



LANGUAGE GAMES CATALOGUE

English • French • German
Spanish • Italian



Learning languages the pleasant way

A1

PACK YOUR BAG
PREPOSITION ISLAND
PICTURE BINGO
BIS
THE NUMBER GAME
TIME FOR DOMINOES
VERB BINGO

NEW



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ENGLISH PAPERCHASE
MY SHOPPING LIST
SUPER BIS
WHO'S WHO?
JUST THE JOB

NEW



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QUESTION CHAIN
QUESTIONS AND ANSWERS
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LET'S PARTY!
ROUNDRIP OF BRITAIN AND IRELAND
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NEW



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THE PLEASURE OF LEARNING A LANGUAGE PLAYING

Learning a language and pleasure go hand-in-hand and to achieve this **ELI** has been publishing didactic material for years which satisfies every step of the learning path.

This catalogue offers a series of **tips for teachers** wanting to enrich their own didactic paths in a pleasurable and creative way, through the use of educational games that enhance language learning.

WHY A FUN WAY OF TEACHING LANGUAGES?

To teach a foreign language it is necessary to choose precise methodologies and it is absolutely essential to keep in mind the characteristics of the students: **age, linguistic level, learning style.**

One must identify the various activities that can arouse interest in the students to send them willingly and happily into situations of simple, but effective communication.

The language teacher must 'animate' the course not to render it monotonous and repetitive, and must find a way to capture the attention of the students by presenting the same content in different ways.

LANGUAGE DIDACTIC GAMES

This is why **ELI** has developed didactic games which stimulate students to communicate and to interact. These games help to improve the quality of teaching because they present basic grammatical structures, develop and enrich the students' known language, highlight the indispensable communicative structures of daily life and supply information concerning the culture and traditions of Great Britain.

The fun aspect plays an important role in facilitating **socialisation** and stimulating the students to further deepen their knowledge and even helps with the capacity to reason.

ELI's didactic games are therefore founded on the principles of the effective **communicative approach** which eliminates the tension that exists when learning a new language. They offer the students a great sense of freedom because playing causes fears to disappear and teacher's corrections are accepted more readily.

The contents of the games help create a **social dimension**: the players communicate, the atmosphere is more relaxed and even the most shy of students are able to show their talents. Therefore even the weakest of students, from a linguistic point of view, along with everyone else is able to learn and interact.



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LEARNING
 A LANGUAGE
 IS LIKE
 PLAYING
 A GAME!



ELI GAMES IN CLASS

The biggest advantage of the ELI didactic games is the fact they can be used in class regardless of the course book being employed.

They can be used in many different ways:

- **as preparation for a lesson** allowing, therefore, a passive use of the structures and/or of a particular lexical group;
- **as a complementary activity** to check vocabulary and structures;
- **as a revision activity**;
- **as a game** when students' attention levels drop;
- **as a prize** after a particularly difficult lesson.

DIFFICULTY LEVELS

ELI's didactic games can be adapted to any type of student and conform to levels A1 to B1 of the **Common European Framework of Reference for Languages**. The teacher chooses a game according to the linguistic competences of the students; just consult the product grids for guidance on making the best choice.

HOW LONG THE GAME LASTS

It is up to the teacher or group leader to fix the maximum **time** to play the game.

If time is limited, the game can be interrupted before the end without disturbing its efficiency, and the player who has obtained the most points or who has got nearest to the end, wins.

NUMBER OF PLAYERS

The number of players can change according to the situation: the games can be played in pairs or in groups, naturally avoiding putting the best players together in the same group.

COMPETITIONS AND TOURNAMENTS

Many schools organise linguistic **tournaments** during language weeks and ELI games lend themselves to these types of activities.

During these tournaments the students must, above all, understand the rules of every game, however easy

they may be, which requires a simple comprehension check. A game is placed on every table and all groups, in rotation, must play and compete. The group members who win the most points are the winners of the tournament and they win the prize.

TEACHING YOURSELF

ELI's didactic games are a valuable tool for language classes but can also be used in situations where teaching is done alone **at home**, like any other educational game.

TEACHER'S BOOKLET AND INSTRUCTIONS

In the teacher's booklet, besides the rules of the game, **extra activities** are suggested that allow the game to be used in different ways.

QUALITY

Other than the **educational value** and the linguistic touch with which they were created, ELI's didactic games are of the **highest quality** with regards to the materials used and the graphics.

FIVE LANGUAGES

Created by language experts with definite teaching experience, ELI's didactic games are available in **five languages**: English, French, German, Spanish and Italian.

USING TECHNOLOGY TO LEARN LANGUAGES

Digital games provide entertainment and make language learning and practice fun, engaging and motivational. They are ideal for use in the classroom or at home.



Title	Level	Linguistic Objectives	Material	Type of game
Pack Your Bag 	A1	- to learn vocabulary and structures relating to clothes	66 cards 36 'suitcases' (bingo cards) teacher's booklet	Card game
Preposition Island 	A1	- to learn prepositions of place	a playing board 66 cards 60 gold coins teacher's booklet	Board game
Picture Bingo 	A1	- to learn basic vocabulary	100 cards 36 boards teacher's booklet	Bingo
Bis 	A1	- to learn basic vocabulary	120 cards teacher's booklet	Card game
The Number Game 	A1	- to learn the numbers from 1 to 100	100 cards 36 boards teacher's booklet	Bingo
Time for Dominoes 	A1	- to facilitate reading of the clock - to learn the appropriate language for asking and telling the time	48 cards teacher's booklet	Domino
Verb Bingo 	A1	- to learn basic verbs	66 cards 36 boards teacher's booklet	Bingo



PACK YOUR BAG

A1



RULES OF THE GAME

Distribute the playing cards and a 'suitcase' containing a list of items which need to be packed. Players take turns to ask each other questions, e.g. *Have you got the pyjamas?* If a player has the corresponding card, he/she answers: *Yes, I have* and hands over the card. The player can then ask another question. If a player doesn't have the requested card he/she answers: *No, I haven't* and play turns to this player who asks another player for something in his/her suitcase. The winner is the first player to obtain all of the items in his/her suitcase.

The teacher's booklet contains suggestions on various other ways to play the game.

MATERIALS

- 66 photographic cards
- 36 boards with the lists that can also be used for playing bingo
- A teacher's booklet

LINGUISTIC OBJECTIVES

- To learn vocabulary and structures related to clothes



English:
Pack your bag
9788853619266

French:
Faison la valise
9788853619273

German: Wir packen
unseren Koffer
9788853619280

Spanish:
iHaz la maleta!
9788853619297

Italian:
Prepara la valigia
9788853619303

PREPOSITION ISLAND

A1



MATERIALS

- An illustrated playing board of *Preposition Island*
- 58 cards: each representing a character from the playing board
- 8 cards with the prepositions of place: **above, under, behind, in front of, between, next to, inside, on**
- 60 gold coins
- A teacher's booklet

RULES OF THE GAME

Players take turns to pick a card from the deck of illustrated cards which present the various characters from the playing board. They then need to complete the sentence with the correct preposition of place. For each correct sentence, the player wins a gold coin. The winner is the player or team with the most gold coins at the end of the game. The teacher's booklet contains instructions, solutions and ideas for extra activities.

LINGUISTIC OBJECTIVES

- Widen the students' vocabulary via the presentation of characters and objects in the fun and stimulating illustration
- Understand and use sentences with prepositions of place



PICTURE BINGO

A1



RULES OF THE GAME

The game can be played in class as a didactic tool for revision and consolidation of the language or as a game to play with friends at home. It can also be played as a memory game.

Picture Bingo can be played in 4 different ways:

- 1 – picture-picture
- 2 – word-word
- 3 – picture-word
- 4 – word-picture

One bingo board is given to the players so that they can see the words or the pictures. Then one player at a time takes one card and after pronouncing the word correctly, the card is shown to the others. If the word is presented on the players' board then the picture or the word on their own bingo board should be covered.

The winner is the player who covers all the words or pictures on their own board first.

The teacher's booklet contains suggestions on how to play the game in different ways.

MATERIALS

- **100 picture cards:** each card has an object belonging to a differing lexis area on one side and the corresponding word on the other
- **36 boards:** each board has 6 pictures on one side and the respective words on the other
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To learn basic vocabulary

DIGITAL GAME



9788853613875

English:
Picture Bingo
9788881483051

French:
Bingo Images
9788881483068

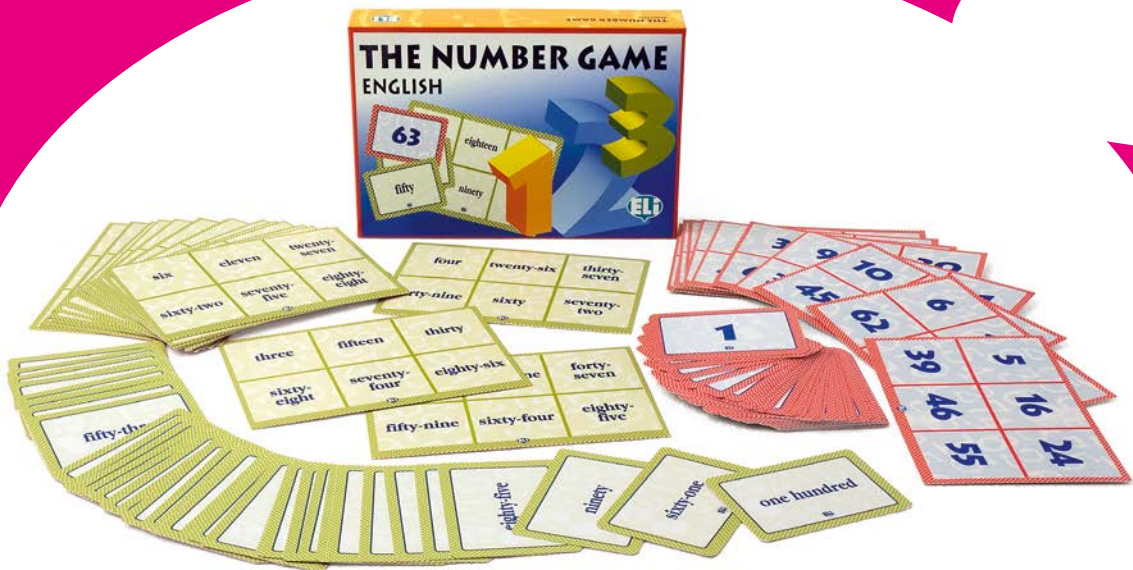
German:
Bilder-Bingo
9788881483075

Spanish:
Bingo Ilustrado
9788881483082

Italian:
Tombola illustrata
9788881483099

NUMBER GAME

A1



RULES OF THE GAME

The game can be played in class as a didactic tool for revision and consolidation of the language or as a game to play with friends at home. It can also be played as a memory game.

The Number Game can be played in 4 different ways:

- 1 – number-number
- 2 – word-word
- 3 – number-word
- 4 – word-number

The players are given one board each and placed so that either the words or digits are face up. Shuffle the number cards. Then one at a time, the number cards are picked up and read out aloud and then shown to the other players (if necessary). If the number spoken is on a player's board then that number is covered.

The player who manages to cover all the numbers on his/her board first, wins.

The teacher's booklet contains suggestions, tips and activities on how to play the game in different ways.



MATERIALS

- **100 cards:** each card has the number in digits on one side and the number in words on the other
- **32 boards:** each board has 6 numbers in digits on one side and 6 numbers in words on the other
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To learn the numbers from 1 to 100

DIGITAL GAME



9788853613912

English:
The Number Game
9788881480746

French:
Le jeu des nombres
9788881480753

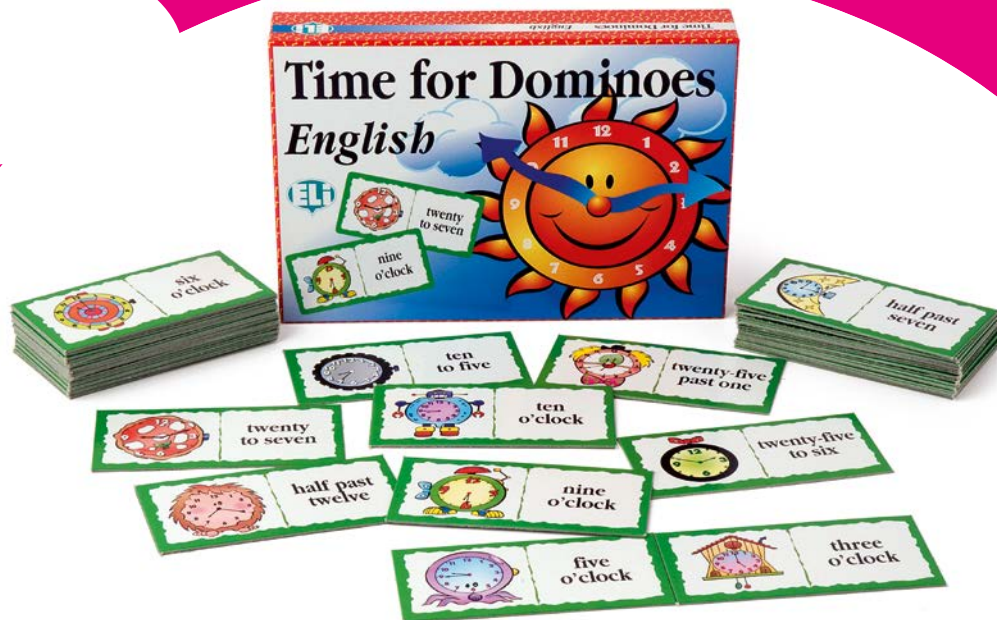
German:
Das Zahlenspiel
9788881480760

Spanish:
El juego de los numeros
9788881480777

Italian:
Il gioco dei numeri
9788881480784

TIME FOR DOMINOES

A1



MATERIALS

- **48 cards:** each card has on one half the face of a clock and on the other half a time written in words
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To facilitate reading of the clock
- To learn the appropriate language for asking and telling the time

RULES OF THE GAME

The game can be played either in class or at home. The Starting card (the time of midnight/midday is shown) is placed on the table. The other cards are shuffled and dealt out evenly amongst the players. The game is played by players in turn placing their cards so that the time shown on a card is the same as the written word on the next. The winner is the player who finishes his/her cards first. Two different paths are possible, according to difficulty. The teacher's booklet has suggestions on various other ways to play with the cards.

DIGITAL GAME



9788853613936



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English:

Time for Dominoes
97888851483006

French:

Les dominos des heures
97888851480807

German:

Das Uhrzeit-Domino
97888851480814

Spanish:

El domino de las horas
97888851480821

Italian:

Il domino delle ore
9788881480838

VERB BINGO

A1



RULES OF THE GAME

The game can be played in class as a didactic tool for revision and consolidation of the language or as a game to play with friends at home. It can also be played as a memory game.

Verb Bingo can be played in 4 different ways:

- 1 – picture-picture
- 2 – verb-verb
- 3 – picture-verb
- 4 – verb-picture

The players are given one board each and placed so that either the verbs written in words or illustrated are face up.

Shuffle the verb cards. Then one at a time, the verb cards are picked up and read out aloud and then shown to the other players (if necessary). If the verb stated is on a player's board then that verb is covered.

The player who manages to cover all the verbs on his/her board first, wins.

The teacher's booklet contains suggestions on how to play the game in different ways.



MATERIALS

- **66 cards:** each card has on one side an action illustrated and on the other the corresponding verb
- **36 boards:** each board has 6 illustrated verbs on one side and on the other the respective verb in words
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To learn basic verbs

DIGITAL GAME



9788853613950

English:
Verb Bingo
97888853611758

French:
Bingo Verbes
97888853611756

German:
Verben Bingo
97888853611772

Spanish:
Bingo de los verbos
97888853611789

Italian:
Tombola dei verbi
97888853611796

Title	Level	Linguistic Objectives	Material	Type of game
English Paperchase 	A2	<ul style="list-style-type: none"> - to extend vocabulary - to widen knowledge of life and culture in the English-speaking world 	66 photographic cards 66 clue cards teacher's booklet	Card game
My shopping list 	A2	<ul style="list-style-type: none"> - to learn vocabulary related to food and drink - to practise structures related to shopping 	66 cards 36 shopping lists teacher's booklet	Board game and bingo
Super Bis 	A2	<ul style="list-style-type: none"> - to facilitate the learning and reinforcement of interrogative forms, of tenses in general and basic vocabulary - to practise conversation through mini-dialogues 	120 cards teacher's booklet	Card game
Who's Who? 	A2	<ul style="list-style-type: none"> - to learn vocabulary and structures related to physical descriptions of people 	66 cards teacher's booklet	Card game
Just the Job 	A2	<ul style="list-style-type: none"> - to stimulate memorisation and the capacity of linking words, phrases and images related to jobs 	120 cards teacher's booklet	Card game



ENGLISH PAPERCHASE

A2



NEW

RULES OF THE GAME

The game can be played either in class or at home, and it may be played in teams. The image cards are spread out on a table for the students to see. The game leader then picks a clue card and reads the first clue out loud. If no-one guesses the answer, the leader then reads the second clue and so on until the image is identified. The leader awards points according to the clue - the points can be found on the clue cards next to each clue and they decrease in value from the first to the last clue. The winner is the player or team which finishes the game with the highest number of points.

The teacher's booklet contains suggestions on various other ways to play the game.

MATERIALS

- 66 cards
- 66 clue cards
- A teacher's booklet

LINGUISTIC OBJECTIVES

- to extend general vocabulary
- to widen knowledge about life and culture in the English-speaking world
- to develop logical thought



English:
English Paperchase
9788853619310

French:
Piste à suivre
9788853619327

German:
Schnitzeljagd Deutsch
9788853619334

Spanish:
iSigue la pista!
9788853619341

Italian:
Segui l'indizio
9788853619358

MY SHOPPING LIST

A2



MATERIALS

- 66 photographic cards
- 36 shopping lists with bingo cards on the reverse side
- A teacher's booklet

LINGUISTIC OBJECTIVES

- Help with the learning process, revision and correct use of vocabulary and structures related to shopping
- Widen the students' vocabulary through the presentation of food and drink in a stimulating and fun situation: buying and selling
- Familiarise students with British culture through the topic of food and shopping

RULES OF THE GAME

Players take turns to ask for an item on their shopping list. If the other player has the item, he/she hands the card to the player who asked. Items can be requested more than once and each time they must be handed over.

The winner is the first player to obtain all the items on their shopping list. The 'bingo' cards contain images of food and the aim of the game is to cover all of the squares as the leader chooses one card at a time from the playing deck.

The game can be played by showing the card and pronouncing the name of the item, or alternatively, the name of the item can be pronounced without showing the card to the players.

The guide contains the rules of the game, ideas for extra activities, a food quiz, typical recipes and a variety of proverbs and idioms related to food and drink.



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English:
My Shopping List
9788853613677

French:
Faisons les courses !
9788853613684

German:
Lasst uns einkaufen!
9788853613691

Spanish:
¡Vamos al mercado!
9788853613707

Italian:
La lista della spesa
9788853613660

SUPER BIS

A2



RULES OF THE GAME

The game can be played either at school or at home. The cards are shuffled and dealt evenly amongst the players. Each player puts down the pairs of cards (question and corresponding answer) and holds the other cards whilst not revealing them to the other players. The Joker is discarded immediately. The youngest player starts by taking one of the cards from the hand of the player to his/her right. That player then takes a card from the player to his/her right, and so on. Each player places any pairs made on the table after reading the question and answer out loud. The winner is the first to have no more cards in hand and the loser is the one with the *surprise card* in hand. The teacher's booklet contains the instructions of the game.

MATERIALS

- **120 cards** divided into two packs: one with the questions and the other with the answers
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To facilitate the learning and reinforcement of interrogative forms, of tenses in general and basic vocabulary
- To practise conversation through mini-dialogues

DIGITAL GAME



9788853613974

English:
Super Bis
9788885148314

French:
Super Bis
9788881480968

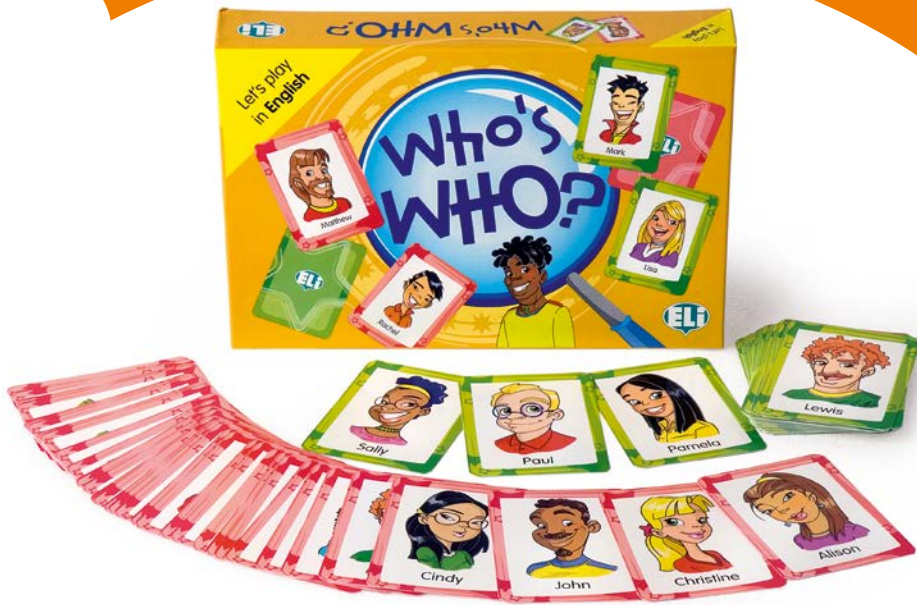
German:
Super Bis
9788881480975

Spanish:
Super Bis
9788881480982

Italian:
Super Bis
9788881480999

WHO'S WHO?

A2



MATERIALS

- **66 cards** divided into two equal packs distinguished by different colours that represent the 33 characters
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To learn vocabulary and structures related to physical descriptions of people

RULES OF THE GAME

The game can be played both in class and at home. The pack of red cards is spread out on the table face up to be used as reference. Each player picks one card from the green pack without showing the other players. In turn the players ask questions about the physical aspects of another person's card. Answers must only be yes and no. The answers obtained allow the player to guess the secret character on another player's card. The winner is the first to guess the most characters correctly. The teacher's booklet contains further suggestions on how to play the game.

DIGITAL GAME



9788853613998



14

English:
Who's Who?
9788853611703

French:
Qui est-ce ?
9788853611710

German:
Wer ist das?
9788853611727

Spanish:
¿Quién es?
9788853611734

Italian:
Chi è?
9788853611741

JUST THE JOB

A2



RULES OF THE GAME

The game can be played both in class and at home. The three packs are shuffled together and each player is dealt 9 cards. The remaining cards are placed, face down, in the middle of the table. The aim of this game is to form the highest number of sets of three cards (illustration – name of job – description). The player who starts the game picks up one card from the stack of cards and places one of his/her own hand on the table. This card can be picked up by any player, who then places one from his/her hand on the table. The winner is the player with the most sets of three cards.

The teacher's booklet contains suggestions and tips on further ways to play the game.

MATERIALS

- **120 cards** divided into three packs; the first with the illustrated jobs; the second with the names of jobs in both female and male forms; the third with simple phrases that characterise different jobs
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To stimulate memorisation and the capacity of linking words, phrases and images related to jobs



DIGITAL GAME



9788853614018

English:
Just the Job
9788881480845

French:
Le jeu des métiers
9788881480852

German:
Das Spiel der Berufe
9788881480869

Spanish:
El juego de los oficios
9788881480876

Italian:
Il gioco dei mestieri
9788881480883

Title	Level	Linguistic Objectives	Material	Type of game
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Sentence Maker!



NEW

A2 - B1

- to learn the correct use of tenses (past simple, present simple, present continuous, future simple)
- to learn the correct use of time expressions

a playing board
66 cards
3 dice
counters and points tokens
teacher's booklet

Board game

English Championship



A2 - B1

- to familiarise students with the culture of the English-speaking world
- to widen students' range of vocabulary and practise the correct use of language and grammar structures related to topics about *history, geography, civics, culture and language*

a playing board
132 cards
60 playing pieces
1 dice
teacher's booklet

Board game

Question Chain



A2 - B1

- to facilitate the learning and reinforcement of question forms, of tenses and of basic vocabulary
- to practise conversation through mini-dialogues
- to present some idiomatic expressions

132 cards
teacher's booklet

Card game

Questions and Answers



A2 - B1

- to stimulate the use of pronouns and adverbs in questions
- to learn basic vocabulary and linguistic structures
- to stimulate conversation in English

1 board
1 dice
66 cards
teacher's booklet

Board game

The Busy Day Dominoes



A2 - B1

- to facilitate the learning, reinforcement and correct use of frequently used tenses
- to extend vocabulary

48 cards
teacher's booklet

Domino

Let's Party!



A2 - B1

- to facilitate the learning, reinforcement and correct use of frequently used tenses
- to extend vocabulary

48 cards
teacher's booklet

Domino

Roundtrip of Britain and Ireland



A2 - B1

- to extend vocabulary
- to favour the correct use of grammatical structures: articles, adjectives, verbs, question and negative forms
- numbers up to 100
- to become acquainted with the culture, history, geography of Great Britain and Ireland
- to promote the learning of idiomatic expressions

2 dice
1 board
132 cards
teacher's booklet

Board game

The Great Verb Game



A2 - B1

- to learn to conjugate regular and irregular verbs

100 cards
3 dice
teacher's booklet

Card game

SENTENCE MAKER!

A2-B1



NEW

RULES OF THE GAME

Players are divided into teams. Each team chooses a place marker. The numbered die is rolled and the team moves around the board according to the number shown on the die. One player takes a card from the pack and rolls the pronouns die. They then formulate a sentence. The teacher may choose to have the teams roll the sentence type die, to specify if players should make a positive, negative, question or present continuous sentence. Players should form a sentence using the verb on the playing board and the tense and time expression on their card. If a team answers correctly, they earn the points indicated on the card. The game ends when a team reaches the camp on the playing board, but the overall winner is the team with the highest final score.

The teacher's booklet contains suggestions on various other ways to play the game.

MATERIALS

- A playing board
- 66 cards with time expressions
- 3 dice
- A teacher's booklet
- Place markers

LINGUISTIC OBJECTIVES

- To learn and correctly use different tenses (past simple, present simple, present continuous, future simple)
- To learn the correct use of time expressions



English:
Sentence Maker!
9788853616746

French: Inventons
des phrases
9788853616753

German:
Bau den Satz!
9788853616760

Spanish:
Con tus palabras
9788853616777

Italian:
L'inventafrase
9788853616784

ENGLISH CHAMPIONSHIP

A2-B1



MATERIALS

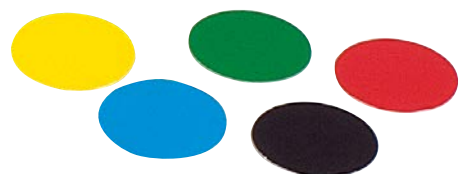
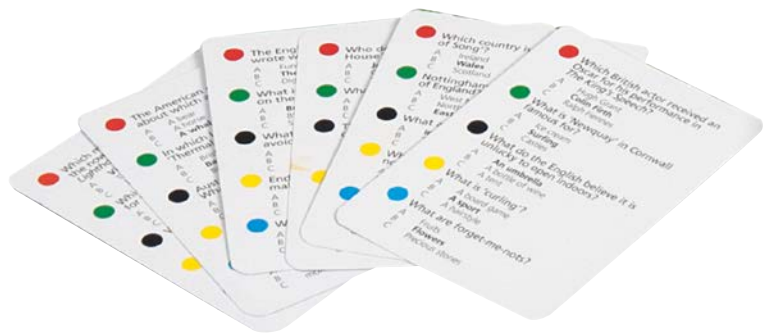
- A playing board
- 132 cards divided in two levels of difficulty
- 60 coloured counters
- 1 dice
- A teacher's booklet

LINGUISTIC OBJECTIVES

- To familiarise students with the language and culture of the English-speaking world
- To widen students' range of vocabulary and knowledge via interesting questions
- To help with the learning process, revision and correct use of language and grammar structures related to specific topics about history, geography, civics, culture and language

RULES OF THE GAME

The playing board consists of a track marked with the five colours of the Olympic rings. Players throw the dice, move along the track and choose the corresponding question card. The cards contain five questions related to different topics which are highlighted with one of the five colours of the playing board. Each colour represents a different topic. If a player answers a question correctly, he/she receives the corresponding coloured counter. The winner is the first player to obtain all five coloured counters by answering questions for each topic. The teacher's booklet contains the rules of the game.



QUESTION CHAIN

A2-B1



RULES OF THE GAME

The game can be played both in class or at home.

The game can be played according to the linguistic level of the players; it is easy to choose due to the colour and number of the asterisks that appear on the back of the cards: orange for level A2 and blue for level B1.

The teacher or group leader chooses one of the packs, shuffles them and deals the cards evenly amongst the players.

The youngest player starts the game by reading the question on his/her card out loud. The other players listen carefully and the one that has the most corresponding answer, reads the answer out loud. Then he/she reads the question on his/her card and another player answers. The game continues in this manner until the last answer. If the game is played correctly, the player who started the game should finish it by answering the last question.

The teacher's booklet contains the correct sequence of the phrases and suggestions on how to play the game in different ways.

MATERIALS

- **132 cards:** each card has on the top half an answer and on the lower half a question
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To facilitate the learning and reinforcement of question forms, of tenses and of basic vocabulary
- To practise conversation through mini-dialogues
- To present some idiomatic expressions

DIGITAL GAME



9788853614056

English:
Question chain
9788853604682

French:
Questions à la chaîne
9788853604699

German:
Kettenfragen
9788853604729

Spanish:
Preguntas encadenadas
9788853604712

Italian:
Domande a catena
9788853604705

QUESTIONS AND ANSWERS

A2-B1



MATERIALS

- **A board** representing a fairground
- **1 dice** - with the words: **who, what, how, where, when, which**
- **66 cards**, each card has an object from the board
- **A teacher's booklet**

LINGUISTIC OBJECTIVES

- To stimulate the use of pronouns and adverbs in questions
- To learn basic vocabulary and linguistic structures
- To stimulate conversation in English

RULES OF THE GAME

The game can be played in class as a didactic tool for linguistic revision and consolidation and at home with friends as a board game.

The cards are shuffled and dealt evenly amongst the players. The youngest player starts by rolling the dice and depending on the interrogative shown, formulates a question to the player on his/her left who must guess his card. The player to the left, after having answered, then throws the dice and asks a question to the player on his/her left. When a player, helped by the picture board, has the clues necessary, he/she tries to guess the card. If the guess is correct, then he/she wins the card and has another turn at asking a question. The player with the most cards at the end of the game wins.

The teacher's booklet contains suggestions and tips on further ways to use the material.



THE BUSY DAY DOMINOES

A2-B1



RULES OF THE GAME

The game can be played both at school and at home. The teacher can decide to use the game to practise either the present, past or future forms depending on the level of the class.

Starting with the beginning card and following the usual domino rules, the players need to combine the illustrated picture with the description in the written form, conjugating the verb into the required tense (past – present – future) and with the corresponding person (3rd person singular or plural). Players progressively reconstruct a day in the life of the Johnson family.

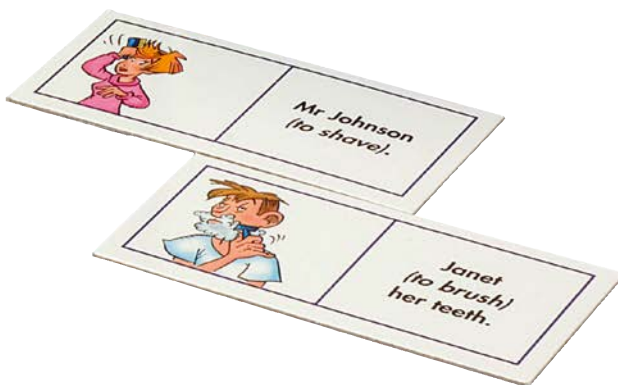
The player who correctly inserts all their cards is the winner. The teacher's booklet contains suggestions for a wide variety of other ways to use the cards, a list of the verbs in the game and their relative conjugations.

MATERIALS

- 48 cards with on one half an illustration and a phrase (verb in the infinitive) on the other half
- A teacher's booklet

LINGUISTIC OBJECTIVES

- To facilitate the learning, reinforcement and correct use of frequently used tenses
- To extend vocabulary



DIGITAL GAME



9788853614070

English: The Busy Day Dominoes
9788881483006

French: Les Domino de la Journée
9788881483013

German: Das Tagesablauf-Domino
9788881483020

Spanish: El dominó de cada día
9788881483037

Italian: Il domino della giornata
9788881483044

LET'S PARTY!

A2-B1



MATERIALS

- 48 cards with on one half an illustration and a phrase (verb in the infinitive) on the other half
- A teacher's booklet

LINGUISTIC OBJECTIVES

- To facilitate the learning, reinforcement and correct use of frequently used tenses
- To extend vocabulary

RULES OF THE GAME

The game can be played at school or at home.

The teacher can adapt the game depending on the level of the students by choosing to conjugate the verbs in the past, present or future forms.

Starting with the beginning card and following the usual domino rules, the players need to combine the illustration with the correct written description, conjugating the verb in the required tense (past-present-future) and with the corresponding person (3rd person singular or plural) and progressively reconstruct the phases of the party.

The player who correctly inserts all his cards wins the game.

The teacher's booklet contains information on the theme of 'parties', typical recipes, some useful websites and the list of the verbs used in the game with the relative conjugations.

DIGITAL GAME



9788853614094

ROUNDRIP OF BRITAIN AND IRELAND

A2-B1



RULES OF THE GAME

Stars on the back of the cards indicate the different levels at which the game can be played: level A2 one star; B1 two stars. The teacher or group leader places the material around him including the six packs.

The youngest player starts the game by rolling the coloured dice and answering the question type indicated by the colour shown on the top of the dice. The question is asked by the teacher or group leader.

If the answer is correct then the player throws the second dice (with numbers on it) and moves forward on the board according to the number shown. Then the next player has his/her turn.

The winner is the first player who reaches the end of the trip (London).

The teacher's booklet contains information on every city mentioned in the game and a list of useful websites for further information.

MATERIALS

- **A board** with a map of Great Britain and Ireland and 100 numbered squares, some with photographs on them
- **132 cards** divided into 6 coloured packs with each colour that indicates the type of question:
 - Yellow: Riddles*
 - Blue: Geography*
 - Orange: Odd one out*
 - Purple: Idiomatic Expressions*
 - Red: History and traditions*
 - Green: Grammar*
- **1 dice** with different coloured sides
- **1 dice** with numbers
- **A teacher's booklet**

DIGITAL GAME



9788853614117



LINGUISTIC OBJECTIVES

- To extend vocabulary
- To favour the correct use of grammatical structures: articles, adjectives, verbs, question and negative forms
- Numbers up to 100
- To become acquainted with culture, history, geography of Great Britain and Ireland
- To promote the learning of idiomatic expressions

English:
Roundrip of Britain and Ireland
9788853604637

French:
Voyage en France
9788853604644

German:
Die Rundreise
9788853604675

Spanish:
Viaje por España
9788853604668

Italian:
Viaggio in Italia
9788853604651

THE GREAT VERB GAME

A2-B1



MATERIALS

- 100 cards of verbs in the infinitive
- 1 dice indicating the tense: **now**, **always**, **tomorrow**, **yesterday**, **ever/just**, **if**
- 1 dice of personal pronouns
- 1 dice of symbols showing sentence types, e.g. positive, negative, interrogative
- A teacher's booklet

LINGUISTIC OBJECTIVES

- To learn to conjugate regular and irregular verbs

RULES OF THE GAME

This game is a useful tool for practising verb conjugation in a light-hearted yet highly efficacious way; a very valid didactic instrument.

The cards show 100 different verbs in the infinitive.

The players choose one card and throw the three dice: the green one for personal pronouns, the red for the sentence types and the yellow for the tense. With the indications shown, the player formulates a sentence. E.g. you + have breakfast + interrogative + yesterday = Did you have breakfast yesterday? The teacher's booklet contains suggestions for further ways to play with the materials and a complete list of the verbs.

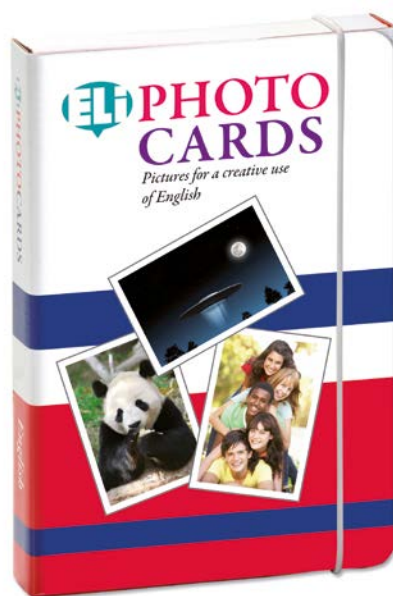
DIGITAL GAME



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ELI PHOTO CARDS



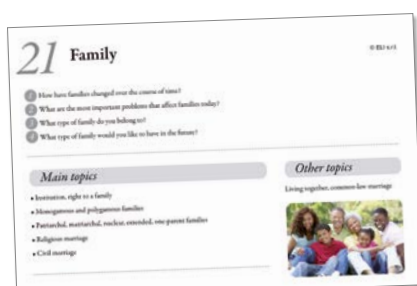
75 photographic Photo Cards created to stimulate discussion in class with students from intermediate to advanced level.

MATERIALS

- Photo on front of card, keywords, thought-provoking questions and thumbnail image on the back.
- Teacher's guide containing suggestions for learning paths by macro-topic and extra ways to use the cards.

TOPICS

- Globalisation
- Pollution
- Alternative energies
- Eating habits
- Human rights
- Racism
- Social problems
- Development and underdevelopment
- How families are changing
- Fostering, adoption
- Solidarity
- Bullying
- School and work
- Dreams
- Extreme sports
- Evolution
- Trends, tattooing and piercing
- Social networks and technology
- Being a parent and being a child
- Being / appearing



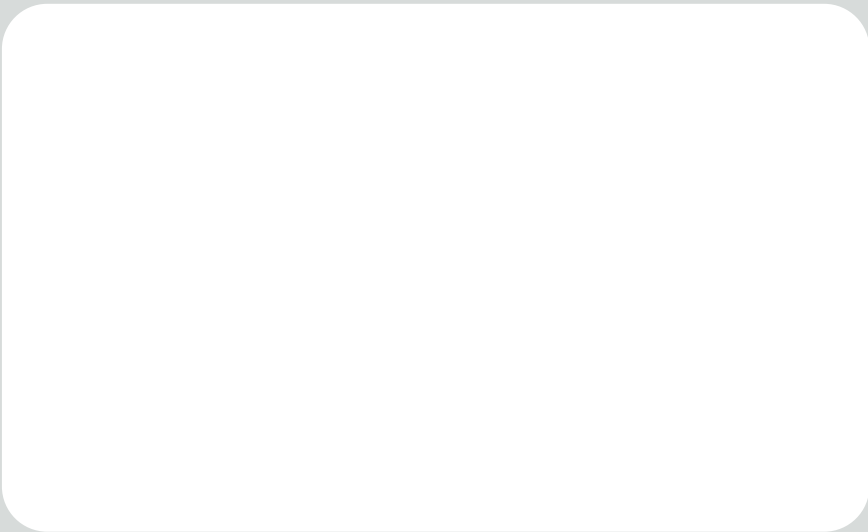
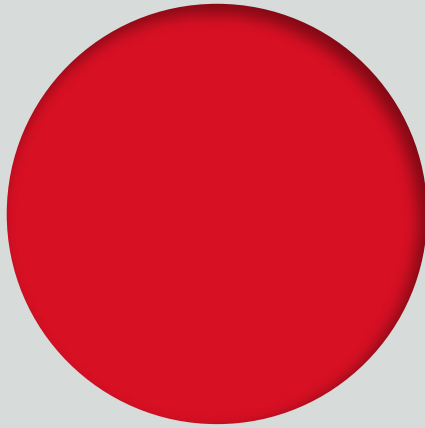
English:
ELI Photocards
9788853613554

French:
ELI Photo Cartes
9788853613561

German:
ELI Foto Kartes
9788853613578

Spanish: Lámina
ELI Fotograficas
9788853613585

Italian:
ELI Foto Carte
9788853613592



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