



listen • understand • speak

☀️ Thank You! ☀️

I'm sharing these colourful "Quick Look" pages – perfect for your classroom wall or teaching folder.

They include easy-to-scan speaking ideas for quick 5-10 minute warm-ups or end-of-lesson activities.

✏️ The bright titles make it easy to find inspiration at a glance.

🗣️ And if you can't quite remember how to play or run the activity – just read the small print for a quick reminder!

Enjoy using these ideas in your lessons – and keep your students talking!



In English with Debbie

ENGAGING LANGUAGE LEARNERS

activities



Who's Telling the Truth?

Each student writes three unknown facts about themselves on a piece of paper, including their name at the top.

Collect the papers and select three students to come to the front.

Read aloud one true fact from one of these students.

All three students will claim the fact is theirs, and the class will question them to determine who is honest and who is not.

Each student can ask one question, and after a round of questioning, guesses are made about who is telling the truth.

Taboo

Variation 1: Divide students into groups of four or five, placing a stack of noun cards in the centre. They take turns describing a noun for their group to guess, and the member who guesses correctly keeps the card, creating a fun competition.

Variation 2: For advanced speakers, split the class into two teams. Each student describes a word to their teammates while avoiding a list of forbidden words. They have two to three minutes to see how many words their teammates can guess.

Descriptive Drawing Activity

Pair students and give each a picture, face down so they cannot see each other's images. They must describe their picture for their partner to draw.

Secret Word

Assign students a random topic along with an unrelated secret word. They must incorporate the secret word into a speech about the topic, ensuring that others cannot guess it. The audience listens attentively to uncover the hidden word.

Debates

Distribute a piece of paper to each student, with "agree" written on one side and "disagree" on the other. Read a controversial statement aloud, and ask students to hold up their paper reflecting their opinion. Select one student from each side to articulate their stance and engage in a brief debate.

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Desert Island Activity

Provide each student with a piece of paper and ask them to draw any item. Collect the drawings and redistribute them randomly, ensuring no student receives their own. Inform students that they are stranded on a desert island, with only half of them allowed to survive. Each student must convince the class of their worthiness to survive based solely on the item they received.

Storytelling Activity

Invite four students to the front of the classroom. Have three sit in a row while one stands behind them as the controller. Give the controller a stack of cards with nouns on them. The controller hands a noun to one of the seated students, who begins to tell a story. The story continues until the controller passes another noun to a different student, who then takes over the narrative.

True/False Activity

Hand out pieces of paper with either "true" or "false" written on them to each student. Each student will share a story that is true or false based on their assigned word, while the class guesses its authenticity. To enhance the activity, allow classmates to ask questions about the story being told.

I Have Never 5 Fingers

All students begin this activity with five fingers raised (you can reduce the number for a quicker game). The first student shares something they have never done. Those who have done that activity must lower a finger and share a brief story about it. A student is eliminated from the game when all their fingers are down.

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I go Shopping

I go shopping at the greengrocer's to buy an apple. I go shopping at the greengrocer's to buy an apple. I go shopping at Zara's to buy a bag. Etc. Go through the alphabet.

Invent a Word

Challenge students to create a new word and provide a definition for it. For example: 'saddy' - When I feel sad and happy at the same time. / 'popicream' - When I am not sure if I want to eat a popsicle or an ice cream.

3-card sentences and WH Questions:

Give the students 3 words. A Noun, a verb and a time expression. For example: Mr Smith / eat / every day
One student comes up with a sentence. Mr Smith eats pasta every day.

The other students ask WH questions.

Why does Mr Smith eat pasta every day?

When does ...

Who eats ...

Where does ...

How does ...

Hangman

Instead of a single word, hide a short sentence that reviews grammar or vocabulary (e.g., He is going to the park).

Students can guess words or letters.

Say complete guesses aloud:

"Is the second word 'is'?"

"I think it's going because of 'to the park'."

"I think there's an A - A like in the word apple."

"I'd like to guess the letter T, as in teacher."

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Words of the Day Recap

Write the words on the board and quickly check meaning, pronunciation, and part of speech.

Ask each student to use one word in a full sentence.

"Can anyone ask a question with 'discover'?"

"Who can make a funny sentence with 'lazy'?"

In pairs, students take turns asking and answering questions using the words.

"Have you ever 'discovered' something interesting?"

"What makes you feel 'lazy'?"

Together, use the 5 words to create a short class story.

I spy

Before guessing, students must ask descriptive questions in English.

Examples:

"Is it big or small?"

"Is it made of plastic?"

"Can we eat it?"

"Is it in front of the window?"

After a few questions, they can make a full guess:

"I think you spy the blue pencil case on the table."

Impromptu Speaking

Prepare a list of topics for students to discuss. Divide the class into two teams, and have each student choose a number that determines the order of speaking. Each student will respond to a statement without preparation, speaking for 45 seconds.

While one student speaks, the opposing team listens for hesitations, grammatical errors, and vocabulary mistakes. If they correctly identify an error, they earn a point.