

# Two Facts and a fib

Group game:

- The first person tells everyone three things about themselves. Two statements will be fact and one will be a fib.
- Everyone else guesses which one is the fib **by holding up one, two or three fingers to show which statement is not true**. E.g. "I got all my spelling words right last week. My favourite food is tripe. Diego in my class got \$5 for his lost tooth from the Ratón Perez." You will be amazed at what you learn! And how much English they are willing to produce!



## What did you put in your backpack?

(Wonderful to drill **Past Tense, interrogative**)

This memory game can go on from here to Timbuktu without stopping - as players build a list of things that go in the backpack.

**The group in chorus asks the question** – "What did you put in your backpack?"

Each player then takes a turn to answer "In my backpack I put..." But there`s a tricky part, because **each player must list the items previously named in order before adding a new one. E.g.:**

Everyone: What did you put in your backpack?

Player 1: In my backpack I put some polka dot undies.

Everyone: What did you put in your backpack?

Player 2: In my backpack I put some polka dot undies and a toothbrush.

Everyone: What did you put in your backpack?

Player 3: In my backpack I put some polka dot undies, a toothbrush and a birdcage.

**Anything can go in the backpack** - and you`ll be astonished at what does. (it`ll be fun!)



## Colour I-Spy

(to practise colours!)

This is the junior version of the `I spy` game. One person secretly chooses an object and everyone must try to guess what it is. They then recite the starting rhyme:

**I spy, with my little eye, something that is the colour...** (pick a colour)

They should choose object in the classroom and speak one at a time!



## Paper bag mysteries

- You can also use the humble paper bag in a mystery game. Choose a mystery object and put it inside the bag. Secure the top with a rubber band, string or any sort of clip.
- Each player then tries to guess what is in the bag - to help them try and guess let them shake it, smell it or feel it.

The winner gets to put something in the mystery bag.