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# ENGLISH GAMES FOR PUPILS

祝海燕 编著

[英] Coralyn Bradshaw 审订

## 小学英语游戏教学示例

少儿英语优质课技能手册  
——教案设计与备课参考

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# ENGLISH GAMES FOR PUPILS

主编 王蔷  
副主编 王蔷 王蔷 王蔷

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—— 教师用书与教学材料

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少儿英语优质授课技能手册  
——教案设计与备课参考（一）

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编著 祝海燕  
审订 Coralyn Bradshaw  
插图 赵华忠

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## 简介

本书包括了小学英语各种版本的教材所涉及的 16 个话题，共 137 个游戏（有从作者自己课堂教学中原创的，也有国外一些著名的经典语言游戏，但都经过作者多次在实际课堂教学中使用过）供少儿英语教育者使用。作者根据实践经验详细介绍了每个游戏的具体操作方法、大致所需时间、适合年龄等 10 项内容：

1. 游戏类型：有运动类游戏、卡片游戏、猜一猜游戏、角色扮演游戏、练口令游戏等。

2. 游戏目的：分语言能力类和其他（智力、社会行为培养等能力）。

3. 适合年龄：根据游戏特点和游戏类型以及所需的语言水平而定，每个游戏建议的年龄范围只是一种参考。

4. 编组：不同的游戏需要进行不同的组合。组合形式主要有个人、对子、小组和全班。

5. 时间：所提供的时间范围是完成该游戏的大概所需时间，具体情况会因班级大小、学生年龄以及学生合作能力等的不同而改变。

6. 所需教具：列出了师生玩游戏所需的教具。

7. 步骤：以 step-by-step 的形式列出了游戏的具体实施步骤。

8. 后续设想：是指游戏后，教师或学生想到的一些可进一步开展的后续活动，用以巩固所学语言知识。一般都有 1~4 个设想。

9. 活动的变体：是指该游戏经过改变、调整后，可用于其他话题或用另一种玩法进行。

10. 建议：作者在自己课堂实践中碰到一些游戏存在着不安全因素或一些游戏开展的不是很成功时，在最后以建议的方式提醒广大教师。



## Introduction

This innovative new series aimed at primary English teachers comprises three resource books: *English Games for Pupils*; *Songs and Chants*; *20 Topics for Class Preparing*.

Songs, games and language activities are fun and children like to participate in them. They are a natural part of children's lives and that is a very good reason to include them in the English language classroom. Through songs and games children experiment, discover and interact with the world. They are a tool for understanding their own world. They can also be a tool for English language teachers to extend that world through the introduction of the foreign language. Songs and games add variation to a lesson, and increase motivation by providing a reason to use the target language. For children at primary level, using games and songs can provide a powerful stimulus for language learning, because their context brings the language to life and gives even the most reluctant child an authentic reason to produce language.

*English Games for Pupils* contains one hundred and thirty-seven games/activities which are divided into fifteen topics familiar to the primary classroom, for example, family, numbers, colours. The games and activities have been designed for maximum support to the teacher, and for use with large classes in particular.

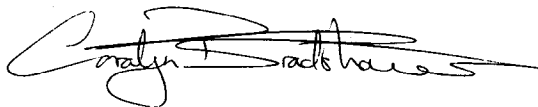
*Songs and Chants* contains fifty well known songs which have been chosen from a selection of primary English language course books currently in use throughout China. Each song is presented in terms of the target language and language function, and is accompanied by a

Chinese translation and background information notes. Each song/chant is followed by simple step-by-step instructions for exploitation through a game, mime or action. The songs are guaranteed to liven up any lesson.

**20 Topics for Class Preparing** contains one hundred teaching plans which are grouped into twenty topic areas, for example, body parts, clothes, shopping. Each lesson plan focuses on the development of one of the four skills, listening, reading, speaking or writing. The lesson plans are clearly divided into stages: lead-in, activities, and follow-up. These ready to use lesson plans are ideal for the busy teacher.

The teacher's role is important to the success of any type of game or activity. Here are some useful guidelines:

1. Prepare in advance any materials and teaching aids that are required. These are clearly indicated in the Teacher's Notes.
2. Give clear simple step-by-step instructions to the pupils about the procedures, rules, seating arrangements etc.
3. Circulate, monitor and help pupils during the game or activity.
4. Always provide encouragement and praise in order to encourage a positive approach to making mistakes. Remember that children learn through experimenting with language.
5. Provide clear feedback at the end of the game or activity when it is appropriate.

A handwritten signature in black ink, which appears to read 'Coralyn Bradshaw'. The signature is stylized with long, sweeping strokes.

**Coralyn Bradshaw**

**ELT Consultant and Teacher Trainer**



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# 1 Alphabet and phonetic symbols

## 1.1 London Bridge is falling down

游戏类型 运动类游戏

目的 语言: 音标  
其他: 合作能力

适合年龄 8+

编组 10~15

时间 20 分钟

所需教具 音标头饰 48 个 (20 个红色元音, 28 个黑色辅音)  
准备 教师课前做好 48 个音标头饰或请学生自己做(每组一套)。

步骤

1. 把学生带到一个空教室内或室外一块空地上。
2. 每 10~15 人一组, 每组选 A、B 两人头戴辅音头饰做“桥墩”, 面对面站好, 手拉手拱起, 如图:



3. 其他组员头戴元音头饰，排成一队，边唱英文歌曲“London Bridge is falling down”边从“桥”下钻过。
4. 当歌曲唱完，“桥”倒下，被压住的学生 C 站在 A、B 两人中间，其他学生一起拼读出由 A、B、C 三人的头饰组成的单词发音。

建议

要不时地更换 A、B 两人的辅音头饰或请另两位戴不同辅音头饰的学生做“桥墩”。

## 1.2 Passing the letters

游戏类型      运动类游戏



<b>目的</b>	语言: 26 个字母 其他: 平衡能力、合作能力
<b>适合年龄</b>	7~9
<b>编组</b>	7~8 人
<b>时间</b>	10~15 分钟
<b>所需教具</b>	字母卡片或纸条
<b>准备</b>	在每张纸条上写好字母或字母组。
<b>步骤</b>	<ol style="list-style-type: none"> <li>1. 每一纵排为一组, 全班分成若干组。</li> <li>2. 教师分别发给每一组最后一排的学生一张纸, 上面写一个字母或字母组 (如: KG-PV)。</li> <li>3. 在教师说 “Go” 后, 最后一排的学生即用耳语把卡片上的内容告诉前面的学生, 这位学生再把听到的内容告诉前面的学生……这样依次进行下去, 最后第一排的学生把所传的字母或字母组写到黑板上, 传得最快, 最准确的组获胜。</li> </ol>
<b>建议</b>	该游戏不适合高段学生。

### 1.3 I'm the longest

<b>游戏类型</b>	记忆游戏
<b>目的</b>	语言: 26 个字母 其他: 记忆力
<b>适合年龄</b>	7~10
<b>编组</b>	4~5 人
<b>时间</b>	15 分钟
<b>所需教具</b>	无
<b>准备</b>	无
<b>步骤</b>	<ol style="list-style-type: none"> <li>1. 把学生分成 4~5 人一组或男女两组。</li> <li>2. 游戏开始, 第一位学生说一个字母 (如: B), 第二位学生在后面任意加上一个字母 (如: BE), 然后依次进行 (如: B...BE...BEX...BEXG...</li> </ol>