



Access English Centre
Immigrant Centre Manitoba
High Beginner Level: Work-out Activity
Colours Game
60 minutes



Objective/Goal:

Gives participants the opportunity to review vocabulary.

Materials:

Participants need:

- coloured construction paper
- markers

Facilitator needs:

- whiteboard
- whiteboard markers
- computer(with internet access)
- projector
- screen

Procedure: (Work-out)
60 minutes

PART A:

- 1) **Write** "Colours" on the whiteboard.
- 2) **Gather** the participants together. Have them facing the whiteboard.
- 3) **Introduce** the game to the participants. **Instruct** them that they will be playing a game in which they name as many objects that belong in that colour group.
- 4) Objects can be food items, household items, tools, etc. ,as long as the dominant colour is the assigned colour.
- 5) **Brainstorm** the colours. Write the colours on the whiteboard.
Ex. black
white
red
orange
yellow
green
blue
purple
- 6) **Ask** the participants what kinds of things are the colour:ex. "Black"?
Ex. tire, TV's, laptops, cords, etc.



Access English Centre
Immigrant Centre Manitoba
High Beginner Level: Work-out Activity



Colours Game

60 minutes

- 7) **Do** another example together:
Ex.: White?
Cloud, cottonballs, paper, tissues, etc.
 - 8) **Divide** the whole group into 4 small groups/teams of 3 or 4 participants.
Assign a different colour per group.
Ex.: Red Team
Orange Team
Blue Team
Green Team
Yellow Team
 - 9) **Instruct** the teams that they have 5 minutes to come-up with as many items in their colour group.
 - 10) **Distribute** the construction paper to each team. Have a red construction paper for the Red Team, the orange construction paper for the Orange Team, a yellow construction paper, etc. and a marker for each team.
 - 11) **Instruct** each team to assign a "writer: -a person to write everyone's ideas.
 - 12) **Start** the timer.
 - 13) After 5 minutes, each team **shares** their ideas with the whole group.
 - 14) The whole group **decides** if the object belongs with the colour.
 - 15) The facilitator will **give** a point for each correct colour word.
 - 16) The team with the most points- "**WINS**".
 - 17) If an item is in dispute, **use** the computer and **find** the item on "Google". **Use** the projector and **display** it on the screen to the whole group.
- PART B:**
- 18) **Play** the game , again but this time, **change** the team colours.
 - 19) Same procedure, as before.
 - 20) After the last game, **instruct** the participants to stay in their groups.
 - 21) **Collect** each team's construction sheets.



Access English Centre
Immigrant Centre Manitoba
High Beginner Level: Work-out Activity



Colours Game

60 minutes

PART C: Review

*Review Game is adapted from "musical chairs" but without the music.

- 22) **Add** three empty chairs for each team.
 - 23) **Have** the participants' attention.
 - 24) **Explain** from each team there will be 1 volunteer who stands in front of the whole group/class(4 volunteers).
 - 25) The volunteers will quickly **join** the colour group of which an item is called by the facilitator. Items are **called** from the team's brainstormed construction sheets.
Ex. banana
 - The volunteers should sit at the "Yellow" Team's seats.
 - The last person to find a seat-misses a point for his/her team.
 - 26) There are 3 extra seats per group, the volunteer who **comes** last will not have a seat to sit on.
 - 27) The last volunteer **returns** to his/her team.
 - 28) A new volunteer from his/her team **replaces** the last volunteer.
 - 29) The remaining volunteers **receive** a point each for their team.
 - 30) **Change** the volunteers to stand at the front of the classroom.
 - 31) The facilitator will **call out** another item.
 - 32) The volunteers quickly sit at the appropriate colour team.
 - 33) The seated volunteers **receive** a point provided that they sit at the appropriate colour team.
 - 34) **Continue** the game, same procedure.
- * **For beginner levels**, they can **brainstorm** for items of the colour group in a wide range of items.
- ***For high beginners levels**, you can **give** specify categories:
1st game= Foods only
2nd game= Nature(things found in Nature ex.grey: rock)