

Short Activities for Extra Time

1. Give a student a simple line drawing and have the student give directions to the rest of the class for drawing the line drawing.
2. Ask a student to demonstrate a dance and assist the student in explaining the movements in English.
3. Ask students to name as many objects in the classroom or as many new vocabulary words as they can while you write them on the board.
4. Ask students to write one question they would feel comfortable answering (without writing their name) on an index card. Collect all of the index cards, put them in a bag, have students draw cards, and then have each one ask another student the question on that card.
5. Draw a pancake-shape on the board and announce that the school will soon be moving to a desert island. Invite students one by one to go to the board and draw one thing they would like to have on the island.
6. Write an idiomatic expression (such as "It beats me" or "I'm fed up") on the board in big letters. Call on a few students to guess what it means before you tell them.
7. Copy some interesting pictures of people from magazine ads. Give a picture to each student; have the student fold up the bottom of the picture about half an inch and write something the person might be thinking or saying. Put all the pictures up on the board and let everyone come up and take a look.
8. Ask students to tell you what they did over the weekend.
9. Call on students one at a time to describe the clothing worn by someone in the class. Let the class guess who the person is.
10. Fill the board with vocabulary your students have encountered in previous classes and get them to make sentences from the words.
11. WEB GAME: Take a ball of yarn and have the person who starts hold one end and wrap it around his or her wrist. They throw the yarn around the room and either say something positive about the person you throw to or something they did to inspire you. Then when you are done, you have bracelets of yarn to wear until they fall off.
12. BALLOON GAME: Have students put one piece of information about themselves in separate balloons. Then blow up all the balloons and throw them into the middle of the circle of participants. Then pop the balloons one by one and guess to whom that piece of information belongs.
13. LINEUP: Ask people to line up according to the month and day of their birth. Then line up again by height, and again by shoe size, and again by a common color and article of clothing (blue jeans).
14. FAST LEMON: First divide the group into two or more equal lines. Then give the leader of each line a full length pencil and a lemon. Mark a starting line and finish line on the floor (about 20 feet away at most). The object is to push the lemon with the pencil along the floor in a straight line if you can! Each player must push it to the finish line and back to the next teammate in line. The team to finish first wins.
15. PATTERN BALL: You will need four to six balls (rolled up socks work well) for this exercise. First get everyone to raise one hand. Tell people all that they need to remember is whom they got the ball from and whom they threw it to. Then throw the ball to someone with a raised hand, and have that person do the same until the ball has been passed to everyone. When the last person has received the ball, have him/her throw it back to the facilitator who started it. Repeat the pattern a number of times with one ball and then slowly introduce the other ones. End the exercise by slowly taking the balls out of circulation.
16. PURPLE PANDA BEAR: Have students take turns telling what animal best fits their personalities, and why.
17. DREAM VACATION: Have students take turns telling where they would most like to visit on a dream vacation, and why.

18. **RAP INTRO:** Have each student make an acronym using the first letters of words that describe themselves. Example using "FIRE": F = Funny; I = Intelligent; R = Rambunctious; E = Extroverted.
19. **SAME LETTER:** Have students describe themselves using only words that start with the first letter in their first or last names.
20. **MEMORABLE:** Have students tell the most memorable moment or most memorable vacation spot in their lives so far.