

## **APPENDIX D**

### **Game activities**

**Games used in each instructional plan for this research**

Instructional plan	Lesson	Topic	Game	Duration
1	Family Relationships	Family Relationships	Card guessing	3
2	Family Relationships	Where's the fire?	Crosswords Game	3
3	An Emergency?	Let's call an ambulance!	Mime Game	3
4	An Emergency?	A ransom or a reward?	Who am I?	3
5	Healthy Living	Eating the rainbow	Slap Game	3
6	Green Living	What's it made of?	Dice rolling	3

## Guess the Card Game

### 1. Objective of the game

1. Student could get more English vocabulary from vocabulary cards that teacher provided.
2. To encourage student guessing the meaning of vocabularies from the picture in the cards
3. Student could remember vocabularies from the cards
4. Student get more fun in learning

### 2. Instruction media

#### 40 Vocabulary cards

### 3. Direction

- 3.1 Separate students to be a group of 4-5 people
- 3.2 Give each group a set of vocabulary card. Each card will have 2 sides; one has picture, vocabulary and meaning, once has just only picture and vocabulary.
- 3.3 Let them try to remember all vocabularies in the set of cards in 10 minute.
- 3.4 After 10 minute, teacher keeps back the set of cards then teacher shows them the cards which has only picture and vocabulary which group that can quickly guess the meaning, correctly pronunciations and give the correct example sentence of each word will get 1 point.  
And after finishes all the words which group gets the most point will be the winner.



## Crosswords Game

### Objective

1. Student can remember vocabularies and has fun in learning vocabulary
2. Student can spell the words that teacher provides for them

### Direction

1. Teacher gives students the Game sheet
2. Set time about 10-15 minute for them to fill the word in cross word sheet
3. After 10-15 minute who get the most vocabulary in the box will be the winner
4. Then teacher tell them the answer and let them read along together.



#### ACROSS

- 5 a vehicle with sirens and flashing red lights and paramedics
- 9 something that does not happen on purpose
- 10 car thieves steal \_\_\_\_\_
- 12 shaking of the Earth's crust
- 13 opposite of swim
- 14 thief who steals from people's pockets, purses, and bags in public places

#### DOWN

- 1 cyclone or twister
- 2 serious and painful interruption of the heart's normal beating (2 words)
- 3 severe tropical storms with lots of rain and extremely strong winds
- 4 call the 911 \_\_\_\_\_ for help during an emergency
- 6 natural disaster caused by excessive rain
- 7 an unexpected and sudden event that must be dealt with quickly
- 8 injured
- 11 blaze

## Mime Game

### Objective

1. Student can communicate with other by using action
2. Student would get fun in learning vocabulary
3. Improve their observing skill
4. Improve conversation skill

### Participant

A group of five or by person

### Direction

1. Separate student to be a group of 5
2. Let one of each group pick up 5 lots that has vocabulary about illness inside
3. After that, Each group present the word by action and let other group guess the word by using this conversation  
A: Have you got.....?  
B: Yes, I have if it is correct  
B: No, I haven't if it is incorrect
4. New turn for another group until all groups done.

## Who am I?

### Objective

1. Students can remember all vocabularies and be usable
2. Improve students' listening skill and cognitive thinking
3. Students have fun in learning

### Direction

1. Separate student to be a group of 5
2. Let the representative of each group come to pick up the lots that has the name of the famous person at school.
3. Let them consult each other in the group and write sentences to describe the one from the lots. After that come in front, tell other group and let them guess "who is he/she?"

## Slap Game

### **Objective**

1. Students can remember the vocabularies and have fun in learning vocabulary
2. Improve students' cognitive thinking

### **Direction**

1. Separate students to be a group of 3
2. Let each group brings one picec of paper to make the card set by folding that paper to be a half then makes a half again after that unfolds and cuts it folloe the fold mark. Then writes each 6 nutrient in to the picec of paper so each group will get the card set for the game
3. Each group face up the card set on their table.
4. Teacher pronouns vocabulary about food and each group slap the nutrient card on their table that relate with the food that teacher say which group quickly slaps on the correct answer will be the winner.

## **Roll the dice**

### **Objective**

1. Students have fun during learning vocabularies
2. Students can remember the vocabularies and useable
3. Improve students conversation skill

### **Participant**

A group of five or team

### **Direction**

1. Separate students to be a group of 5
2. Give each group the instrument; board, dice, game played.
3. Let them play the game in group by taking turn to toss the coin, on each square ask the question when each person give the right answer continuous toss the coin but if they give the wrong answer swap turn. The first person who come back to start point is the winner.