ESL Conversation Club: Games

Warm-Up Your Vocal Chords

Head, Shoulders, Knees and Toes	Whether the Weather
Head, shoulders, knees, and toes, knees and toes. Head, shoulders, knees, and toes, knees and toes. And eyes and ears and mouth and nose. Head, shoulders, knees, and toes, knees and toes.	Whether the weather be cold, Or whether the weather be hot, We'll weather the weather Whatever the weather, Whether we like it or not!

Quick Activity as a Group (5 minutes) Activities: Choose one example of a game. What are the rules?

Conversation Questions in Groups of 2 People:

 Have you ever played a game on your mobile phone or tablet? If yes, what game was it? What is the longest time you've spent playing a game in one sitting? What are some good games for just two people? Do you think its okay for adults to play video games? What kind of games are popular now? What were some games that were popular in the past? 	 8. Are games good for you or bad for you? Why? 9. What is your favorite board game and why? 10. What are the benefits of playing a board game with friends? 11. What board game do you think is the most challenging? 12. What board games have you played with your family? 13. Can you play chess? 14. Can you pick one card game you can play and talk about its rules? 15. Do you know other brain sports like above or
7. What makes a good game?	15. Do you know other brain sports like chess or cards?

Vocabulary to Practice

 Action: an event or occurrence in a game Advantage: a favorable position over one's competition All-in: to commit all of one's chips in a game Board: a flat surface on which a game is played Board game: any game played on a board such as chess or checkers Call : to match the bet made by another player Challenge: an obstacle or difficulty in a game Cheat: to break the rules in order to game an advantage Deck: a set of cards used in a game Defense: protective measures taken to prevent an attack Discard: to throw away or remove cards from play 	 Outcome: the final result of a game Play: the action of taking part in a game Points: a numerical value used to measure performance or progress Pot: the collection of bets made by players in a game Probability: the likelihood that an event will occur in a game Roll: to throw dice or spine wheel to determine a random outcome Rules: instructions that explain how to play a game Shuffle: to mix-up cards in a deck Strategy: the art of planning and directing overall operations and movement in a game

Next week's topic: Describing people