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| **37 Snowman** | |
| **Target:** | 10 Minute Game(Vocabulary) |
| **Time:** | 10+ minutes |
| **Materials:** | * Markers * Vocabulary list |
| **Procedure:**  **C:\Documents and Settings\ALT\Local Settings\Temporary Internet Files\Content.IE5\EN3X7V9E\MC900022861[1].wmf** | 1. Divide the class into groups of pairs. After the groups/pairs are decided, Team A to the front of the classroom and look at the vocabulary list. 2. Once the Team A decides on a word, they have to count the letters in the word and draw the same number of blanks on the board.  *Example with one word: School \_ \_ \_ \_ \_ \_ S c h o o l  Example with a phrase: English is fun! \_ \_ \_ \_ \_ \_ \_/\_ \_/\_ \_ \_!* 3. Other teams have to guess the word or phrase on the board by asking,  “Does the word/phrase have the letter \_\_\_ ?”  If the team guesses a letter that is in the word, then Team A writes the letter in the correct space.   Ex. *Team B: Does the word have the letter ‘c’?  Team A: Yes, it does! \*writes the c in school on the*  *board\*  \_ c \_ \_ \_ \_*   1. However, if the team guesses a wrong letter, Team A has to draw a piece of a snowman. You can decide how many mistakes the class can make before they lose. (usually around 10 mistakes are allowed)   Ex.  *Team B: Does the word have the letter ‘p’?*  *Team A: No, sorry! \*draws a piece of the snowman\**  After a team guesses a wrong letter, the letter is written on the board so it won’t be guessed again. |
| **Variations:** | The teacher can decide on the word or phrase for the group/pair. Also, the teacher can keep score so there can be a winner! |
| **Notes:** | The class can review the vocabulary or other materials first if necessary. Great for reviewing class material, like vocabulary, English phrases, songs, or even book titles! |