



****LENGUAS RÁPIDAS****



Lenguas Rápidas is a Crazy, fast-paced vocabulary expression guessing game. The students have to work together with their teams to describe the pictures they see on the screen from the included Power Point while the other members of their team guess. There are several topics included in this game.

Divide the class into two teams. Half of the class is team one and the other half is team two. The teacher shows the class the category. Team one goes first with three of its members standing up in front of the class where they cannot see the screen. Then, he/she scrolls through each picture/word slide one by one while the seated members of team one give descriptions of the vocabulary expressions. The half of the team that is standing guesses while the seated half of the team gives clues. Team one has one minute to guess as many of the vocabulary expressions from the first category as possible. Then, team two gets the chance to have three students standing in front guessing while the other half gives clues in the target language. Each correct guess is worth one point and words that are passed are worth nothing. Each picture has an expression or a word that the team is trying to guess. The team that is giving the clues may not say the words that are on the screen for that picture or they lose that point.



****EN GRUPITOS****



After the class has played the team version of this vocabulary game, it may be fun to give the students the opportunity to speak in more complex sentences. To do this, break the students into groups of 3 or 4 per group. Then, place a pile of picture cards in the middle of each group. In each group, the first student will turn over the first card. The other students in the group then have the chance to make a dinging sound that indicates one of them would like to describe that card. The student who dings must state a sentence that describes what is going on in the picture using appropriate vocabulary and grammar structures. If he/she does this successfully, that student gets to keep the card and he/she flips over the next card so the other group members can ding in to describe it. The student that just earned a card does not ding in for this card, but may judge whether or not the next dinging student has described the picture card well enough to keep the next card. At the end of the game, the student with the most picture cards from his/her group is the winner.