101

ESOL
Classroom Activities

Ascentis
Awarding Organisation

Here is a sample of the Ascentis 101 ESOL Classroom Activities. These are designed to spark ideas and encourage conversation in a fun and engaging way.

The complete 101 activities are available to Ascentis ESOL customers by emailing hello@ascentis.co.uk

5 NUMBERS - ELEVEN

Learners count around the room. They can count 1, 2 or 3 numbers each. The learner who has to say 11 is out. Learners can calculate so that they make someone else out.
Variations: At every person who is out, the direction of travel changes.
Change the numbers to count in 5s or 10s.

21 GEOGRAPHY BINGO

How well do learners know their town?
Cards have generic names. The teacher can call out actual places, definitions or addresses e.g. library, shopping centre, hotel, bank, park, station.

30 PELMANISM

Irregular verb matching:
Card set comprises of common irregular verbs e.g. go, have, see, speak etc. and their corresponding past tense form. Learners have to turn over the verb and its past tense form that match to 'win' the pair.

40 QUESTION TAGS

Teacher/tutor says a short sentence e.g. "She's a vegetarian" and learner writes appropriate question tag e.g. "isn't she?" on the board and holds the board up when instructed.

43 ASKING QUESTIONS

Teacher thinks of a news item type story. Learners ask questions to piece together the story. Teacher only answers yes or no.

54 DICTATION

Half the story:
Teacher dictates a story but adds in questions for learners to come up with their own version, e.g. Just before closing time, a man walked into the bank.
How old was the man? What was he wearing? What did the cashier say?

60 PICTURES / PHOTOS

Memory pictures:
Show/ give learners a picture which contains lots of detail for 30 seconds. Divide learners into groups and give them 5 minutes to write as many sentences as they can about the picture. The group which has the most number of accurate (content and grammar) sentences wins.

77 NO PREP GAMES

Word snake:
Teacher writes a word on the board. Learners must continue the snake by starting a word from the last letter of the previous word. Teacher could make a snake for learners to separate.
e.g. teachereadraw