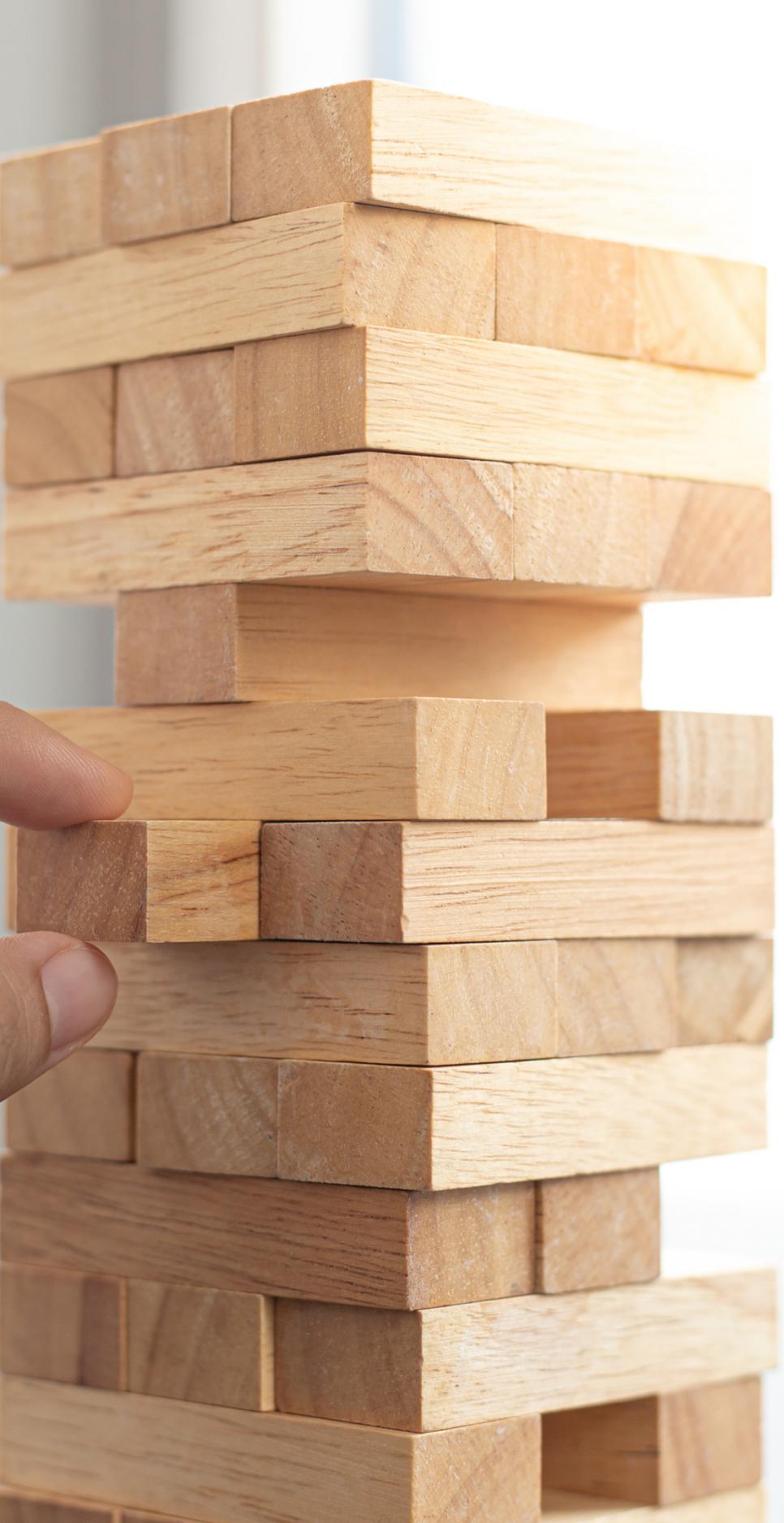


Playing to Learn

GAMES IN THE ESL CLASSROOM

by Rachel Fourny

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Glossary

Below are terms and abbreviations used in the Guide and their meanings.

- **R** - Reading Skills
- **W** - Writing Skills
- **L** - Listening Skills
- **S** - Speaking Skills
- **Pr** - Pragmatics
- **IP** - In-person
- **Gr** - grammar

- **Solo** - games that can be played with only one player.
- **Group** - games that need at least 2 + players.
- **Virtual** - games that can be played online or virtually.
- **In-person** - games that can be played in-person.
- **S** - Solo
- **G** - Group
- **V** - Virtual



GAMES OVERVIEW

Name	Page	G	IP	S	V	Uses
A						
A to Z Jr.	18, 65, 140	•	•		•	Pr, Gr, R, L, S
Apples to Apples	41, 87, 129	•	•		•	Pr, Gr, R, L, S
Axis and Allies	43, 89	•	•			Pr, R, L, S
B						
Balderdash	22, 68, 119	•	•		•	Pr, Gr, R, W, L, S
Battleship	40, 86	•	•			Pr, R, L, S
Blokus	24, 70	•	•			Pr, L, S
Boggle	31, 77, 137	•	•		•	Pr, Gr, R, W, L, S

Name	Page	G	IP	S	V	Uses
C						
Cards (War)	44, 90	●	●			Pr, Gr, R, L, S
Catchphrase	42, 88, 134	●	●		●	Pr, Gr, R, W, L, S
Chained	46, 92, 126	●	●		●	Pr, Gr, R, W, L, S
Charades	20, 66, 133	●	●		●	
Checkers	37, 83	●	●			Pr, L, S
Chess	36, 82	●	●			Pr, L, S
Clue	59, 105	●	●			

Name	Page	G	IP	S	V	Uses
D						
Dominoes	52, 98	●	●			Pr, L, S
G						
Game of Life	51, 97	●	●			Pr, Gr, R, L, S
Go Fish!	45, 91	●	●			Pr, L, S
I						
InkDrift	49, 95, 117	●	●		●	Pr, L, S

Name	Page	G	IP	S	V	Uses
K						
Kahoot!	21, 67, 138	●	●			Pr, Gr, R, W, L, S
M						
Matching	32, 78	●	●			Pr, L, S
Messenger or Relay	28, 74, 130	●	●			Pr, Gr, R, W, L, S
Monopoly	48, 94	●	●			Pr, L, S

Name	Page	G	IP	S	V	Uses
P						
Password	17, 63, 127	•	•		•	Pr, Gr, R, L, S
Pictionary	19, 64, 122	•	•		•	Pr, L, S
Q						
Quizlet	25, 71, 109, 116	•	•	•	•	Pr, Gr, R, W, L, S
R						
Risk	58, 104	•	•			Pr, L, S

Name	Page	G	IP	S	V	Uses
S						
Scattergories	27, 73, 120	●	●		●	Pr, Gr, R, W, L, S
Scrabble	23, 69	●	●			Pr, Gr, R, W, L, S
Sequence	35, 81	●	●			Pr, Gr, R, W, L, S
SkipBo	50, 96	●	●			
Solitaire	54, 100, 110, 118	●	●	●	●	Pr, L, S
Stratego	60, 106	●	●			Pr, L, S

Name	Page	G	IP	S	V	Uses
T						
Taboo	39, 85, 139	●	●		●	Pr, Gr, R, L, S
The Dice Game	16, 62, 136	●	●		●	Pr, Gr, R, W, L, S
Tic-Tac-Toe	26, 72, 136	●	●		●	Pr, Gr, R, W, L, S
Traffic Jam	56, 102, 108	●	●	●		Pr, L, S
Traveler	38, 84	●	●			Pr, L, S
Tribond	34, 80, 139	●	●		●	Pr, Gr, R, L, S
Trivia	30, 76, 125	●	●		●	Pr, Gr, R, L, S
Trivial Pursuit	29, 75, 124	●	●		●	Pr, Gr, R, L, S

Name	Page	G	IP	S	V	Uses
U						
unChained	47, 93, 128	•	•		•	Pr, Gr, R, W, L, S
Uno	33, 79, 113, 141	•	•	•	•	Pr, Gr, R, W, L, S
W						
Word City	53, 99, 114, 135	•	•	•	•	Pr, Gr, R, W, L, S
Wordshake	57, 103, 111, 121	•	•	•	•	Pr, Gr, R, W, L, S
Wordtwist	55, 101, 112, 132	•	•	•	•	Pr, Gr, R, W, L, S



GROUP

The Dice Game

- **Mode:** In-person or Virtual
- **Instructions:** Players try to be the first to complete a list but must share a pencil. They roll dice to get doubles in order to get the pencil. They lose the pencil to the next person to roll doubles.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** pencil, paper, dice
- **Variations:** multiple dice for each person or multiple pencils, one for each person

Password

- **Mode:** In-person or Virtual
- **Instructions:** Players help their partners guess "passwords" using one-word clues.
- **Learning Outcomes:** R, L, S, turntaking, teamwork
- **Materials/Resources:** Password game, DIY password cards

A to Z Jr.

- **Mode:** In-person
- **Instructions:** Players try to find words that begin with each letter of the alphabet. They place a token or marker on the letter when they name a word.
- **Learning Outcomes:** R, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** A to Z Jr. game, paper with the letters of the alphabet on it, pencils or pens, whiteboards, dry erase markers and erasers.

Pictionary

- **Mode:** In-person or Virtual
- **Instructions:** Players draw pictures to help their teammates guess words.
- **Learning Outcomes:** L, S, teamwork/turntaking
- **Materials/Resources:** Pictionary game or cards, cards with words to guess, virtual whiteboard, whiteboard, dry erase markers, dry erasers

Charades

- **Mode:** In-person or virtual
- **Instructions:** Players act out or mime words so that their teammates can guess what they are.
- **Learning Outcomes:** L, S, turntaking/teamwork
- **Materials/Resources:** pictictionary cards or cards with things to guess or mime

Kahoot.com

- **Mode:** Virtual or In-Person
- **Instructions:** You create a free account and create Kahoots. You can also play Kahoots played by others. Players, alone or in teams, join the game by going to the kahoot.it website and putting in the game pin. Then they select a nickname. Players must be able to see the questions on your screen. They choose the answer on their devices.
- **Learning Outcomes:** R, W, L, S, turn taking, teamwork
- **Materials/Resources:** Computers, tablets, cell phones

Balderdash

- **Mode:** In-person or Virtual
- **Instructions:** Players are read or shown a word, acronym, date, title or place. They must write a definition of the words or acronyms or significance of dates, titles and places.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** Balderdash cards or DIY cards with dates, words, acronyms, titles, places and what they mean or why they are important

Scrabble

- **Mode:** In-person
- **Instructions:** Players earn points by creating words and placing them on the Scrabble board.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** scrabble board, tiles

Blokus

- **Mode:** In-person
- **Instructions:** Players try to win the game by placing as many of their squares on the board as possible.
- **Learning Outcomes:** L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** Blokus game (board, squares)

Quizlet.com

- **Mode:** Virtual or In-Person
- **Instructions:** Students can play various games and use various study tools to review or practice material. You can create and share your own or use those already created.
You can also print off the questions.
- **Learning Outcomes:** R, W, L, S
- **Materials/Resources:** Computers, tablets, cell phones

Tic Tac Toe

- **Mode:** Virtual or In-person
- **Instructions:** Players try to get three Xs or Os in a row.
Players can be asked to answer questions correctly before being able to place their X or O.
- **Learning Outcomes:** teamwork, turntaking, R, W, L, S
- **Materials/Resources:** 3-by-3 grid, questions, dry erase marker, whiteboard, dry eraser

Scattergories

- **Mode:** In-person or Virtual
- **Instructions:** Similar to A to Z Jr. Players complete a category list with answers that begin with the same letter. Points are awarded for each answer players have that other players do not have.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** Scattergories game, DIY scattergories cards, pencils, paper

Messenger or Relay

- **Mode:** In-person or Virtual
- **Instructions:** Players have to complete a task or reproduce a map or drawing. The witness sees the instructions for the task, map or drawing. The witness tells the messengers what the instructions, task or map are but cannot show them to the actual instructions, task or map. The messengers tell the artist what the instructions, task or map are. They can only advise the artist and cannot actually make changes.
- **Learning Outcomes:** L, S, teamwork
- **Materials/Resources:** instructions, task or map, materials to reproduce instructions, task or map

Trivial Pursuit

- **Mode:** In-person or virtual
- **Instructions:** Players answer trivia questions on a variety of subjects. Players earn points for themselves or their team.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** trivia questions, dry eraser, dry erase marker, white board, paper, pencil

Trivia

- **Mode:** In-person or virtual
- **Instructions:** Players answer trivia questions on a variety of subjects. Players earn points for themselves or their team.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** trivia question cards or Google Slide/PowerPoint, dry eraser, dry erase marker, white board, paper, pencil

Boggle

- **Mode:** Virtual or In-person
- **Instructions:** Players earn points by making words from letters on the Boggle board. The letters in each word must touch each other and cannot be proper nouns.
- **Learning Outcomes:** R, W, L, S, teamwork, turntaking
- **Materials/Resources:** Boggle website or Boggle board, pencils, paper, timer

Matching

- **Mode:** Virtual or In-person
- **Instructions:** Players, alone or on teams, match objects to objects, objects to words, words to words, online or in person.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** virtual matching sites, match cards

Uno

- **Mode:** In-person or Virtual
- **Instructions:** Players try to be the first person with only one card left, uno. Players play cards by matching colours, numbers or symbols.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** set or sets of uno cards
- **Variations:** Keep score by counting up the value of the remaining cards for each player. Winner has the lowest amount of points.

Tribond

- **Mode:** In-person or virtual
- **Instructions:** Players try to find the connection or bond between three things.
- **Learning Outcomes:** R, W, L, S, turntaking/teamwork
- **Materials/Resources:** Tribond game or game cards, made up cards with three things on them and what the bond is.

Sequence

- **Mode:** In-person
- **Instructions:** Players try to make a sequence or series by placing their markers or tokens on the board in order while preventing their opponents from doing the same.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Sequence game

Chess

- **Mode:** In-person
- **Instructions:** Players try to capture their opponent's queen.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Chess board, pieces

Checkers

- **Mode:** In-person
- **Instructions:** Players try to take their opponent's pieces by jumping over them. They become "kings" when they cross over to their opponents side.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Checker board, checker pieces

Traveler

- **Mode:** In-person
- **Instructions:** One player travels around the classroom and stops behind/beside the chair of a classmate. They are asked a question. First person to answer gets the chair and the other travels. If a player loses their seat, they cannot try to reclaim it.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** questions

Taboo

- **Mode:** In-person or Virtual
- **Instructions:** Players try to get their partners to guess words without using the words or helpful words
- **Learning Outcomes:** R, W, L, S, teamwork, turntaking
- **Materials/Resources:** Taboo game or cards, make your own Taboo cards

Battleship

- **Mode:** In-person
- **Instructions:** Players place ships on a grid and try to destroy their opponents ships by making "hits" with the row and column.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Battleship game or similar game

Apples to Apples

- **Mode:** In-person
- **Instructions:** Players try to pick cards from their hand that closely match the description given by the judge. If the judge picks the card, then the player gets card.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Apples to Apples game

Catchphrase

- **Mode:** In-person or Virtual
- **Instructions:** Players help their teammates guess a word or phrase using verbal clues and physical gestures.
- **Learning Outcomes:** R, L, S, turntaking, teamwork
- **Materials/Resources:** Catchphrase game, DIY cards with words or phrases on them

Axis and Allies

- **Mode:** In-person
- **Instructions:** Players form alliances. An alliance wins the game by capturing and holding two of their enemies capitals.
- **Learning Outcomes:** L, S, turntaking, teamwork
- **Materials/Resources:** Axis and Allies game

Cards (War)

- **Mode:** In-person
- **Instructions:** Players put cards down. When the cards are the same, those players go to "war" and place another card down. The card with the higher/highest value wins.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** deck of cards

Go Fish!

- **Mode: In-person**
- **Instructions:** Players try to get rid of their cards by making matches. They ask other players for the matches for the cards in their hand. If the players don't have the matches, they pick a card from the deck.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** deck of cards with matches

Chained

- **Mode:** In-person or Virtual
- **Instructions:** Players say words that are chained or connected to the previous word said i.e. snow-winter-skates-toboggans.
- **Learning Outcomes:** L, S, turntaking, R
- **Materials/Resources:** list of words or word cards, Google Slide or PowerPoint with one word per slide

unChained

- **Mode:** In-Person or Virtual
- **Instructions:** Players say words that are not chained or connected to the previous words i.e. snow-potatoe-picnic-zoo.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** list of words or word cards, Google Slide or PowerPoint with one word per slide

Monopoly

- **Mode:** In-person
- **Instructions:** Players buy, sell or rent property to make money.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Monopoly game

InkDrift

- **Mode:** In-person or Virtual
- **Instructions:** Players must draw or illustrate the word the leader says or writes. Players are given points based on how close their illustration comes to the meaning.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** cards with words on them, whiteboard or virtual whiteboard, dry erase marker and eraser

SkipBo

- **Mode: In-person**
- **Instructions:** Players try to be the first to get rid of their cards by playing all of their cards in numerical order.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** SkipBo card game

Game of Life

- **Mode:** In-person
- **Instructions:** Players go through life, making decisions, earning money and try to have the highest worth.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** Game of Life game

Dominoes

- **Mode:** In-person
- **Instructions:** These can vary from place to place. In general, players try to get rid of the tiles/dominoes they have by putting them down to match the tiles already played.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** dominoes

Word City

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils

Solitaire

- **Mode:** In-person or Virtual
- **Instructions:** Players try to get rid of all the marbles or markers. If playing the virtual card game, players try to get rid of the cards by putting them in order.
- **Learning Outcomes:** L, S, turntaking, teamwork (if played as a team)
- **Materials/Resources:** solitaire board and marbles or markers, virtual solitaire game

Wordtwist

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils

Traffic Jam

- **Mode:** In-person
- **Instructions:** Players try to get cars out of traffic jams without lifting them up.
- **Learning Outcomes:** turntaking, teamwork (if played as a team)
- **Materials/Resources:** Traffic Jam game

Wordshake

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordshake website, paper, pencils

Risk

- **Mode:** In-person
- **Instructions:** Players try to conquer the world by occupying all the territories on the board.
- **Learning Outcomes:**
- **Materials/Resources:**

Clue

- **Mode:** In-Person
- **Instructions:** Players try to solve a mystery finding out when, where and who of the crime.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Clue game

Stratego

- **Mode:** In-person
- **Instructions:** Players strategize to win the game by capturing their opponents flag.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Stratego game



IN-PERSON

The Dice Game

- **Mode:** In-person or Virtual
- **Instructions:** Players try to be the first to complete a list but must share a pencil. They roll dice to get doubles in order to get the pencil. They lose the pencil to the next person to roll doubles.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** pencil, paper, dice
- **Variations:** multiple dice for each person or multiple pencils, one for each person

Password

- **Mode:** In-person or Virtual
- **Instructions:** Players help their partners guess "passwords" using one-word clues.
- **Learning Outcomes:** R, L, S, turntaking, teamwork
- **Materials/Resources:** Password game, DIY password cards

Pictionary

- **Mode:** In-person or Virtual
- **Instructions:** Players draw pictures to help their teammates guess words.
- **Learning Outcomes:** L, S, teamwork/turntaking
- **Materials/Resources:** Pictionary game or cards, cards with words to guess, virtual whiteboard, whiteboard, dry erase markers, dry erasers

A to Z Jr.

- **Mode:** In-person
- **Instructions:** Players try to find words that begin with each letter of the alphabet. They place a token or marker on the letter when they name a word.
- **Learning Outcomes:** R, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** A to Z Jr. game, paper with the letters of the alphabet on it, pencils or pens, whiteboards, dry erase markers and erasers.

Charades

- **Mode:** In-person or virtual
- **Instructions:** Players act out or mime words so that their teammates can guess what they are.
- **Learning Outcomes:** L, S, turntaking/teamwork
- **Materials/Resources:** pictictionary cards or cards with things to guess or mime

Kahoot.com

- **Mode:** Virtual or In-Person
- **Instructions:** You create a free account and create Kahoots. You can also play Kahoots played by others. Players, alone or in teams, join the game by going to the kahoot.it website and putting in the game pin. Then they select a nickname. Players must be able to see the questions on your screen. They choose the answer on their devices.
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Balderdash

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- **Instructions:** Players are read or shown a word, acronym, date, title or place. They must write a definition of the words or acronyms or significance of dates, titles and places.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** Balderdash cards or DIY cards with dates, words, acronyms, titles, places and what they mean or why they are important

Scrabble

- **Mode:** In-person
- **Instructions:** Players earn points by creating words and placing them on the Scrabble board.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** scrabble board, tiles

Blokus

- **Mode:** In-person
- **Instructions:** Players try to win the game by placing as many of their squares on the board as possible.
- **Learning Outcomes:** L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** Blokus game (board, squares)

Quizlet.com

- **Mode:** Virtual or In-Person
- **Instructions:** Students can play various games and use various study tools to review or practice material. You can create and share your own or use those already created.
You can also print off the questions.
- **Learning Outcomes:** R, W, L, S
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Tic Tac Toe

- **Mode:** Virtual or In-person
- **Instructions:** Players try to get three Xs or Os in a row.
Players can be asked to answer questions correctly before being able to place their X or O.
- **Learning Outcomes:** teamwork, turntaking, R, W, L, S
- **Materials/Resources:** 3-by-3 grid, questions, dry erase marker, whiteboard, dry eraser

Scattergories

- **Mode:** In-person or Virtual
- **Instructions:** Similar to A to Z Jr. Players complete a category list with answers that begin with the same letter. Points are awarded for each answer players have that other players do not have.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** Scattergories game, DIY scattergories cards, pencils, paper

Messenger or Relay

- **Mode:** In-person or Virtual
- **Instructions:** Players have to complete a task or reproduce a map or drawing. The witness sees the instructions for the task, map or drawing. The witness tells the messengers what the instructions, task or map are but cannot show them to the actual instructions, task or map. The messengers tell the artist what the instructions, task or map are. They can only advise the artist and cannot actually make changes.
- **Learning Outcomes:** L, S, teamwork
- **Materials/Resources:** instructions, task or map, materials to reproduce instructions, task or map

Trivial Pursuit

- **Mode:** In-person or virtual
- **Instructions:** Players answer trivia questions on a variety of subjects. Players earn points for themselves or their team.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** trivia questions, dry eraser, dry erase marker, white board, paper, pencil

Trivia

- **Mode:** In-person or virtual
- **Instructions:** Players answer trivia questions on a variety of subjects. Players earn points for themselves or their team.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** trivia question cards or Google Slide/PowerPoint, dry eraser, dry erase marker, white board, paper, pencil

Boggle

- **Mode:** Virtual or In-person
- **Instructions:** Players earn points by making words from letters on the Boggle board. The letters in each word must touch each other and cannot be proper nouns.
- **Learning Outcomes:** R, W, L, S, teamwork, turntaking
- **Materials/Resources:** Boggle website or Boggle board, pencils, paper, timer

Matching

- **Mode:** Virtual or In-person
- **Instructions:** Players, alone or on teams, match objects to objects, objects to words, words to words, online or in person.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** virtual matching sites, match cards

Uno

- **Mode:** In-person or Virtual
- **Instructions:** Players try to be the first person with only one card left, uno. Players play cards by matching colours, numbers or symbols.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** set or sets of uno cards
- **Variations:** Keep score by counting up the value of the remaining cards for each player. Winner has the lowest amount of points.

Tribond

- **Mode:** In-person or virtual
- **Instructions:** Players try to find the connection or bond between three things.
- **Learning Outcomes:** R, W, L, S, turntaking/teamwork
- **Materials/Resources:** Tribond game or game cards, made up cards with three things on them and what the bond is.

Sequence

- **Mode:** In-person
- **Instructions:** Players try to make a sequence or series by placing their markers or tokens on the board in order while preventing their opponents from doing the same.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Sequence game

Chess

- **Mode:** In-person
- **Instructions:** Players try to capture their opponent's queen.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Chess board, pieces

Checkers

- **Mode:** In-person
- **Instructions:** Players try to take their opponent's pieces by jumping over them. They become "kings" when they cross over to their opponents side.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Checker board, checker pieces

Traveler

- **Mode:** In-person
- **Instructions:** One player travels around the classroom and stops behind/beside the chair of a classmate. They are asked a question. First person to answer gets the chair and the other travels. If a player loses their seat, they cannot try to reclaim it.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** questions

Taboo

- **Mode:** In-person or Virtual
- **Instructions:** Players try to get their partners to guess words without using the words or helpful words
- **Learning Outcomes:** R, W, L, S, teamwork, turntaking
- **Materials/Resources:** Taboo game or cards, make your own Taboo cards

Battleship

- **Mode:** In-person
- **Instructions:** Players place ships on a grid and try to destroy their opponents ships by making "hits" with the row and column.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Battleship game or similar game

Apples to Apples

- **Mode:** In-person
- **Instructions:** Players try to pick cards from their hand that closely match the description given by the judge. If the judge picks the card, then the player gets card.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Apples to Apples game

Catchphrase

- **Mode:** In-person or Virtual
- **Instructions:** Players help their teammates guess a word or phrase using verbal clues and physical gestures.
- **Learning Outcomes:** R, L, S, turntaking, teamwork
- **Materials/Resources:** Catchphrase game, DIY cards with words or phrases on them

Axis and Allies

- **Mode:** In-person
- **Instructions:** Players form alliances. An alliance wins the game by capturing and holding two of their enemies capitals.
- **Learning Outcomes:** L, S, turntaking, teamwork
- **Materials/Resources:** Axis and Allies game

Cards (War)

- **Mode:** In-person
- **Instructions:** Players put cards down. When the cards are the same, those players go to "war" and place another card down. The card with the higher/highest value wins.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** deck of cards

Go Fish!

- **Mode: In-person**
- **Instructions:** Players try to get rid of their cards by making matches. They ask other players for the matches for the cards in their hand. If the players don't have the matches, they pick a card from the deck.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** deck of cards with matches

Chained

- **Mode:** In-person or Virtual
- **Instructions:** Players say words that are chained or connected to the previous word said i.e. snow-winter-skates-toboggans.
- **Learning Outcomes:** L, S, turntaking, R
- **Materials/Resources:** list of words or word cards, Google Slide or PowerPoint with one word per slide

unChained

- **Mode:** In-Person or Virtual
- **Instructions:** Players say words that are not chained or connected to the previous words i.e. snow-potatoe-picnic-zoo.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** list of words or word cards, Google Slide or PowerPoint with one word per slide

Monopoly

- **Mode:** In-person
- **Instructions:** Players buy, sell or rent property to make money.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Monopoly game

InkDrift

- **Mode:** In-person or Virtual
- **Instructions:** Players must draw or illustrate the word the leader says or writes. Players are given points based on how close their illustration comes to the meaning.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** cards with words on them, whiteboard or virtual whiteboard, dry erase marker and eraser

SkipBo

- **Mode: In-person**
- **Instructions:** Players try to be the first to get rid of their cards by playing all of their cards in numerical order.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** SkipBo card game

Game of Life

- **Mode:** In-person
- **Instructions:** Players go through life, making decisions, earning money and try to have the highest worth.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** Game of Life game

Dominoes

- **Mode:** In-person
- **Instructions:** These can vary from place to place. In general, players try to get rid of the tiles/dominoes they have by putting them down to match the tiles already played.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** dominoes

Word City

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils

Solitaire

- **Mode:** In-person or Virtual
- **Instructions:** Players try to get rid of all the marbles or markers. If playing the virtual card game, players try to get rid of the cards by putting them in order.
- **Learning Outcomes:** L, S, turntaking, teamwork (if played as a team)
- **Materials/Resources:** solitaire board and marbles or markers, virtual solitaire game

Wordtwist

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils

Traffic Jam

- **Mode:** In-person
- **Instructions:** Players try to get cars out of traffic jams without lifting them up.
- **Learning Outcomes:** turntaking, teamwork (if played as a team)
- **Materials/Resources:** Traffic Jam game

Wordshake

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordshake website, paper, pencils

Risk

- **Mode:** In-person
- **Instructions:** Players try to conquer the world by occupying all the territories on the board.
- **Learning Outcomes:**
- **Materials/Resources:**

Clue

- **Mode:** In-Person
- **Instructions:** Players try to solve a mystery finding out when, where and who of the crime.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Clue game

Stratego

- **Mode:** In-person
- **Instructions:** Players strategize to win the game by capturing their opponents flag.
- **Learning Outcomes:** L, S, turntaking
- **Materials/Resources:** Stratego game



SOLO

Traffic Jam

- **Mode:** In-person
- **Instructions:** Players try to get cars out of traffic jams without lifting them up.
- **Learning Outcomes:** turntaking, teamwork (if played as a team)
- **Materials/Resources:** Traffic Jam game

Quizlet.com

- **Mode:** Virtual or In-Person
- **Instructions:** Students can play various games and use various study tools to review or practice material. You can create and share your own or use those already created.
You can also print off the questions.
- **Learning Outcomes:** R, W, L, S
- **Materials/Resources:** Computers, tablets, cell phones

Solitaire

- **Mode:** In-person or Virtual
- **Instructions:** Players try to get rid of all the marbles or markers. If playing the virtual card game, players try to get rid of the cards by putting them in order.
- **Learning Outcomes:** L, S, turntaking, teamwork (if played as a team)
- **Materials/Resources:** solitaire board and marbles or markers, virtual solitaire game

Wordshake

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordshake website, paper, pencils

Wordtwist

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils

Uno

- **Mode:** In-person or Virtual
- **Instructions:** Players try to be the first person with only one card left, uno. Players play cards by matching colours, numbers or symbols.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** set or sets of uno cards
- **Variations:** Keep score by counting up the value of the remaining cards for each player. Winner has the lowest amount of points.

Word City

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils



VIRTUAL

Quizlet.com

- **Mode:** Virtual or In-Person
- **Instructions:** Students can play various games and use various study tools to review or practice material. You can create and share your own or use those already created.
You can also print off the questions.
- **Learning Outcomes:** R, W, L, S
- **Materials/Resources:** Computers, tablets, cell phones

InkDrift

- **Mode:** In-person or Virtual
- **Instructions:** Players must draw or illustrate the word the leader says or writes. Players are given points based on how close their illustration comes to the meaning.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** cards with words on them, whiteboard or virtual whiteboard, dry erase marker and eraser

Solitaire

- **Mode:** In-person or Virtual
- **Instructions:** Players try to get rid of all the marbles or markers. If playing the virtual card game, players try to get rid of the cards by putting them in order.
- **Learning Outcomes:** L, S, turntaking, teamwork (if played as a team)
- **Materials/Resources:** solitaire board and marbles or markers, virtual solitaire game

Balderdash

- **Mode:** In-person or Virtual
- **Instructions:** Players are read or shown a word, acronym, date, title or place. They must write a definition of the words or acronyms or significance of dates, titles and places.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** Balderdash cards or DIY cards with dates, words, acronyms, titles, places and what they mean or why they are important

Scattergories

- **Mode:** In-person or Virtual
- **Instructions:** Similar to A to Z Jr. Players complete a category list with answers that begin with the same letter. Points are awarded for each answer players have that other players do not have.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** Scattergories game, DIY scattergories cards, pencils, paper

Wordshake

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordshake website, paper, pencils

Pictionary

- **Mode:** In-person or Virtual
- **Instructions:** Players draw pictures to help their teammates guess words.
- **Learning Outcomes:** L, S, teamwork/turntaking
- **Materials/Resources:** Pictionary game or cards, cards with words to guess, virtual whiteboard, whiteboard, dry erase markers, dry erasers

Tic Tac Toe

- **Mode:** Virtual or In-person
- **Instructions:** Players try to get three Xs or Os in a row.
Players can be asked to answer questions correctly before being able to place their X or O.
- **Learning Outcomes:** teamwork, turntaking, R, W, L, S
- **Materials/Resources:** 3-by-3 grid, questions, dry erase marker, whiteboard, dry eraser

Trivial Pursuit

- **Mode:** In-person or virtual
- **Instructions:** Players answer trivia questions on a variety of subjects. Players earn points for themselves or their team.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** trivia questions, dry eraser, dry erase marker, white board, paper, pencil

Trivia

- **Mode:** In-person or virtual
- **Instructions:** Players answer trivia questions on a variety of subjects. Players earn points for themselves or their team.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork
- **Materials/Resources:** trivia question cards or Google Slide/PowerPoint, dry eraser, dry erase marker, white board, paper, pencil

Chained

- **Mode:** In-person or Virtual
- **Instructions:** Players say words that are chained or connected to the previous word said i.e. snow-winter-skates-toboggans.
- **Learning Outcomes:** L, S, turntaking, R
- **Materials/Resources:** list of words or word cards, Google Slide or PowerPoint with one word per slide

Password

- **Mode:** In-person or Virtual
- **Instructions:** Players help their partners guess "passwords" using one-word clues.
- **Learning Outcomes:** R, L, S, turntaking, teamwork
- **Materials/Resources:** Password game, DIY password cards

unChained

- **Mode:** In-Person or Virtual
- **Instructions:** Players say words that are not chained or connected to the previous words i.e. snow-potatoe-picnic-zoo.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** list of words or word cards, Google Slide or PowerPoint with one word per slide

Apples to Apples

- **Mode:** In-person
- **Instructions:** Players try to pick cards from their hand that closely match the description given by the judge. If the judge picks the card, then the player gets card.
- **Learning Outcomes:** R, L, S, turntaking
- **Materials/Resources:** Apples to Apples game

Messenger or Relay

- **Mode:** In-person or Virtual
- **Instructions:** Players have to complete a task or reproduce a map or drawing. The witness sees the instructions for the task, map or drawing. The witness tells the messengers what the instructions, task or map are but cannot show them to the actual instructions, task or map. The messengers tell the artist what the instructions, task or map are. They can only advise the artist and cannot actually make changes.
- **Learning Outcomes:** L, S, teamwork
- **Materials/Resources:** instructions, task or map, materials to reproduce instructions, task or map

Taboo

- **Mode:** In-person or Virtual
- **Instructions:** Players try to get their partners to guess words without using the words or helpful words
- **Learning Outcomes:** R, W, L, S, teamwork, turntaking
- **Materials/Resources:** Taboo game or cards, make your own Taboo cards

Wordtwist

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils

Charades

- **Mode:** In-person or virtual
- **Instructions:** Players act out or mime words so that their teammates can guess what they are.
- **Learning Outcomes:** L, S, turntaking/teamwork
- **Materials/Resources:** pictictionary cards or cards with things to guess or mime

Catchphrase

- **Mode:** In-person or Virtual
- **Instructions:** Players help their teammates guess a word or phrase using verbal clues and physical gestures.
- **Learning Outcomes:** R, L, S, turntaking, teamwork
- **Materials/Resources:** Catchphrase game, DIY cards with words or phrases on them

Word City

- **Mode:** In-person or Virtual
- **Instructions:**
- **Learning Outcomes:** R, W, L, S, turntaking, teamworking
- **Materials/Resources:** Wordtwist website, paper, pencils

The Dice Game

- **Mode:** In-person or Virtual
- **Instructions:** Players try to be the first to complete a list but must share a pencil. They roll dice to get doubles in order to get the pencil. They lose the pencil to the next person to roll doubles.
- **Learning Outcomes:** R, W, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** pencil, paper, dice
- **Variations:** multiple dice for each person or multiple pencils, one for each person

Boggle

- **Mode:** Virtual or In-person
- **Instructions:** Players earn points by making words from letters on the Boggle board. The letters in each word must touch each other and cannot be proper nouns.
- **Learning Outcomes:** R, W, L, S, teamwork, turntaking
- **Materials/Resources:** Boggle website or Boggle board, pencils, paper, timer

Kahoot.com

- **Mode:** Virtual or In-Person
- **Instructions:** You create a free account and create Kahoots. You can also play Kahoots played by others. Players, alone or in teams, join the game by going to the kahoot.it website and putting in the game pin. Then they select a nickname. Players must be able to see the questions on your screen. They choose the answer on their devices.
- **Learning Outcomes:** R, W, L, S, turn taking, teamwork
- **Materials/Resources:** Computers, tablets, cell phones

Tribond

- **Mode:** In-person or virtual
- **Instructions:** Players try to find the connection or bond between three things.
- **Learning Outcomes:** R, W, L, S, turntaking/teamwork
- **Materials/Resources:** Tribond game or game cards, made up cards with three things on them and what the bond is.

A to Z Jr.

- **Mode:** In-person
- **Instructions:** Players try to find words that begin with each letter of the alphabet. They place a token or marker on the letter when they name a word.
- **Learning Outcomes:** R, L, S, turntaking, teamwork (if played as teams)
- **Materials/Resources:** A to Z Jr. game, paper with the letters of the alphabet on it, pencils or pens, whiteboards, dry erase markers and erasers.

Uno

- **Mode:** In-person or Virtual
- **Instructions:** Players try to be the first person with only one card left, uno. Players play cards by matching colours, numbers or symbols.
- **Learning Outcomes:** R, W, L, S, turntaking
- **Materials/Resources:** set or sets of uno cards
- **Variations:** Keep score by counting up the value of the remaining cards for each player. Winner has the lowest amount of points.



RESOURCES:

In-Person

In addition to the game pieces that come with purchased games, keep the following on hand for in-person games:

- Dice - traditional or foam, dry erase or with plastic pockets on the sides
- Scrap paper
- Pencils
- Timers - electronic or sand in different increments
- Dry erase boards
- Dry erase markers
- Dry erasers or pieces of cloth or sponges
- Small cubes or Legos or other small items that can be used as markers on a board
- Plastic chips - for Bingo markers



RESOURCES:

Virtual

The following resources may be useful when playing virtual games or other activities:

- **Virtual Dice/Coin Toss** - <https://freeonlinedice.com/>
- **Online Virtual Dice** - <https://dice.virtuworld.net/>
- **TeacherLED Dice** - <https://www.teacherled.com/iresources/tools/dice/>
- **Virtual Whiteboard (also available in Google Meet/Zoom pro accounts)** - whiteboard.fi
- **Virtual Scramble Maker** - <https://www.education.com/worksheet-generator/reading/word-scramble/>
- **Virtual Match Game Maker - Interacty** - <https://interacty.me/products/memory-games>
- **Virtual Notes** - note.ly

- **Virtual Match Game Maker - Puzzel** -
<https://puzzel.org/en/features/create-memory>
- **Educaplay - memory game creator** -
<https://www.educaplay.com/types-of-activities/memory-games.html>
- **Virtual Pickerwheel** - Pickerwheel (customizable)
<https://pickerwheel.com/>
- **Virtual spinner** - <https://toytheater.com/spinner/>
- **Virtual Timer** - <https://toytheater.com/classroom-timer/>
- **Classroom Timers** - <https://www.online-stopwatch.com/classroom-timers/>
- **Virtual Scrabble** <https://www.pogo.com/games/scrabble>
- **Keep the Score - virtual scoreboard** - <https://keepthescore.co/>



GAME SOURCES

Below is a list of places to find board games, besides your closet at home:

- friends
- coworkers
- students
- stores - brick or online
- secondhand shops
- garage sales
- flea markets
- yard sales
- libraries
- schools