TELL YOUR PARTNER
Number of students: 2
Activity: First student gets CARD A, second - CARD B. They should tell each other numbers, written in a line. And according to the numbers, they draw a picture.

## NICE TO MEET YOU

Number of students: 16 or less
Activity: Give each student a card with the information (name/country). They should get acquainted with each other (moving from one person to another) by asking questions: What's your name? Where are you from?

## FOOD BATTLESHIPS

Number of students: 2
Activity: First student gets PICTURE A, second - PICTURE B. Each one should write where they put the food in the column. After that, they try to find out, where the partner keeps his food by asking questions: IS THERE JAM IN THE FRIDGE? ARE THERE...?

## DO YOU LIKE...?

Number of students: max. 6
Activity: Give each student a sheet of paper with the table. They should fill it with the names of the group mates. After that, they go around the class and ask each one some questions: Do you like tea? And onion? And mark the answer in the table. Later on you discuss the information in the group (you may find out what is common).

THINGS YOU LOVE AND HATE

## Number of students: any

Activity: Give each student a sheet of paper with the table. They should fill it with the names of the group mates by going around the class and asking questions about likes and dislikes in the table: Do you like doing h/w? Do you hate chocolate ice cream?

THE NUMBERS GAME
Number of students: 3
Activity: Each student gets a card (A,B or C). Student A STARTS with the column I say-I say 70,000. Other 2 students listen to him and try to find this numeral in their card. The student, who finds it, says I hear-I hear 70,000 and watches the opposite numeral in a line I say - I say 9.5. Thus they go till the end FINISH.

WHO'S GOT A FERRARI?-2 parts Number of students: 10
Activity: Give each student a Role Card with the information. They should get acquainted with each other (moving from one person to another) by asking questions. With the help of the questions, they should fill the table WHO'S GOT WHAT?

## COMPARE THE PICTURES

## Number of students: 2

Activity: First student gets PICTURE $A$, second - PICTURE B. By informing each other about their own pictures (using constructions There is/ There are), the pair should find min. 10 differences.

## MARK AND SUE

Number of students: 2
Activity: First student gets a picture with MARK, second - with SUE. They should ask their partner about Mark's or Sue's color of clothes/pets/objects and color the pictures.

BINGO NUMBERS 1-100
Number of students: 10
Activity: Cut the copy into cards. Give each student one card. MASTER BINGO CARD leave for yourself. You tell numbers in different order and the students cross it in their card. The winner ( $B I N G O$ ) is the person who first crosses all his numbers.

## WHAT'S THIS?

Number of students: $\mathbf{2}$ and more
Activity: Like a game CROCODILE. Each student takes a card with the picture and tries to explain it to the group (or to his partner) either by his body, gestural or by other words (it depends on the level). The group tries to guess what's this.

## THE RECIPE GAME-2 parts

## Number of students: 6-12

Activity: Divide the group in two groups: sellers and buyers. Each student in the first group gets a FOOD CARD, in the second - A RECIPE CARD. Students from the second group should find food they need to in their recipe by asking a question Have you got...?
THE LOVING DATING AGENCY-2 parts Number of students: $\mathbf{1 2}$ (or a group)
Activity: Each student gets one MEN CARD or WOMEN CARD. He should fill it with his own information about the client in the card. After that, he tries to find the partner for his client according to the interests in the card (you may do it together with the whole group).

## Number of students: 4

Activity: Give each student a sheet of paper with the table. They should fill it with the names of the group mates by going around the class and asking questions about what they can do or can't do (you may ask them to guess who and what can or can't do).

## UP! SIT DOMINO

## Number of students: any

Activity: Cut the copy into cards. Give them to students (you may divide the group into several teams) they should make the correct sentences by connecting the end and the beginning of the cards. The winner is the first team who did it quickly.

