

FUN VIA **GAMES** IN ELT

WORKSHOP ABSTRACT

This workshop is designed to demonstrate the use of games in ELT, which aims at increasing the effectiveness of language teaching and learning. By using this technique we hope to increase student participation in our classes instead of a teacher based teaching session and of course have fun at the same time. Using games in ELT does not only improve students' grammar and vocabulary but it also helps them develop their speaking skills since it creates an atmosphere where they can use the target language in a communicative way.

Topics of the workshop will include:

- Some examples and videos of interactive games to improve grammar learning (**Bernis**)
1. **Miming game**: Teacher divides the class into two groups and gives each student a sentence which is structured with the target grammar topic and asks them to mime the sentence to the other students in their groups in 1 minute. If the team members can guess and tell the sentence in a grammatically correct way, they get 1 point. If they make a grammar mistake, they cannot get any points. Students take turns. The team with more points will be the winner.
 2. **Bingo game**: Teacher divides the class into two groups and asks one student from each group to stand up and come to the board. They stand up facing each other by the table. On the table there are two buttons for each student. Teacher prepares a chart in which there are sentences that are grammatically correct or wrong. They choose a box in the chart and the teacher reads the sentence and asks students to press the button if they know the answer. The one who presses first will give the answer. They get the points for the correct answer. If they find the hidden bingo in the boxes, then they get the point without being directed a question. Students take turns. The team with more points will be the winner.

- Some examples and videos of interactive games to improve vocabulary learning (**Yağmur**)

1. **Knock-Out** (Have all students stand and quiz each student with a vocabulary word or definition. If the student gets it right within five seconds, the student remains standing; if not, the student sits. Last one standing wins the game.)
2. **Risk** (Divide students into 3-4 groups with 4-5 students in each. Prepare 5 categories including 5 questions. Teacher gives the definition of a word or some clues about it. Students ask WH- questions to give the right answer. Who raises hand first gives the answer and gains the points. Group having the highest score wins.)

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