Conversation Activities

1. I Spy
   Players take turns.
   “I spy with my little eye something beginning with ……” or (for younger students) “I spy with my little eye something that is green/long/shiny ……” (whatever description word you want to use).

2. Twenty Questions
   A player thinks of being an object/animal/person and says “I am ……
   • an animal
   • a vegetable
   • a person
   • a piece of furniture
   • a tool
   • a book
   • a character in a story

   The other player has to ask yes/no questions to find out what the person is in 20 questions.

3. Charades
   a. One player pretends to be, perhaps one of the above in 2.
   b. For older players, play the ‘time’ game – film, book, TV, programme, song.

4. A player has to talk for a specified time on a topic given to him/her by the other player.

   Specified time: any amount – 1 minute 30 seconds whatever
   Topic: Anything
   Players take turns.
5. **Think of a word that goes with .................**

Have turns asking each other

6. **A player has to think of 10** (or whatever number you like) **words related to something**

   e.g. at the park
   Players have turns.

7. **Given a certain time** (e.g. 1 minute, or 30 seconds, whatever you decide) **a player has to think of as many words that are within a category.**

   e.g. - food
       - furniture
       - car types
       - sports
       - make-up
       - flowers
       - towns
       - trees

   The listener writes them down or just counts.
   The teacher might say some wrong words to ensure the student is listening and understanding.

8. **Jokes - telling**
1. **Feely Bag**

Place an object in a bag. A player has to feel and describe it; and then identify it at the end. Players take turns.
Teachers can have a box of objects for the student to choose from; or the student can bring some from home – for the next time.

2. **Objects Memory**

Put out a number of objects (or pictures) on the table. A player looks for a minute (or whatever time limit you want to set). The objects/pictures are then covered over and the player recalls the objects/pictures. Take turns.
Need to have a box of objects/pictures to select from.
Pictures related to whatever theme you want them to be, according to language needs and/or interest.

3. **Lotto**

Each player has a board of pictures.
Matching pictures are face down on the table.
Players alternatively tell the other to find a certain picture.
The player can only pick up one picture.
If it is the picture asked for, it goes on the board, otherwise placed back down on the table.
The one who fills in the picture board first is the winner.
4. **Card Game**

The cards can be of anything – a normal card pack – or cards from a Lotto game. Each player is dealt 7 cards and needs to make pairs. Each player asks the other:

“Have you got a ………?”

If so that player is given the card and places the pair on the table. If not, the player picks up a card from the rest of the pack (in a pile) or spread out on the table. Winner is the person with the most pairs in the end.

5. **Holiday/Memory Game**

Place pictures of items you could take on a holiday, face down on the table, e.g. clothing, pictures, accessories such as toothbrush, towel etc. Player picks up a card and says, “I am going on holiday. I will take (whatever was on the first card and the one just picked up)”. Players need to remember their cards. First one to forget loses. It’s good to have some cards of pictures you wouldn’t take away on holiday, such as a vase or bed etc.

Variations of the game:

a. I am going to have breakfast. I will have
b. I am going camping. I will take ……..
c. I am going to the Antarctic. I will take ……….

6. **Using a pile of picture cards each player is shuffled 2, 3 or 4 cards.**

Turn them over. Each player has to think of a story using the cards.

7. **Bingo – A game for the class group.**

Each player has a board of pictures of words. One student picks up cards and calls the picture/word out. First person to fill their board wins.

8. **Guess who? Game**

Each player has a board of faces, and chooses one that is kept unknown to the other player. Through a process of elimination (by asking questions) players find out the other player’s face.
9. Bring a favourite game from home; explain the rules and then play it.

10. Have a box and place an object in it.

   Player has to ask questions to find out what the object is.
   Perhaps place a limit on the number of questions – 20?
   (Very much like ‘20 questions’).

11. Make up an advertisement for something the student is interested in e.g. trainers.

   Decide on the medium – TV, magazine, radio, newspaper.
   Think of the words important for selling the product.
   Think of who the product will be sold to – age range, sex etc.


   A player has 30 seconds, a minute (whatever length of time decided upon) to look at the
   other player, then closes his/her eyes. Other player changes his/her appearance by taking
   something off, e.g. watch, ring, earring; or putting something on. Player with eyes closed is
   told to open them and say what is different about the other player.
   Take turns.

14. A variation of (13)

   Have two pictures – both the same, one a complete picture and the other with parts missing
   or added. Show the complete picture for a set period of time, take it away and show them
   other. Player has to find the differences.
1. Talk about your dream holiday.
2. I like it when ..............
3. The best Christmas I’ve ever had.

4. The best holiday I’ve ever had.
5. The best birthday I’ve ever had.
7. If you won a million pounds what would you do with it?

8. The scariest time in your life.
9. The happiest time in your life.

10. What’s the best advertisement on TV? What’s the worst?

11. What would be your plan of action in a fire? Earthquake?
1. **Talk through a story – don’t read it.**
   Anticipate what will happen on the next page.
   Anticipate endings.
   Change the endings.

2. **Have a picture with a lot in.**
   Ask the child to find something that is ………………. (describe it) e.g. green and sharp.
   Then the student has a turn asking the teacher to find something that is ………………..

3. **Have two pictures.**
   One is the consequence of something happening in the first picture.
   Look at the first one and talk about what might happen. Then check it out.

4. **One player has a picture the other cannot see.**
   That player has to ask questions to find out what’s in the picture.

5. **Emotion pictures.**
   Place a number of emotion pictures on the table.
   Talk about a situation that would engender one of these feelings.
   The player has to identify the emotion that would link up with the situation.

6. **Magazine/Newspaper Articles.**
   Talk about the issues etc.
   The child can be responsible to bring along an article to show you, to talk about it.

7. **World Atlas**
   Ask the child to find a country that is ……………..
   Describe it however you wish, for example; “It is in the northern hemisphere, small and surrounded by the sea”.
   Take it in turns.
A screen is set between the two players.

1. Colouring Book/Pictures Game

Both players have the identical picture to colour in. Teacher colours in the parts and gives the child instructions to do identical colouring in. Pictures are then compared.

Variation: Colouring by numbers.
Variation: Each takes turns to tell the other what to colour in.

2. Block Game

One set of blocks differing in size, shape, colour for each player and a rectangular box in which the blocks fit.
One player tells the other how to put the blocks in the box, and does it also. Then compare boxes to see if they are the same.

3. City Game

Two identical road maps drawn with North/South/East/West marked. One player tells the other to draw in trees, houses, cars etc onto the map; and does it also. Compare pictures.

4. Pattern Making with Rods

Each player has identical sets of cuisenaire rods. One player arranges the rods in a pattern, and then tells the other player how to arrange his/her rods to make the same pattern.

5. Shape Patterns
The same as (4) but with shapes.

6. Ordering Pictures

Each player has identical sets of pictures (e.g. action, pre-positions, adjectives etc). One player sets their pictures in an order, then tells the child how to arrange his/hers, to make the same arrangement.

7. Arranging Objects/Toys

Each player has identical objects/toys. The same as (6).

8. Drawing Activity

Both players have identical drawings but one player’s drawing has parts missing. The teacher tells the child the parts to complete. Compare pictures.

9. Drawing Cards

The teacher has a set of cards with symbols/shapes on them. The child has a set of cards without the symbols/shapes. The teacher tells the listener what to draw. Compare cards.

10. Press and Peel

Both players have identical ‘Fuzzy Felt’ or stickers. Teacher arranges the figures on the base and tells the child how to arrange his/hers to make the same arrangement. Compare.


Each player has the same base picture. The teacher draws objects in, on, under, beside etc., already existing objects in the drawing. Then he/she tells the child to do the same. Compare pictures.
12. Drawing Activity – Lines

The same activity as (11), but lines are drawn around, on, under, above etc., objects in the picture.

13. Drawing Activity – Patterns

Both players start with a blank page. The teacher draws a pattern and tells the child to do the same one. Compare.