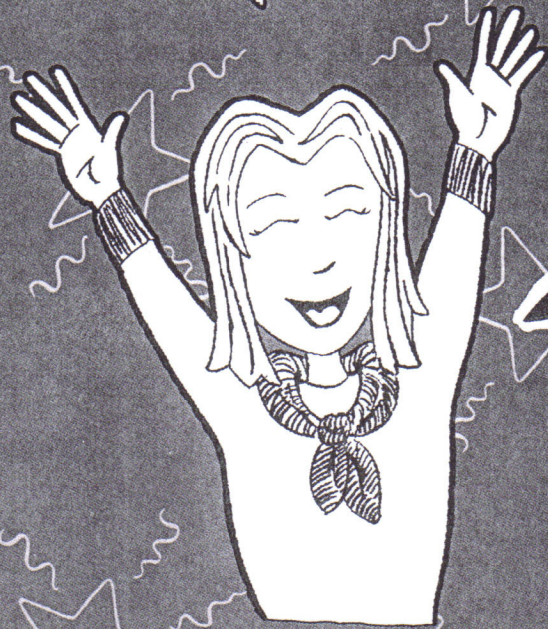


LET'S PLAY GAMES IN CHINESE

我贏了!



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1. POPULAR AMERICAN GAMES AND VARIANTS THEREOF

Simon Says

Body parts variation

Skills addressed: Listening, Speaking

Suggested level of usage: Elementary

Group size: 5-12

Equipment needed: None

Directions:

- (1) The students stand up and gather around in a circle.
- (2) The instructor says names of parts of the body (e.g., ěrduo 耳朵 [ear], bízi 鼻子 [nose]), either with or without a preceding Xímén shuō 西門說 (Simon says). If s/he says the catch phrase, students must point to that part of the body with their hand. If s/he does not, the students take no action. Any student who makes a mistake is to come to the front and play Xímén 西門 (Simon).
- (3) The student continues to be "Simon" until s/he catches another student making a mistake.
- (4) Play continues until a designated time limit.

Action variation

Skills addressed: Listening, Speaking

Suggested level of usage: Elementary or intermediate

Group size: 5-12

Equipment needed: None

Directions:

- (1) The students stand up and gather around in a circle.
- (2) Either with or without the preface Xīmén shuō (Simon says), the instructor calls out actions that are known to and can be physically performed by the students -- e.g., xiào 笑 (laugh), kū 哭 (cry), pǎo 跑 (run). If the instructor says the aforementioned catch phrase, the students must perform the action stated. If s/he does not, the students remain immobile. Any student who makes a mistake is asked to play Xīmén.
- (3) The student continues to be "Simon" until s/he catches another student making a mistake.
- (4) Play continues until a designated time limit.

Bǎ-pattern variation

Skills addressed: Listening, Speaking

Suggested level of usage: Elementary

Group size: 5-12

Equipment needed: Standard classroom equipment and students' everyday belongings

Directions:

- (1) The students stand up and gather around in a circle.

- (2) The instructor utilizes the bǎ (把)-sentence pattern to issue a series of "orders"; e.g.,

Xīmén shuō: "Bǎ nǐmende shǒu fàng zài tóushang."
西門說: "把你們的手放在頭上."

Xīmén shuō: "Bǎ nǐmende shū dǎkāi."
西門說: "把你們的書打開."

Xīmén shuō: "Bǎ nǐmende bǐ fàng zài kǒudài li."
西門說: "把你們的筆放在口袋裏."

Following each statement above, the students must put their hands on top of their heads, open their books, etc. However, when the instructor says a sentence not preceded by Xīmén shuō (e.g., Bǎ shū náqilai 把書拿起來), any student who does indeed pick up a book must come to the front and play Xīmén.

- (3) The student continues to be "Simon" until s/he catches another student making a mistake.
- (4) Play continues until a designated time limit.

Written variation

Skill addressed: Reading

Suggested level of usage: Elementary or higher

Group size: Flexible

Equipment needed: None

Directions:

- (1) Before the game, the teacher writes out a number of commands on separate 8.5x11 sheets of paper. These commands can be simple verbs (xiào 笑, pǎo 跑), or might

employ the bǎ-sentence pattern (e.g., Bǎ nǐmende shū dǎkāi! 把你們的書打開). Additionally, some of the commands should be preceded by Xīmén shuō 西門說 and others left plain.

(2) The teacher shows a sheet to the class. If the catch phrase Xīmén shuō 西門說 is included, the students must follow the instruction. If it is not, the students take no action. Any student who disobeys this latter dictum is out of the game.

(3) Play continues until all the sheets have been shown, or until a designated time limit.

Aural Bingo

Numbers variation

Skills addressed: Listening, Reading, Writing

Suggested level of usage: Elementary

Group size: Flexible

Equipment needed: Bingo cards (explained below), slips of paper (for instructor)

Directions:

- (1) Before starting the game, the instructor writes each of the numbers one through ten on a separate slip of paper.
- (2) The students are instructed to draw a nine-box square (3x3) and fill each box with one of the Chinese characters for the numbers one through ten. The numbers may be arranged in any order, but a number may not be repeated.
- (3) The class chooses a pattern (e.g., T, L, H, X) that will be used for the game.
- (4) The instructor draws the character-inscribed slips of paper one at a time and reads it aloud (in Chinese) to the students. If a student has written that character on his/her card, s/he circles or otherwise marks the card.
- (5) The first person who completes the selected pattern shouts bīngguǒ 賓果 (bingo). If s/he has made no mistakes, s/he is the winner.
- (6) The game may be repeated as often as time permits, with new cards drawn each time, and new patterns frequently utilized to add variety.