

Game	Focus Point	How to play	Caveats
Trivial Pursuit	Initiation of interaction/Response to interaction	Students ask each other questions about common topics.	Some questions are too cultural.
Password	Communication strategies Defining a Term	Students are given lists of common words to define without saying the word.	Don't make words too easy or too difficult.
Concentration	Word Stress	Students get cards with multisyllabic words. They try to match words and say them aloud with correct stress.	You will need decks for each group.
Find the Differences	Emphatic stress/comparison & contrast	Students view 2 similar pictures & try to find differences. Then, share with rest of class, focusing on contrastive stress.	Make sure pictures are clear enough. Emphasize use of contrastive stress.
Jeopardy	Question formation Critical Thinking	Students play on teams. Each team chooses a category and then sees a response. Team must come up with question.	Choose categories and questions based on backgrounds.
Catch Phrase	Communication Strategies/Defining a Term	Students form teams and choose a category, e.g., <i>geography</i> . One player tries to get members of his/her team to say the term. Team must not be caught holding catch phrase when the timer runs out.	Some categories are too culturally-based. Need batteries.
How to be a Millionaire	Question formation Interaction & Response to Interaction	Students get cards with lists of questions pertaining to fields, e.g., chemistry. Members of group must answer question to get a point. Students can't look at each others' cards.	Some questions are too hard.
Go fish	Vowel length/vowel quality	Students play in groups of 4-6. Each student gets 6 cards. Students must match cards, e.g., pin and pin. Person with most matches wins.	Instructor may have to be the judge when students disagree, e.g., <i>pain</i> or <i>pen</i> .

ITA Feud	American Undergrad culture	Online game. ITAs guess the answers of 31 random undergraduate students to some common questions about student life.	The instructor has the answers in the handout and must know which answer to open.
Pyramid	Verbal and nonverbal communication strategies	The DVD gives the category first and students describe terms in that category without using the words. Students in one team take turns describing a term to a member of the team.	Some words might be difficult. You may choose to skip a few, and explain after the game.
20 Questions	Rising intonation in yes-no questions, asking grammatically correct questions	ITAs practice forming yes-no questions. One student answers yes/no in front of the class and all the others ask questions to find an object, celebrity, animal, etc.	One person has to count the number of questions.