
BBC LEARNING ENGLISH

Shakespeare Speaks

Eight Vocabulary Activities



1) Snowball: Students each take a card with one phrase / word on it and stand up to find a partner. In pairs, one person describes their phrase for their partner to guess, and then the other person describes their word. When they've guessed each other's words they swap cards. They then move on and find a new classmate to explain their new phrase to.

2) Chain story: Each student has a card with a phrase or idiom written on it. The teacher starts by telling the first line of a story. Then the students take it in turns to continue the story by saying one line each. They must include their phrase / idiom in their line. The story continues until all students have added one line each.

3) Pictionary: Students are put into teams and one team member comes to the board to draw the phrase for the rest of the team to guess.

4) Charades: Students act out the phrase / idiom for the rest of their team to guess.

5) Hot seat: Students are divided into two teams. One student from each team sits on a chair at the front of the room with their back to the board. The teacher writes one of the phrases on the board. The other team members have to help the student in the 'hot seat' guess the phrase. The first team to guess the phrase win a point. Two new team members come to the front and the game continues until everyone has had a turn.

6) 20 questions. Each student has a piece of paper with a phrase or idiom written on it. The other students ask yes / no questions to try and guess the phrase. E.g. Is it positive? Can it be used to describe a person?

7) Longest sentence wins. Students are divided into two teams. Both teams form a line one behind each other in front of the board. The aim is to work as a team to write the longest sentence. Each student can only write ONE word – they then pass the pen to the person behind them and move to the back of the line. Before the game starts the teacher calls out one expression / word that they must include in the sentence. After three minutes both teams must stop. Each team gets a point for every word they write up. However if there is a mistake in the sentence they only win points for words before the mistake. For example, if there is a mistake in word ten, they win nine points.

8) Dialogues: Students write a dialogue using five phrases from the lesson and then act it out for the class.