

Table of Contents

How to Use this Book	5
Skills Checklist	6
Content Bases	7
Classroom Exercises	8–71

Maths

Time on the Line	8
telling time	
Language – vocabulary, speaking and decision-making	
Pizza Problems	10
addition, subtraction, multiplication and division; number practice	
Language – writing, decision-making and discussion	
Orange Orchard	13
counting, rank order	
Language – reading and following directions, descriptive words	
Odd and Even Jelly Beans	16
odd and even number practice	
Language – following directions, listening, rhyming words	
Space Craft	18
counting	
Language – reading and following directions	
A Visit to the Zoo	20
counting by fives	
Language – following directions, titles, story writing, reading aloud	
Calendar Clues	22
calendar counting	
Language – locating information, vocabulary	
Number Land	26
skills and number practice	
Hamburger House	29
money	
Language – reading and following directions, vocabulary	

Social Education

Sign Sense	32
recognising signs	
Language – word recognition, vocabulary enrichment, recalling previously learned information	
Monthly Madness	35
numbers, calendar	
Language – words in context, sight words, paragraph writing, abbreviations	

Fire!	39
fire prevention	
Language – following directions, vocabulary development	
Feelings	42
emotions	
Language – group discussion, listening, speaking, word meaning, visualising, drama	
Clothing Countdown	45
clothing	
Language – frequently used words, discussion, speaking and listening	
Transport Teasers	47
transport	
Language – word identification, discussion, speaking and listening, descriptive words	
Scrambled Months	49
months of the year	
Language – spelling, abbreviations	

Science

Weather Watch	51
weather	
Language – vocabulary reinforcement, words in context, letter writing	
Sensibility	53
the five senses	
Language – description, vocabulary reinforcement	
Body Parts	57
body parts	
Language – word meaning and usage, listening, following directions	
Foods to Find	59
foods	
Language – vocabulary, discussion	
Season Search	61
seasons	
Language – picture and word association, main idea	
Fun at the Farm	66
animals	
Language – word identification, drama	
Animal Hide and Seek	68
animals and their habitats	
Language – following directions, vocabulary development, discussion, using resource materials, visualisation	
Skills Matrix	72
Other Useful Resources for Teaching ESL	73
Answer Key	74

How to Use This Book

Learning is the focal point of the activities included in *ESL Content-Based Language Games, Puzzles and Inventive Exercises*. The content-based nature of the exercises ensures that students are learning more than English. This book will be a valuable tool for all teachers who work with students learning English as a second language (ESL). The books in this series will be helpful for students needing additional reinforcement for acquisition of basic language skills.

Each activity is content-based to develop language concepts, and strategies are connected to a specific subject. Additionally, the exercises in this book offer opportunity for learning, practice and mastery of a variety of essential language based skills. Each exercise includes a list of materials, preparation directions and player directions. Many exercises have accompanying reproducible activity sheets for immediate classroom skill and/or concept reinforcement. A skills checklist correlated to exercises designed to reinforce the skill, suggested additional references and an answer key are also provided. These tools are designed to help teachers plan their lessons and track the achievement of their students. Each lesson is designed for use by ESL students at widely varying age and grade levels.

Students need to use learned material, and practice will play an essential role in the mastery and retention of any skill or concept. In addition to individual worksheets, many exercises provide activities that promote cooperative learning and peer tutoring. Cooperative learning activities are essential in an ESL classroom as they enable students to work collaboratively to verbalise, refine and process newly acquired knowledge and skills. The themes of high-interest on which these activities are based will encourage student interaction and communication.

The exercises in this book encourage four major conditions: first, to foster a learning environment of high expectations; second, to create opportunities to integrate language development with content-based instruction; third, to provide support for teachers in the classroom; and finally, to demonstrate assessment options that empower teachers to plan effective lessons for their students.

The games, puzzles and exercises within *ESL Content-Based Language Games, Puzzles and Inventive Exercises* will help teachers make the most effective use of their time in helping their ESL students learn essential content-based skills, improve their use of the English language, and acquire problem solving skills and concepts important to student success.

Time on the Line

Purpose:

Maths – telling time

Language – vocabulary, speaking, decision making

Materials:

Plastic cube for a die

Copy of the game board

Number of Players:

Two

Preparation Directions:

1. Review telling time with the students.
2. Give a copy of the game board to the players.
3. Write the numbers 1 and 2 with a black texta on the sides of a plastic cube.

Player Directions:

1. The first player throws the cube and moves the correct number of spaces.
2. The player must say the correct time that is written on the clock in the space.
3. If the player says the incorrect time, he or she must go back one space.
4. The game continues until one player reaches FINISH and wins the game.

Bonus Activity:

Provide drawing paper and crayons and ask students to draw a clock face marked to show the time they get up, the time school begins, the time they eat lunch and the time they go to bed. Exhibit the completed drawings on a bulletin board.

Time on the Line Game Board

