



25

Speaking Games

The Extension Pack

twinkl

Teacher Instructions

Welcome to our collection of speaking games! They are specially made for online classes, but also work for socially distanced or in-person classes generally.

First, open the game in 'presentation' mode.

Use the menu to navigate, or pick a game with the random game generator. The instructions for each game are on each slide.

Game List

1. Who's in Your Family Tree?
2. Name Your Top Five...
3. What's the Film?
4. What's Wrong with the Picture?
5. Trip to Mars
6. Business Challenge
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Surprise Me!

The Random Game Generator



Who's in Your Family Tree?

Steps:

1. Draw your family tree.
2. If you can, find out more about each person.
3. Present your family tree to the class.
4. Answer three questions from your classmates.

Where were
they born?

How old are
they?

What do they
look like?

What do
they do?

What do they
like doing?

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Name Your Top Five...

Instructions: Click on the box to reveal the question. Extra points for saying why these are your favourites.

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What's the Film?

Instructions: Your teacher will find a suitable film trailer online. Students will be put into pairs.

Student A will watch the video and tell their partner (Student B) what they're seeing - without saying the names of the characters or actors, of course.

Student B will have their eyes closed and listen to the description from their partners. Can they guess what the film is?

**Phrases to help
describing:**

It looks like..

It's some
kind of...

They're
wearing...

It's a
cartoon/action/
romantic
comedy.

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What's Wrong with the Picture?

Instructions: Look at the picture. Some things are just not normal!



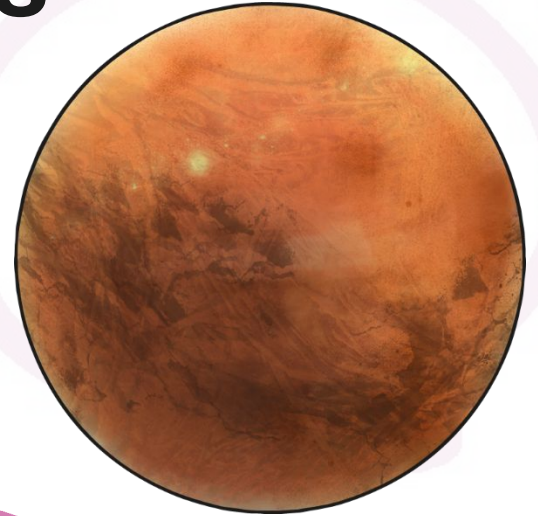
You can find more images like this
here.

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Trip to Mars

Instructions: Good afternoon!

You have been chosen for a trip to Mars. You'll live there for five years. You can take five people of five different professions with you. **Who will you take and why?**



I think we should
take a gardener,
because...

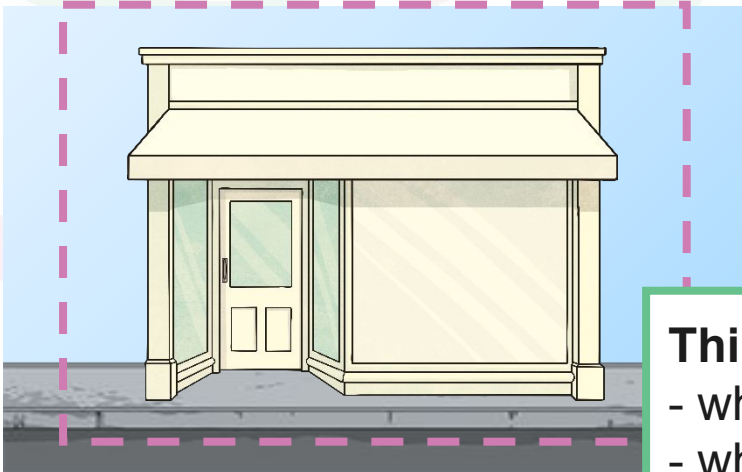
I think we should
take an engineer,
because...

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Business Challenge

Instructions:

There's an old building in the centre of your nearest town.



Then answer questions from your classmates. The best business idea wins!

The town has decided to give the building (and £50,000) to the person with the best business plan. Prepare yours!

Think about:

- what you'll sell, and how much it'll cost.
- who your 'target market' will be.
- what will make your product different.
- how you will design the inside of the building.
- how you will advertise your business.

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Vote for the Class President

Instructions: Next week, your teacher is going on holiday! You need to elect a class president who will be in charge while your teacher is away. You are all candidates. Write eight sentences with the rules you would have if you were the class president.



Students will
have to...

Students
will be
able to...

Students
won't have
to...

Students
won't be
able to...

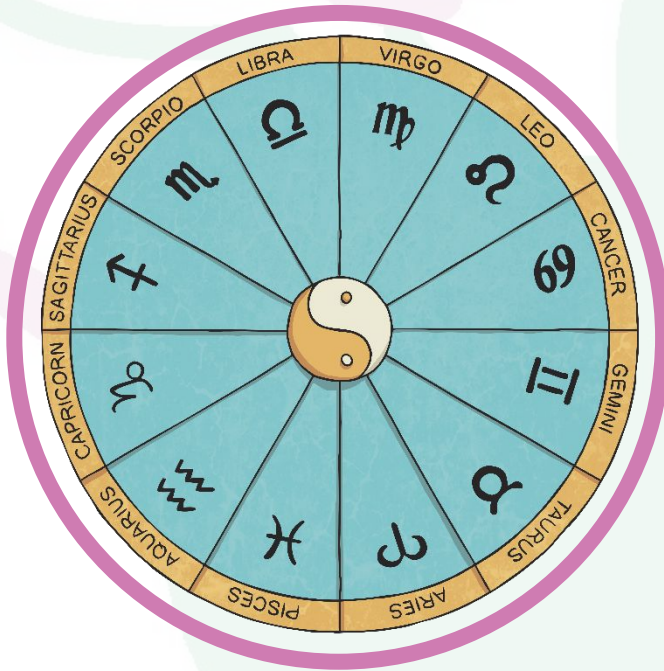
Ask questions to all the candidates and then vote.
Who will be the class president?

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Find Your Horoscope

What's your star sign?

Do you believe in astrology?



Find a chart with predictions about your star sign for this year.

Tell the class what you found out.
Were the predictions correct?

What do you predict will happen to you next year?

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Moral Dilemmas 1



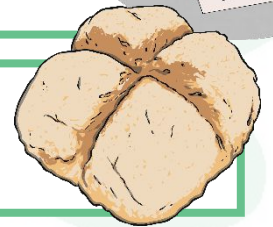
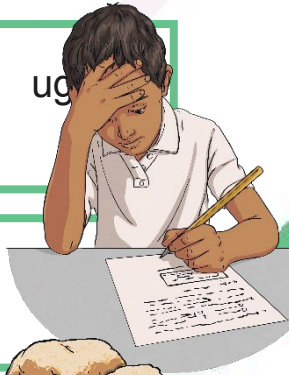
1. You broke your mum's vase while she was out of the house. She thinks your sibling did it. **Will you confess?**
2. You knocked over a newly planted tree in your grandparents' garden while you were playing. They think it blew over in the wind. **Will you confess?**
3. A friend invited you to their party and you said you'd come, even though it's going to be boring. Now your best friend is going to have a party on the same night, and it's going to be great. **Which one will you go to?**
4. You buy something in a shop. When you leave, you realise that the cashier gave you too much change. **Do you go back in and give them the extra money?**
5. You accidentally find your sister's diary. **Do you read it?**



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Moral Dilemmas 2

1. You make a machine that will stop global warming. **Will you give it away for free or sell it?**
2. Someone is saying mean things about your friend behind their back. **What do you say?**
3. Your mum has bought you a new T-shirt for a family party next week. It's the thing you've ever seen. **Do you tell her, or just stay silent and wear it?**
4. You see your friend cheating on a maths test that you studied very hard for. **do you do?**
5. You're in a bakery. You see a man steal a loaf of bread. He looks very poor. **What do you do?**
6. You're sitting on the bus, and you see a £20 note on the floor in front of you. There are people sitting on the chairs in front. **What do you do?**



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Moral Dilemma: The Hot-Air Balloon

Instructions:

Pick a celebrity to be. (Real or imaginary, alive or dead).

Five 'celebrities' will be chosen from the group to go on a hot-air balloon expedition.

During the trip, the fuel is running low and the basket is too heavy. One of the celebrities will have to jump out into the sea... and almost certain death!

The five 'celebrities' have the chance to argue why they should be saved... and why another celebrity should die!

Students can vote on who should have to jump out. Continue until there is only one celebrity left in the hot-air balloon basket.



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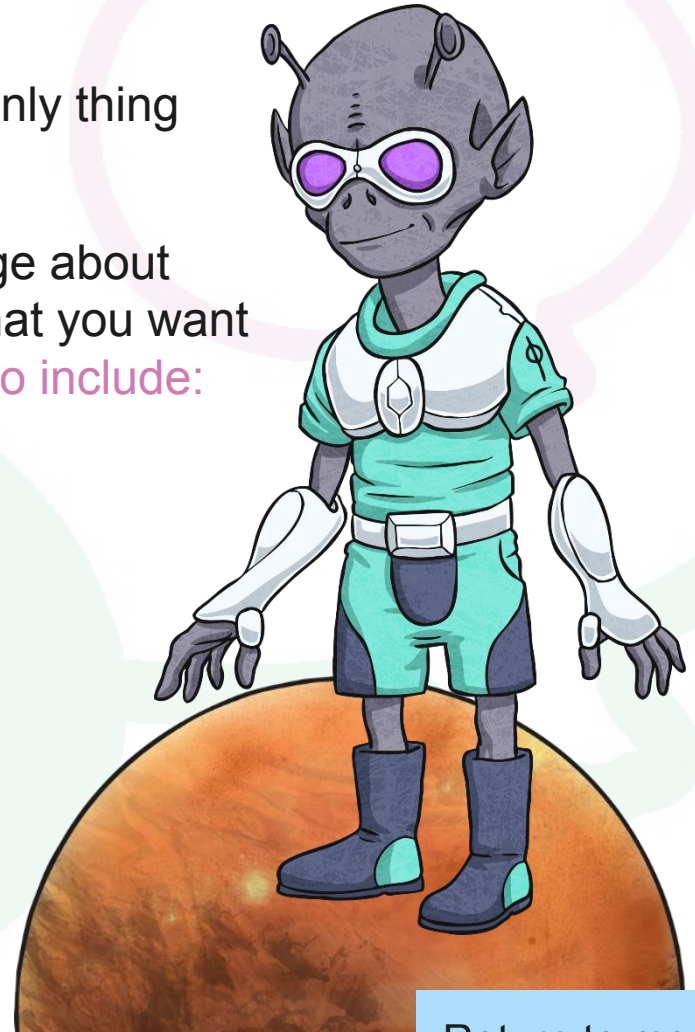
Visit an Alien Planet

Instructions:

Congratulations! You made it to Mars. The only thing is... you're not alone. There are aliens here!

The whole world is waiting for a video message about your experiences. Write some notes about what you want to say and present to your class. **Remember to include:**

1. How the journey went.
2. What Mars looks like.
3. What your camp looks like.
4. How you discovered the aliens.
5. What the aliens are like.
6. What challenges you have had.
7. A special message for your family and friends at home.



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Job Interview 1

Instructions: Read the job description.

CITY TOUR GUIDE NEEDED

To work Saturday mornings.

Must be responsible and friendly. Must have experience working in a team, preferably in a leadership role.

To apply for this job you must also have a good level of English and know a little bit about your town.

Student A: You are the interviewer. Plan some questions to ask your candidates.

Student B: You want this job! Think of the relevant skills and experience that might help you to get the job.

Role-play the interview and feed back to the class. Did the candidate get the job? Why or why not?

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Job Interview 2

Instructions: Read the job description.

SUMMER CAMP HELPER NEEDED

To work Monday to Friday during the month of August.

Must be good at working with children.
Must be good at leading activities in art, drama or sports. Must have a good level of English.

Student A: You are the interviewer. Plan some questions to ask your candidates.

Student B: You want this job! Think of the relevant skills and experience that might help you to get the job.

Role-play the interview and feed back to the class. Did the candidate get the job? Why or why not?

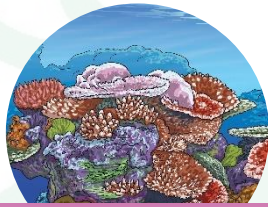
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Find Out Something Amazing About...

Instructions: Choose a topic and do some research.
Tell your class five amazing facts that you found out!



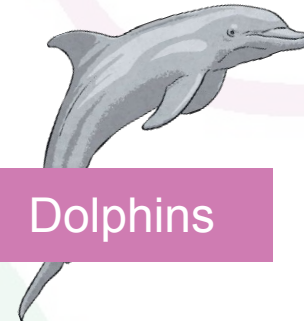
Volcanoes



Coral reefs



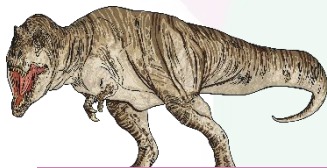
Mushrooms
and fungi



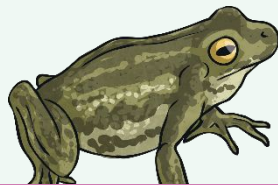
Dolphins



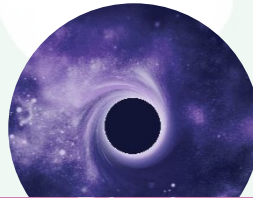
Ants



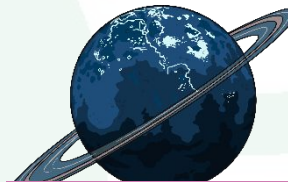
Dinosaurs



Frogs



Black
holes



Our solar
system



Bats

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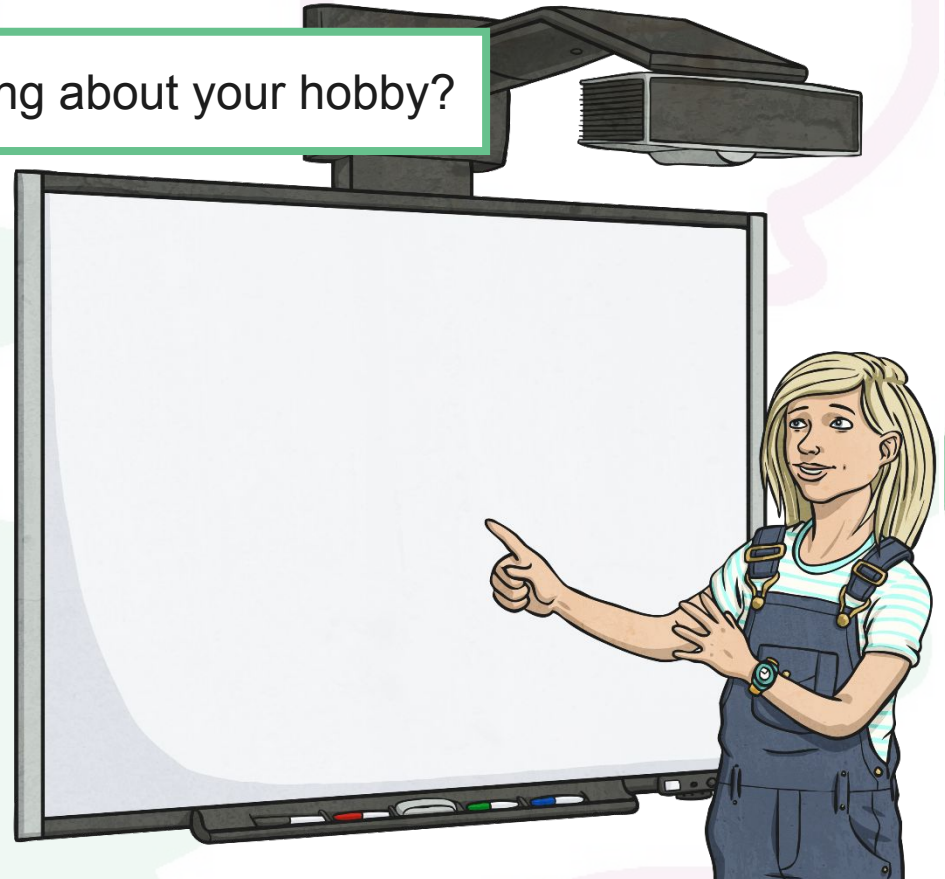
Presenting... My Hobby!

Instructions: Think about what you're really good at.

Can you teach your class something about your hobby?

Prepare some notes on what you want to say.

Your classmates will ask you questions after your presentation.



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In the News

Instructions: Take a look at a respected international, national or local newspaper. You could also use Twinkl **NewsRoom**.

What's the most interesting story? Read the story and make notes.

Present what you've learnt to your class.

What do you all think about this news story? What new words did you learn while reading?



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Can You Predict the Future?

Instructions: Imagine the year **2050**. Can you make some predictions with your partner?



Transport

- Will we have jetpacks for short journeys?
- Will we have electric planes?
- Will we travel more or less than now?

Homes

- Will we build floating cities on the sea?
- Will we have carbon-neutral homes?
- Will our homes be bigger or smaller than now?

Friends and Family

- Will people still get married?
- Will people have more or fewer children than now?
- Will we communicate with friends via hologram?

Technology and Media

- What new technology will exist?
- Will robots do surgeries?
- Will robots clean our houses?
- Will we have AI?

Work

- Will most people work from home in 2050?
- What new jobs will people do?
- What jobs will no longer exist?

Education

- Will students learn at home or at school?
- What new subjects will children learn in 2050?
- What languages will students learn?

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Advertise This!

Instructions: Pick an object from your desk. Now make a TV advert to sell it to your classmates!

Remember to include:

- A description of your object
- What you can do with it
- Why it's better than other similar objects
- Where you can buy it
- How much it costs
- Any special offers

Find out how many people will buy your product!



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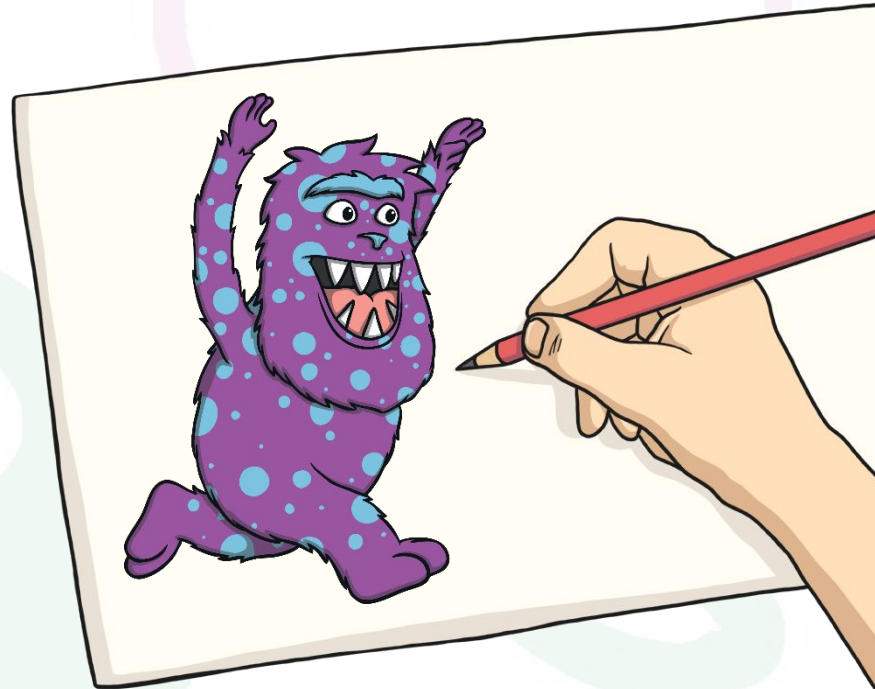
Design a Monster

Instructions: Secretly draw a monster in your notebook. You can be as creative as you like!

Without showing anyone your picture, describe your monster to a friend, who has to draw it in their notebook.

Compare the two monsters. Do they look the same or different?

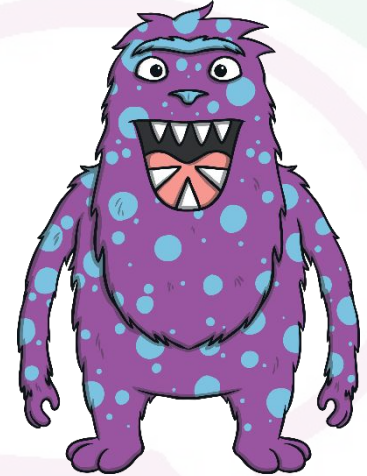
Now that you've drawn your monsters, can you think of names and personalities for them? Where do they live? What do they like and what are they scared of?



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Meet a Monster

Instructions: Use your monsters from the previous game. Imagine you are going to meet them! Think of eight questions you'd like to ask.



What's your favourite...

Do you sometimes ...

Have you ever...

How many...

Where do you...

What do you.

Now role-play the interview, with one student playing the monster.

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A Class Hero

Instructions: Think of someone that you know personally (not a celebrity) that you really admire. **Make some notes on:**

- Their basic information (name, age etc)
- Their life story
- Why you admire them
- The best time you've spent together

Present to the class. Ask and answer questions. Who does the class most admire? They are your new class hero!



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Visit London Challenges

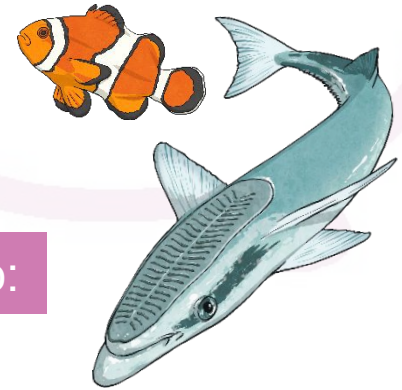
Buy a cup of tea in a cafe!



Remember to:

- Say hello.
- Find out how much a medium cup of tea costs.
- Ask to have it 'to take away'.
- Ask where the sugar is.
- Ask where the toilet is.
- Say thank you!

Visit the London Aquarium!



Remember to:

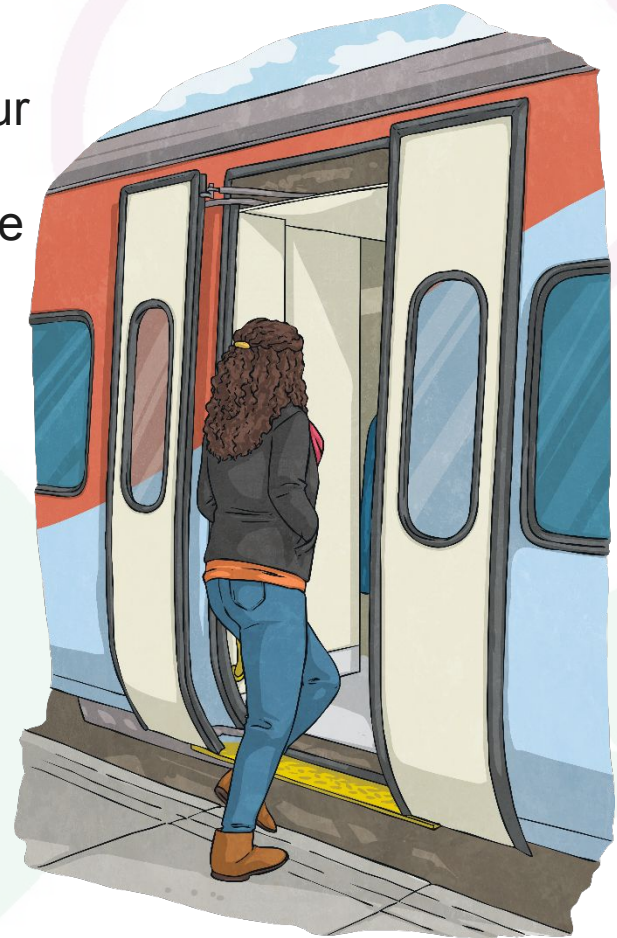
- Say hello.
- Ask how much a ticket is.
- Ask if they have a student discount.
- Ask if they have a guide book.
- Ask what time the aquarium closes.

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Visit London Tube Challenges

Instructions: Look at a map of the Underground. Choose a starting point. Ask your partner 'How do I get to _____ from here?' and see if your partner can describe the journey.

Tell your partner what station you're starting at. Describe a journey. Don't say your final destination - see if your partner can follow your description and guess.



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Class Survey

Instructions: Choose a question, or invent one of your own:

- How many people in your class have a pet dog?
- How many people in your class know how to skateboard?
- How many people in your class know how to make a cake?
- How many people in your class like pineapple on pizza?
- How many people in your class can count to ten in three languages?

Make a prediction.

Survey the class to find out if you were correct.

Feedback to the class.

Invent your own question and play again!



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Word Association

Instructions: Make a circle (or decide the order in which you will speak).

One student says a word. Then, the next student says the first word they think of when they hear that word. Continue on like this.

Holiday

Beach

Sun

Hot

Drink



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It's a Dog's Life!

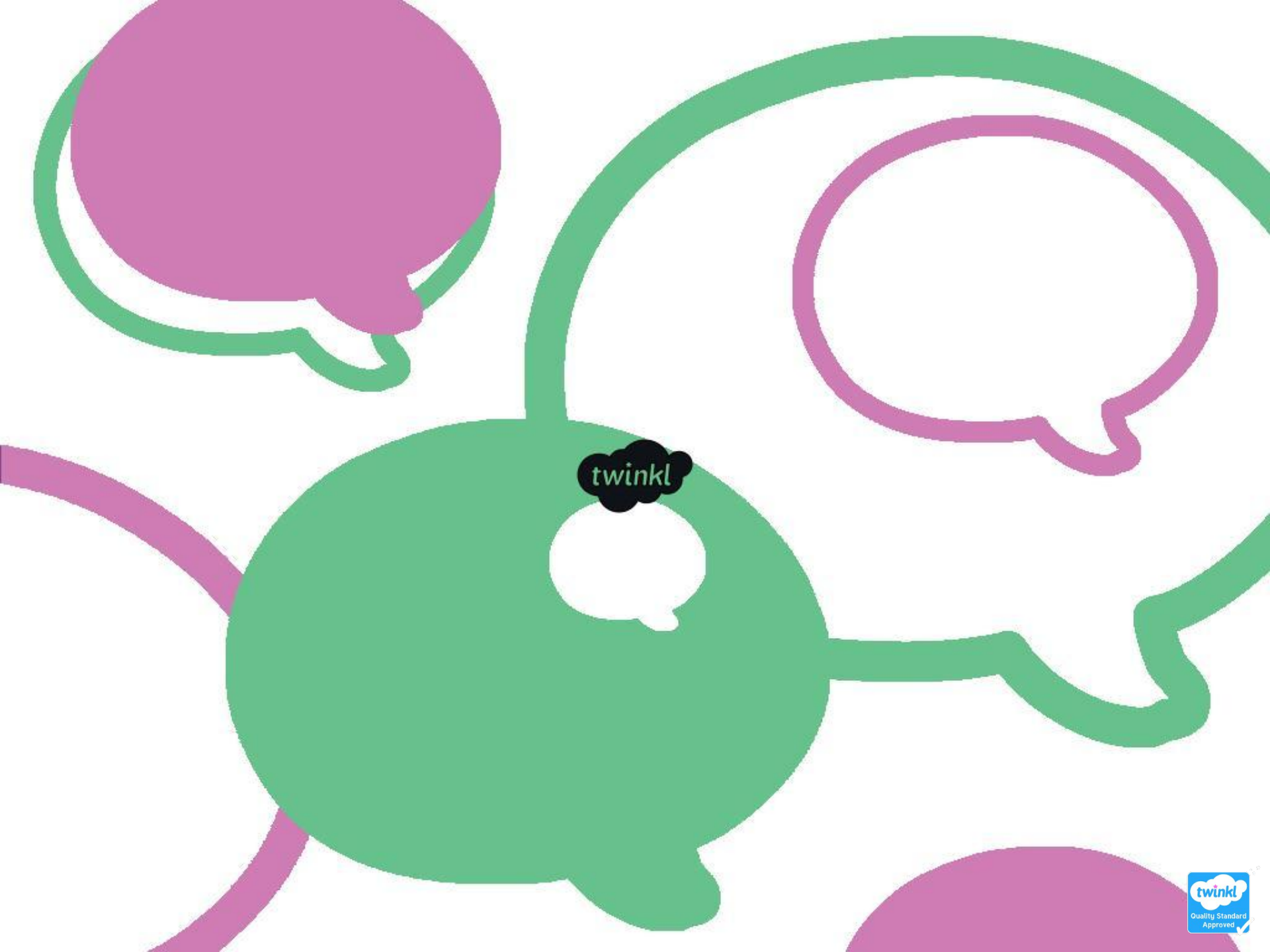
Instructions: Imagine you are your pet (or someone else's pet)!
Talk about your day.

Remember to include:

- What you do every day
- Your favourite and least favourite things
- How you feel
- What you want to do in the future
- What your 'people' are like



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