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Fortunately, my thirst for free gifts was quenched with ESL Games World. This website is dedicated to helping teachers find engaging and motivational digital material, such as PowerPoint Games, Hangman and Wheel Games as well as Printable Board Games. The site is a little cluttered with multiple headings and links on some pages compared to ISL Collective or Busy Teacher, but after a little more perseverance you will be able to download suitable material. Nevertheless, I would recommend that teachers download the templates available and edit them where required. Templates could be downloaded in PowerPoint or Word format. As well as downloadable PPT and Word downloadable, there are some additional resources which could be downloaded and used for lessons. So if you are looking for another website to help you with preparing lessons and materials for classes, then look no further than ESL Games World. PowerPoint (PPT) games are one of the most important teaching aids for any English teacher with a computer and screen in the class. What makes PPT games even more useful is that teachers can easily change the contents to suit their lesson plans. With PPT Bomb games you can review vocabulary, learn grammar or practice English phrases. The ideas are endless! There are many educational PPT games out there, and students love them, but it can be easy to use them in the wrong way. Teachers should pick the right PPT Game Template, edit the content and play the game correctly in class. In this article we will share ESL Powerpoint Bomb game templates, give suggestions to pick the right ones, show how to easily edit them and explain how to play Powerpoint Bomb games in ESL class. How to play an ESL Bomb Game When to use a Powerpoint game in ESL Class? PPT Bomb games are a lifesaver in any ESL class. Teachers can use it as a warmup to energize the class, a practice activity during the learning phase or at the end of class as a review. Most of these games are based on movies or TV shows that kids enjoy, so they will have fun with the characters and elements from each story. That way you can focus on student engagement. Place students in groups so that they can play the game with other classmates. It's more fun if there is a competitive element too. The amount of students that you should add per group depends on the class size. The maximum amount of groups that you should have is 4. More than that and it gets difficult to keep control of the class and too much time in between each group's turn so the students will get bored. Share the material with 3 groups is the ideal amount. Make sure that each student gets a turn in their groups, otherwise louder students will answer everything. If a shy student is stuck however, encourage them to ask their friends. The aim on ESL Bomb games is for students to learn, have fun and feel included. 30 ESL Powerpoint Games Some of the best games on the site, all with fantastic animations, include Pokémon, Frozen, Avengers, Super Mario, Naruto and Harry Potter. On opening the Pokémon game one can see that it's got some instructions for teachers on how to use it. Note that Pokémon characters have different names in various languages, for example, in Korean Snorlax translates to something like Sleepy Giant. Students can play individually or in teams and must select and answer questions to gain points. They can win bonus points, but are always at the risk of picking a bomb or losing their points when they have to swap points with another team. Mystery balls and different actions by these famous animation characters keep students on the edge of their seats, making this game highly exciting and effective. Download the PPT Bomb Games FREE —> Click the RED 'Download' Button How to edit PPT games for class These PPT games can be easily edited using the Bomb Game Generator. Step one is to open the PPT game, click and change the title, change the questions and answers to review a lot of the vocabulary and grammar that was done in class. Photos, images, sound bites and music can be added. PowerPoint provides detailed step-by-step instructions and its VBA program will automatically adjust all images, sounds, and font settings. Drag-and-drop or copy and paste text or pictures onto the edit slides, which will automatically resize to fit. The font settings can be made bigger or changed per single slide. One can even add sound bites and music files. It won't be necessary to fiddle with the slides, animations, or to make links. The game is automatically saved as a PPT template file, along with thumbnail images. Powerpoint Games Template for Kids When picking a template for a PPT Game to play with kids, make sure that it is: A suitable level for the students An interesting theme or topicCovers actual work from classNo bugs or too big when loading You can download Free PPT Games for Teaching English here: PPT Games Template FREE Download Powerpoint Games for Zoom It is possible to play Powerpoint Games on Zoom with your students. Place students in groups and give each member a specific turn. If they are 3 in a group, tell each person what number they will be: First, second or third. Take out a piece of paper to write down the scores. That will make it easier to keep score as you will be sharing the Powerpoint game. Next, use the Sharescreen function to show the Powerpoint game to your students. To make it even more fun try doing it in 'advanced PPT sharing' on Zoom. That way it will show you on the PPT - Almost like a game show host! Play the game normally. Here's a pro tip: If a student struggles you can send them a hint through chat. That way they don't feel embarrassed if they don't know the answer. Pokemon PPT Game Here is a fun Pokemon PPT Game that you can use with your students in class. You can add questions, answers and each option has a different prize which makes learners enjoy the process. You can download the Pokemon PPT Bomb Game here: You can add 26 different questions for each letter of the alphabet. 26 is a good number because it doesn't overwhelm students with too many options. Giving students a choice of what letter to pick makes them more invested because it give them a say on their destiny. What fun is a game if you don't take part. This investment is a good lesson for playing other learning games with students too. Students pick from one of the 26 letters of the alphabet to play this ESL Bomb Game. Place the students into teams and within the teams each member gets a turn to pick a letter and answer the question. It keeps them engaged and makes learning a social experience in stead of isolating the students as individual learners. You can make a question and answer for each of the letters. Students are expected to answer the question. If they get it right, they earn a prize but if they get it wrong, they get nothing. The whole idea behind using an esl bomb game is for students to learn while having fun. So don't move on immediately if they get something wrong. Guide them to the answer, that way you increase their confidence and helps them enjoy the class, which means that they are more likely to return. Make some of the questions more challenging and if a student has trouble answering, ask their partners if they can help them out. Teamwork makes these PPT bomb games more enjoyable. When the student gives an answer, you can click on the pokoball if it is correct, or the "X" if it is incorrect. When you click on the pokoball, it will bring up a pokemon and an amount of points. Write the points for each team on the board and calculate a winner at the end. You don't need to give a prize for the winning team, winning should be prize enough but sometimes it is fun to add some stakes to the game. For example, winners can leave a minute early. It could be fun to add a punishment like losers have to do one extra question for homework, but the main idea is to keep the game fun and positive. Students love the reveal of the pokemon because they start talking about what they know or like about the particular pokemon. That excitement and discussion generated makes bomb games centered around popular games so useful for esl class. You can also make it a bomb, which means that the team will lose points. This is a funny surprise because students love the emotional rollercoaster ride. Try not to add too many bombs though so that students can accumulate more points. Pokemon PPT Bomb game is an easy to edit, fun game to use in ESL class with younger learners. Conclusion A large number of games that were made using the PowerPoint bomb game generator can easily be adapted to be used in the classroom. PPT bomb games provides teachers with a great variety of fun ways to review lesson content in a format that students love. These games can all be edited changed to contain the targeted vocabulary and grammar, but are often hard to find, which is why they are listed in this article. The best of these websites are monuments of huge selfless dedication by educators with a passion to the profession who makes it available to other teachers too. Neil, the creator of the website discussed, deserves to be applauded for his blog, these games are fantastic for teaching English or perhaps any other subjects as well. Thanks to Neil at Team Teacher China! Scroll to the bottom and download by pressing the "RED" download button. Website for FREE PowerPoint Games for ESL/ EFL classes: Website for the more advanced Slide Bomb Game generator: Please follow and like us; report this ad Our games easily appeal to young learners as they are based on real experiences in the classroom. So much so, we packed together a rich collection of A to Z games as well as Jeopardy in PowerPoint format, Jeopardy PowerPoint Interactive Classroom Games A to Z PowerPoint Interactive Classroom Games A Alphabet Sentence Spelling Write a sentence on the board. Use any grammar or vocabulary point and have the students spell the sentence whilst passing a ball and sat in a circle. Include a time limit depending on the length of the sentence. For example: The boy is running.This should take twenty seconds! It is a team game against the clock and the teacher. Students must spell the sentence correctly and then say the sentence as a group within the time limit to win the point. If they fail to do so the teacher wins. B Bingo Bingo can be used with any vocabulary point. Provide a blank Bingo sheet and have the students write or draw randomly in the boxes. When completed, the teacher or another student will call out the target vocabulary used in the game. The winner is the first student to cross out all the numbers or letters on the sheet. Basketball Bonanza Students will ask questions in a clockwise manner. The grammar or vocabulary point can be anything. For example: What do you do in the morning? I have my breakfast. The first student to answer the question after the teacher says 'begin' gets to stand up and throw the ball into the basket. They can answer a further question to attain an extra throw of the ball, but if they are wrong they lose both these chances. C Charades Divide the class into two teams. One student from each team comes to the front of the classroom. The teacher whispers a word/sentence or shows a flashcard to the two students and they act it out. The first team to say the correct word gets a point. For example: cat, dog, sheep... D Dancing with Ostriches Have two teams and select two students. Then attach a flashcard to their backs. The purpose of the game is to look at the other student's flashcard and say the word before they see yours. Include a thirty second time limit, so that students are active throughout. E Extreme Spelling Have two teams and provide the students with two bags of letters ranging from A to Z. Then write a sentence on the board. The teams have to copy this by choosing the correct letter squares in the bag you provide them with. When they have constructed the sentence correctly the team have to read it together in order to get the point. It is important to provide the students with enough letters, so it would be a good idea to photocopy adequate amounts. Say five copies of each letter. Repeat for more rounds. F Flashcard Whispers Similar to Chinese whispers. Elicit the vocabulary you want to teach the students and then have them sit in a circle. Whisper a word or sentence depending on the grammar point into the nearest student's ear and then have them repeat the same sentence or word to the person sitting next to them. Put five to ten flashcards face-up on the floor. The final student must stand up and hit the correct flashcard saying the sentence or word you originally said to win the point. G Go Fish Each student chooses two flashcards each. Ensure the students don't show anyone their flashcard. Then, choose a student and ask "Do you have a pencil?" Students must answer "yes" or "no" depending on the question asked. If the question is correct that student wins the flashcard. The student with no cards is out. H Hangman Review words from previous classes. The teacher chooses a word and writes the same number of spaces on the board. Students have to guess a letter one by one. If the student guesses correctly, write that letter in the space. If they guess wrongly, start drawing a hanging man and have the next student guess a letter. Let the first student to guess the word take the teacher's place. I I Spy with My Little Eye Have a student or yourself say "I spy with my little eye something beginning with W". Students have to try to guess the object or thing within the classroom. For example: W for window. Clothing, stationary and colours work well for this game. J Jeopardy Put various categories on the board ranging from 100 to 500 points. The categories can be verbs, geography, history, films and art depending on the level of your students. Divide the class into two or more teams and allow one team to answer the first question. If they answer the question correctly the team receives the total amount of points for that question. If they do not answer the question correctly, the other team gets the opportunity to answer it. Play until there are no more questions. The team with the most money at the end of the game wins. K Killer This game gives students the opportunity to talk freely. The teacher chooses one or more students in the class to be "killers" by touching their shoulders whilst everyone in the class has their heads down and eyes closed. During the game the "killers" try to kill as many students as possible by winking at them. If a student is "killed" he or she has to go back to his seat and sit down. That person is now "dead". The student who asks the most questions to the most people wins the game. Have them write these down before the start of the game, so that the game remains fluid and interesting. L Last Letter, First Letter Write a few words on the board to demonstrate the activity to the students. For example: Apple - egg - goat etc... When you have done this ask one student to continue the letter chain for at least five words and then change students again so that all students get a turn. Provide a time limit of five minutes to make the game more exciting. M Memory Game This activity exercises the power of memory. Photocopy two sets of the same flashcards. Then place the flashcards face down on the table or floor. Students will individually turn the flashcards over. If the cards are the same, they keep them. However, if they are different they have to turn them face down again and sit down. The student with the most pairs of flashcards at the end of the game is the winner. N No, Yes, Maybe and I Don't Know The rules are simple. Have one student sit with their back to the board and write down 'No', 'yes', 'maybe' and 'I don't know' on the board. Have all the students write five questions each and then ask this student as many questions as possible before they say one of the above words. If they do say one of the four words above that student is out of the game. Ensure you time each student and everyone has a turn. The person who stays in the game longest wins. Penalise hesitation or slow answering. O On My Body Put students into pairs and provide them with one or two sheets of A4 paper. Then have the students write body part vocabulary words on this paper. When they have done this get the students to cut the words up into single pieces, so that they can stick tape onto the back of each piece. Have the students stand up and then stick these body part labels on their partner. The first pair to finish and correctly stick the body parts in the right place win the game. P Pictionary Put students into two or more teams and then have a student come up to the front and show him or her a flashcard. That student should then draw the flashcard picture on the board. The first student to guess the picture gets a point. It is beneficial to ask students to make full sentences (depending on the grammar point) when guessing the picture. Q Question Jenga To play this game you will need Jenga. Divide the class into two teams and have the teams ask each other questions. The questions can depend upon your own vocabulary or grammar point. Write these questions on the board if you have a lower level class. For example: How often do you.....If a student gets a question right he or she can take one piece from the Jenga tower or choose a classmate on the opposing team to play against. In doing so he or she will play 'Paper, scissors, rocks' against the other student. If he wins, the other student has to take two pieces from the Jenga tower, but if he loses the 'Paper, scissors, rocks' battle he will have to take two pieces. The team which knocks the Jenga tower over first loses the game. R Reading Readiness Choose two or three pages in the student's book which provide enough vocabulary for a reading exercise or give each student a short story. Then get the first student on your left to begin reading and continue in a clockwise fashion. Students should only read one sentence before the next student reads the next. Allow the students to read the whole story or passage first before you implement the buzzer. When they have read the story once you can then buzz a student if they make a pronunciation mistake or hesitate for too long. The last student remaining wins the game. S Sticky Madness Divide the class into two or three teams and draw a 4x4 grid on the board. You can put any vocabulary word in each of these squares. Then, ask a student to ask a question to the opposing team. This student cannot answer the question until he or she has thrown the sticky ball at the grid on the board. The student would then answer to get point for their team. The game works very well with adverbs of frequency. For example: What do you usually do on Monday? I usually play football on Monday. T Teacher Says Play Teacher Says as a review using old vocabulary from previous lessons. It generally works better with actions, prepositions of place and relia (real things in the class). For example: 1. Teacher says: "Run" Students then run. 2. "Run" Students do not run. When a student makes a mistake, the teacher gets a point. U Under, On, In and Behind Pre-teach 'Under, on, in and behind'. Then tell the students what you want them to do. For example: "Put your head in your bag". The game is very funny and allows the whole class to learn through actions. All students must do what the teacher says otherwise the teacher receives a point, not the class. Give a point for each correct action the students perform. V Volleyball Vocabulary Divide the class into teams of four and tie a rope between two chairs in the middle of the classroom. Provide the students with a balloon. Students have to say a word every time their team hits the balloon. If they do not the other team receives a point. Play for a maximum of three points so that other teams get the chance to play regularly. Ensure that the balloon is hit over the rope. Shots below lose a point for that team. W What's the Word? Divide the class into two teams. One student comes to the front of the classroom and sits with his or her back to the board. The teacher then writes a word or sentence on the board and his or her team has to describe this word within thirty seconds to get the point. If not the opposing team gets the point. Y Yes and No Demonstrate the game to the class by asking them closed questions. The students should answer using only 'Yes' and 'No'. For example: Do you like candy? Yes! Then divide the class into two groups and tell them to ask you as many closed questions as they can. Yes = one point and No = two points. The team with the most points at the end of the game wins. If a student repeats a question that has already been used deduct one point from their total score every time this happens. Z Zero Choose one student. Ask them to think of a topic and talk about it for one minute without hesitation and grammatical errors. If the student completes the full minute they receive a point. However, the rest of the class must listen carefully to spot any grammar mistakes during this time. The student who notices a grammar mistake must ask the teacher to stop the clock and then tell the class the mistake that student made whilst providing a grammatical solution. If they are correct, they then continue talking for the remaining minute to earn the point, but if they are wrong they lose a point and the original student who was talking continues their one minute topic. This scenario can happen several times in a minute, thus allowing a number of students to talk within in a one minute period.

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