

LANGUAGE TEACHING GAMES
AND CONTESTS
Second Edition

W. R. Lee

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As second-language teachers we know that games in the classroom can serve several purposes, such as renewing the students' interest in the subject or reviewing what has previously been taught. What often keeps us from using games more frequently or at all is not finding the "appropriate" game or the fear of spending too much time on a game.

LANGUAGE TEACHING GAMES AND CONTESTS appears to be the solution to the problem. The 163 games are divided into ten chapters, each representing a particular language skill or combination of language skills. For each game the proficiency level (basic, intermediate, advanced), the age level (children, any), the group size (whole class, teams, groups, pairs, individuals), and the use are indicated. The instructions for each game are written clearly and concisely. After the description of some of the games, there are suggestions for varying the function of the particular game. The suggested time for each game is ten to fifteen minutes.

Although LANGUAGE TEACHING GAMES AND CONTESTS at first may appear to be suitable only for general language classes, it can easily be adapted for use by any teacher of a language for special purposes. In conclusion, LANGUAGE TEACHING GAMES AND CONTESTS is a book that every second-language teacher should make an important part of his or her supplementary material.

Joan A. Walker

Departamento de Lenguas
Universidad de las Americas
Cholula, Puebla