

# LANGUAGE GAMES CATALOGUE



*Learning languages  
the playful way!*

The pleasure of learning

TITLE	PAGE	LEVEL	TYPE	LANGUAGE AIMS	TOPIC
Bis	3	A1	Card game	Vocabulary and language structures	food, clothes, means of transport, household items and daily actions
Picture Bingo	4	A1	Bingo	Vocabulary and language structures	animals, colours, shapes, food, household and school items, toys, clothes, nature, weather and means of transport
Verb Bingo	5	A1	Bingo	Grammar and syntax	daily actions, school, sport, free time
Pack your bag	6	A1	Bingo	Vocabulary and language structures	clothes
Preposition Island	7	A1	Board game	Grammar and syntax	prepositions of place
The Grammar Tree	8	A1 - A2	Board game	Grammar and syntax	Verb forms and other grammar
My Shopping List	9	A1 - A2	Bingo	Vocabulary and language structures	shopping and food of the English-speaking world
The animal kingdom	10	A1 - A2	Bingo	Vocabulary and language structures	animals
Time Dominoes	11	A1 - A2	Dominoes	Vocabulary and language structures	time of the day
Fairy Tales in Games	12	A1 - A2	Board game	Vocabulary and structures	vocabulary and structures included in five fairy tales: Peter Pan, Alice in Wonderland, The Jungle Book, The Bremen Town Musicians and Hansel and Gretel
Who's Who?	13	A2	Card game	Vocabulary and structures	physical descriptions
Super Bis	14	A2	Card game	Grammar and syntax	questions and answers
English Paperchase	15	A2	Card game	Culture and interdisciplinary topics	knowledge of the English-speaking world
That's my job!	16	A2	Board game	Vocabulary and structures	jobs
Adjectives and Opposites	17	A1 - B1	Card game	Vocabulary and structures	adjectives and opposites
The Great Game of Numbers	18	A1 - B1	Bingo	Vocabulary and structures	cardinal and ordinal numbers
The Emotions game	19	A2 - B1	Card game	Vocabulary and structures	emotions: happiness, fear, anger, sadness, disgust, surprise
Famous people	20	A2 - B1	Card game	Vocabulary and structures	famous people of the English-speaking world
The Story Maker	21	A2 - B1	Card game	Grammar and syntax	vocabulary, verbs and syntax development
Question Chain	22	A2 - B1	Card game	Grammar and syntax	mini dialogues
The Busy Day Dominoes	23	A2 - B1	Dominoes	Grammar and syntax	verb tenses
Let's Party!	24	A2 - B1	Dominoes	Grammar and syntax	verb tenses
Questions and Answers	25	A2 - B1	Board game	Grammar and syntax	vocabulary, pronouns and adverbs in questions
How are you?	26	A2 - B1	Board game	Vocabulary and structures	human body and health
Play for the planet	27	A2 - B1	Board game	Vocabulary and structures	the environment
Around the City	28	A2 - B1	Board game	Culture and interdisciplinary topics	urban features, shops, places in town and services, means of transport, road signs and road safety
Sentence Maker!	29	A2 - B1	Board game	Grammar and syntax	verb tenses
English Championship	30	A2 - B1	Board game	Culture and interdisciplinary topics	knowledge about the English-speaking world
Roundtrip of Britain and Ireland Roundtrip of the U.S.A.	31	A2 - B1	Board game	Culture and interdisciplinary topics	knowledge about British culture knowledge about American culture
Triboo	32	A2 - B1	Board game	Culture and interdisciplinary topics	Science, History, Geography, Sport, Entertainment, Art and Literature
The Great Verb Game	33	A2 - B2	Card game	Grammar and syntax	verb tenses
Let's talk!	34	B1 - C1	Card game	Vocabulary and structures	vocabulary for conversations on various topics: Superpowers, Annoying things, Wishes, Opinions, Fears, Never ever
Games to learn Chinese	35	HSK1-3			
Words in pictures	36	A1		Basic vocabulary	
One photo, a thousand words	37	A2 - B1		Vocabulary and structures	
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**Learning through play has a remarkable power.** ELi understood the importance of games when it became a pioneer in this field, aware that **play is a real activity with a purpose and an organisation based on the structured work of language experts and native speakers.**

In order for playful activities to be efficient and useful for educational purposes, it is **not** enough to say “let’s play” or to improvise. **Games must always respect certain characteristics.**

First of all, **they have to remain games**, without losing their essence: they must remain entertaining and fun, rather than becoming a test ‘disguised’ as a game. Secondly, they must be intuitive and based on a simple structure both for the teacher, who will have to explain them, and for the students, who will benefit from the advantages of this method more than anyone else. Students can enjoy themselves while unconsciously acquiring language skills!

Once this valid and irreplaceable tool is reworked according to the educational needs, it can be used continuously, without age limits. In fact, the incredible importance of games is that even adults somehow become children again through play, and via games they are able to regain the ease of learning that is typical of childhood.

Playing a game is a naturally motivating activity during which a sort of “magic” happens and, surprisingly, *learning a foreign language becomes not only possible but even easier!*

While students navigate within a school context, they unfortunately experience a series of **fears** (of making mistakes, forgetting something, not knowing what to say, judgement, a grade, a test, an exam...), elements that create obstacles and disturbance and **slow down the natural and instinctive learning process; these obstacles disappear when playing games.**

We can therefore say that **we learn when we are relaxed and not judged**: in fact, our brain is most receptive when we are well and the **positive emotion helps memorisation and stimulates motivation to learn more and more.**

Some psychologists and education specialists were the first to notice the educational importance of the role of play, finding that we learn better, with less effort and also faster, during playful moments, at the height of fun.

The educational benefits of play and games become even more evident when the subject of study is a foreign language.

In fact, what is known as the *Rule of Forgetting*, written by the brilliant American linguist and researcher Stephen Krashen in 1983, showed that when students play, they focus their attention and energy precisely on the playful activity and therefore use the language only as a tool to achieve their goals and to complete the game. This distraction from language content makes students forget that the basis of that activity is actually the acquisition of a new language. It is precisely for this reason that anxiety levels decrease, the *affective filter* is lowered and, as a result, better language learning (the basis of a lasting acquisition) occurs.

Studies have shown that **temporary learning, through fun, turns into permanent acquisition.**

We can therefore sum up this important concept with a quote by Benjamin Franklin, the inventor of lightning rods, but also an American writer and politician of the 18<sup>th</sup> century: **“Tell me and I forget, teach me and I remember, involve me and I learn”.**

ELi educational games feature **simple and intuitive instructions** included in a teacher’s booklet with a vast range of suggestions for games and activities to play **in the classroom, at home or during online classes or courses.**

**The teacher’s booklet contains all the necessary material** in order to simplify the work of the teacher who **can use this tool immediately** without wasting time looking for further information about the game itself.

In the teacher’s booklet there is often interesting extra information that acts as a starting point for arousing students’ curiosity and expanding their personal cultural knowledge.

**All of the game instructions are available and can be downloaded on the website:**

[www.elilanguagegames.com](http://www.elilanguagegames.com)

## HOW TO CHOOSE ONE OF THE MANY GAMES OFFERED BY ELI

1. **Students' language level (CEFR)**
2. **Language aim:**
  - a. Vocabulary and language structures
  - b. Grammar
  - c. Culture and interdisciplinary topics
3. **Game type**
  - a. Bingo
  - b. Dominoes
  - c. Card game
  - d. Board game

## WHEN CAN YOU USE GAMES?

There is no right or wrong time to use ELi educational games. **They can be used at any time**, regardless of the coursebook that has been chosen and **during any stage of learning**: at the beginning to introduce a new topic, then to consolidate knowledge and later as revision or even as an alternative activity or final reward.

## AGE AND LEVEL

ELi educational games are designed for those approaching the study of a foreign language regardless of their age. **All students**, irrespective of their level of knowledge, **can participate, have fun and learn** with these games that follow the standards set by the Common European Framework of Reference for Languages (CEFR).

## DURATION OF THE GAME

When we start using ELi educational games, we have to bear in mind that **the duration** is not a fixed element and **we can adapt it** according to individual needs and different situations. The teacher can decide the duration of game play that can be interrupted at any time without losing effectiveness or compromising the result.

## NUMBER OF PLAYERS

In ELi educational games, **the number of players** is another **variable** element; the teacher is free to

choose and can decide whether to play in pairs or to divide the class in groups, naturally balancing the level of the players.

## QUALITY

One of the most obvious features of ELi educational games is the **high quality of both the materials and the contents**.

**The materials are carefully chosen** in order to last over time and the packaging of the game is **small in size** to ensure they can be easily stored and carried from one classroom to another.

**The texts and instructions are always very accurate** and a team of experts verifies that they follow the standards and the norms of the countries where ELi games are sold.

**The pictures and photographic images are always clear and representative** and **the drawings, full of helpful details**, are not chosen randomly, but are designed specifically for the game.

## USE OF GAMES

ELi educational games are useful **not only to learn new vocabulary**, but also to **conjugate verbs, learn expressions and cultural information and to stimulate communication**.

Thanks to the pictures and drawings combined with clearly legible texts, **you can easily use** ELi educational games not only in the classroom or at home, but also **during distance learning** without having to make any changes.

**The games are available in 5 languages** (English, French, German, Spanish and Italian), and some of them are also available in Chinese.

There is no doubt: **with ELi games, learning is as easy as playing a game!**

**So, go ahead and browse the catalogue and choose the game you'd like to play!**



# BIS



## WHAT IS IT?

*Bis* is a simple, effective and fun card game, based on observation and matching pictures and words.

## LANGUAGE AIMS

The game allows students to learn and memorise basic, everyday English vocabulary in a fun and engaging way. The words relate to a variety of lexical topics: *food, clothes, means of transport, household items and daily actions.*

## CONTENTS

The game includes **132 cards** divided in pictures (red cards) and words (blue cards).

## DISTANCE LEARNING

Thanks to its simple structure with pictures and words, the game can be played in a variety of ways other than the original ones, such as describing the picture cards or forming sentences with the words mentioned on the word cards. For this reason, it can also be used during online classes and courses.



English:  
Bis  
9788885148284

French:  
Bis  
9788881480722

German:  
Bis  
9788881480739

Spanish:  
Bis  
9788881481743

Italian:  
Bis  
9788881481750

# PICTURE BINGO



## WHAT IS IT?

*Picture Bingo* is based on the fun, well-known game of observation and matching.

## LANGUAGE AIMS

The game helps students learn and memorise 100 basic English words in a fun and enjoyable way. The words relate to a variety of lexical topics: *animals, colours, shapes, food, household and school items, toys, clothes, nature, weather and means of transport.*

## CONTENTS

The game includes **100 cards** with a picture on one side and the corresponding word on the reverse side, and **36 boards** with six pictures on one side and the six corresponding words on the reverse.

## DISTANCE LEARNING

Dividing the game into multi-image boards and reversible cards with pictures and words allows for an alternative use of the material also during online classes and courses, such as assigning the correct name to each picture shown on the board or asking students to form a sentence by using all of the pictures on the board.



# VERB BINGO



## WHAT IS IT?

*Verb Bingo* is based on the traditional game of bingo and allows students to memorise 66 basic English verbs in a quick, fun and pleasant way.

## LANGUAGE AIMS

The game can be used to organise fun activities to practise memorisation skills or as an educational tool for language revision and reinforcement. The verbs relate to a variety of lexical topics: *daily actions, school, sport and free time.*

## CONTENTS

The game includes **66 illustrated cards** and **36 boards**. Each card has a simple and clear picture of an action on one side and the corresponding verb on the reverse side. Each board has six illustrated actions on one side and the six corresponding verbs on the reverse.

## DISTANCE LEARNING

Dividing the game into multi-image boards and cards with a picture on one side and the verb on the other allows for an alternative use of the material, such as assigning the correct name to each picture. In this way the game becomes an excellent tool that can also be used during online classes and courses.



English:  
Verb Bingo  
9788853611758

French:  
Bingo Verbes  
9788853611765

German:  
Verben Bingo  
9788853611772

Spanish:  
Bingo de los verbos  
9788853611789

Italian:  
Tombola dei verbi  
9788853611796

# PACK YOUR BAG



## WHAT IS IT?

*Pack your Bag* is a card game in which the players have to pack their 'suitcase' and try to obtain all of the items on their list. The game can also be used for playing bingo.

## LANGUAGE AIMS

The game helps with the learning process, revision and correct use of vocabulary and language structures related to clothes, presenting them in the stimulating context of holidays.

## CONTENTS

The game includes **66 photographic cards** and **36 boards** with the **lists** that can also be used for playing bingo.

## DISTANCE LEARNING

The photographic cards and the multi-image boards can easily be used in different variations of the game, such as indicating in which situations you can use the items in your 'virtual suitcase'. For this reason, the game can also be used during online classes and courses.



English:  
Pack your bag  
9788853619266

French:  
Faisons la valise  
9788853619273

German:  
Wir packen  
unseren Koffer  
9788853619280

Spanish:  
¡Haz la maleta!  
9788853619297

Italian:  
Prepara la valigia  
9788853619303



# PREPOSITION ISLAND



## WHAT IS IT?

*Preposition Island* is a board game which helps with the learning process, revision and correct use of prepositions of place.

## LANGUAGE AIMS

The game develops understanding and encourages the formation of sentences with prepositions of place.

## CONTENTS

The game includes **66 cards** including 58 with pictures and sentences and 8 with prepositions of place: *above*, *under*, *behind*, *in front of*, *between*, *next to*, *inside*, *on*. It also includes **60 gold coins** and **an illustrated playing board** of 'Preposition Island'. The pirates' galleon is anchored on 'Preposition Island', and by looking at the pirates, the players have to form sentences that require a particular preposition of place in order to win the treasure.

## DISTANCE LEARNING

The cards and the playing board that is full of interesting details, can become an excellent material to use during online classes and courses, for example by describing all of the details included in the playing board scene.



English:  
Preposition Island  
9788853613622

French:  
L'île des  
prépositions  
9788853613639

German:  
Die Insel der  
Präpositionen  
9788853613646

Spanish:  
La Isla de las  
Preposiciones  
9788853613653

Italian:  
L'isola delle  
preposizioni  
9788853613615

# THE GRAMMAR TREE



## WHAT IS IT?

*The Grammar Tree* is a board game with questions and multiple-choice answers that makes learning and revising grammar and verb forms fun.

## LANGUAGE AIMS

The game allows you to learn, revise and memorise the basic rules of English grammar and verb forms.

## CONTENTS

The game consists of **132 cards** divided into two decks of two different colours: **60 blue cards** for verb forms and **60 red cards** for other grammar points, **12 green lifeline cards**. The **board** consists of a large tree divided into two parts with 120 leaves and flowers so that the game can be played by two players or two teams.

## DISTANCE LEARNING

The game is also perfect and engaging for playing during online courses or lessons. By framing or simply reading the question and multiple-choice answers in a sort of 'TV quiz' format, the players can choose the answer and provide reasons for it and the game leader can assign points to each team/player.



English:  
The Grammar Tree  
9788853634269

French:  
L'arbre  
de la Grammaire  
9788853634276

German:  
Der Grammatikbaum  
9788853634283

Spanish:  
El árbol  
de la gramática  
9788853634290

Italian:  
L'albero  
della grammatica  
9788853634252

# MY SHOPPING LIST



## WHAT IS IT?

*My Shopping List* helps with the learning process, revision and correct use of vocabulary and linguistic structures related to shopping.

## LANGUAGE AIMS

This fun game allows students to learn and memorise English vocabulary for food and drinks and language structures related to buying and selling.

## CONTENTS

The game includes **66 photographic cards** and **36 boards** with shopping lists and **bingo cards** on the reverse side.

## DISTANCE LEARNING

The traditional structure of bingo with multi-image boards and photographic cards makes this game an excellent tool for online classes and courses. Students can describe the pictures included on the boards or use all of the ingredients included on their lists in dialogues.



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

# THE ANIMAL KINGDOM



## WHAT IS IT?

*The animal kingdom* is a card game where players have to identify, name and collect as many animals as possible on their list. The animals relate to a variety of categories: *household pets, animals of the savannah, farm animals, forest animals, polar animals, mountain animals, sea animals, jungle animals*, and include different features: *with two legs, with four legs, with fins, with wings, with ears, with horns, with a tail, with hooves, with fur, with feathers*, but also *carnivores, herbivores, invertebrates, mammals...* Using the multi-image boards, the game can be also used for playing bingo.

## LANGUAGE AIMS

The game helps with the learning process, revision and correct use of vocabulary and language structures related to animals, and expands students' vocabulary via the presentation of animals within a stimulating and fun context: Where do they live? What do they look like? What do they eat?

## CONTENTS

The game includes **66 photographic cards** and **36 boards** with lists of animals and bingo cards on the reverse side.

## DISTANCE LEARNING

The photographic cards and the reversible boards are perfect tools to make this game an excellent resource to use during online classes and courses. For example, students can include the animals in sentences that describe their habits or they can assign the correct name to each picture included in the bingo boards.



English:  
The animal kingdom  
9788853622815

French:  
Le monde animal  
9788853622822

German:  
Die Welt der Tiere  
9788853622839

Spanish:  
El reino de los animals  
9788853622846

Italian:  
Il regno animale  
9788853622808

# TIME DOMINOES



## WHAT IS IT?

*Time Dominoes* presents learning to tell the time in a fun and engaging way.

## LANGUAGE AIMS

The game allows students to learn and memorise the time and practise the English structures for asking and telling the time.

## CONTENTS

The game includes **48 domino cards**: each card has a picture of a clock showing the time on one half and a time in the written form on the other. By correctly matching the cards, the players complete the domino pathway.

## DISTANCE LEARNING

The domino cards with pictures of clocks showing different times make it possible to use this game in an alternative way, for example by showing the picture and asking students to tell the time and then asking them to include this information in a mini-dialogue. In this way, *Time Dominoes* becomes an excellent tool to use during online classes and courses.



English:  
Time Dominoes  
9788853628121

French:  
Les dominos des heures  
9788853628138

German:  
Das Uhrzeit-Domino  
9788853628145

Spanish:  
El domino de las horas  
9788853628152

Italian:  
Il domino delle ore  
9788853628169

# FAIRY TALES IN GAMES

A1 - A2



## WHAT IS IT?

*Fairy Tales in Games* is an educational and fun game which combines the telling of five traditional fairy tales with learning basic English vocabulary and grammar.

## LANGUAGE AIMS

The game allows students to memorise the wonderful and engaging contents of the selected fairy tales and to learn or revise the vocabulary and grammar elements included in each fairy tale: *Peter Pan*, *Alice in Wonderland*, *The Jungle Book*, *The Bremen Town Musicians* and *Hansel and Gretel*.

## CONTENTS

The game includes **132 cards**: 125 cards with questions and answers (25 cards for each fairy tale), 7 special cards, **a playing board** with 5 paths, **counters, coins**, and **a dice**.

## DISTANCE LEARNING

The playing board full of details and the cards with multiple-choice questions make this game an excellent, fun and stimulating tool which can be easily used during distance learning. During online classes and courses, the teacher can coordinate the game and the related educational activities by moving the counters along the playing board.



English:  
Fairy Tales in Games  
9788853630124

French:  
Jeu de fables  
9788853630131

German:  
Das Märchenspiel  
9788853630148

Spanish:  
El juego de los cuentos  
9788853630155

Italian:  
Fiabe in gioco  
9788853630162

# WHO'S WHO?



## WHAT IS IT?

*Who's Who?* is a useful and fun card game, based on questions and answers to describe and guess people of different ages and with different physical characteristics.

## LANGUAGE AIMS

The game stimulates players to observe and describe details and specific facial characteristics using elementary English vocabulary and structures.

## CONTENTS

The game contains **132 illustrated cards**, divided into two decks of 66. The cards are the same but distinguished by two different colours (yellow and green). There is a picture of a person and a name on each card. Each person has specific physical characteristics. The **instruction booklet** contains a mini-illustrated dictionary that can be used to help players to describe the pictures.

## DISTANCE LEARNING

The cards with pictures of the people allow this game to become an ideal tool even during online lessons or courses. For example, players can provide detailed descriptions of the faces represented on the cards, highlighting their characteristics or they can make comparisons between the characters, by finding similarities or differences.



English:  
Who's Who?  
9788853634412

French:  
Qui est-ce ?  
9788853634429

German:  
Wer ist das?  
9788853634436

Spanish:  
¿Quién es?  
9788853634443

Italian:  
Chi è?  
9788853634405

# SUPER BIS



## WHAT IS IT?

*Super Bis* is an effective and fun card game, based on matching questions and answers.

## LANGUAGE AIMS

The game allows students to learn and practise English grammar and sentences in a fun and engaging way via questions and answers relating to everyday situations.

## CONTENTS

The game includes **132 cards** divided into questions (red cards) and answers (blue cards). Each card presents a fun, illustrated situation and a sentence (question or answer).

## DISTANCE LEARNING

The clear and detailed pictures on the cards allow the game to be played using the full potential of each card. For example, students can describe all of the details shown in the picture or they can answer the written question or say which question the answer written on the cards refers to. This version of game play makes it possible to use *Super Bis* also during online classes and courses.



English:  
Super Bis  
9788853625892

French:  
Super Bis  
9788853625098

German:  
Super Bis  
9788853625915

Spanish:  
Super Bis  
9788853625922

Italian:  
Super Bis  
9788853625939



# ENGLISH PAPERCHASE

A2



## WHAT IS IT?

How well do you know Britain and the English-speaking world? Find out by playing this great game with its monuments, places, people and products from around the English-speaking world. Each card has five clues and each clue has a score: become the champion!

## LANGUAGE AIMS

The game allows students to expand their English vocabulary, improve their knowledge of English culture and develop logical thinking skills.

## CONTENTS

The game includes **66 photographic cards** and **66 clue cards**. Each card contains five clues to identify the corresponding photographic cards from the most difficult to the easiest one.

## DISTANCE LEARNING

The questions with clues can also be easily used during online classes and courses, as well as the photographic cards that can be an excellent tool to start a conversation or as a starting point for learning to describe what the picture is showing.



English:  
English Paperchase  
9788853619310

French:  
Piste à suivre  
9788853619327

German:  
Schnitzeljagd Deutsch  
9788853619334

Spanish:  
¡Sigue la pista!  
9788853619341

Italian:  
Segui l'indizio  
9788853619358

# THAT'S MY JOB!



## WHAT IS IT?

*That's my job!* is a board game based on matching pictures, words and sentences related to jobs.

## LANGUAGE AIMS

The game allows students to learn and memorise English vocabulary and language structures in a fun way by matching jobs to their corresponding activities.

## CONTENTS

The game includes **132 cards** divided into two packs: the illustrated cards immediately communicate their meaning, while the cards with the name of the jobs stimulate memorisation and help with matching pictures and words. The sentences on the **playing board** allow students to develop vocabulary and language structures and to describe the skills of each job. It also includes **a dice**.

## DISTANCE LEARNING

By modifying the use of the cards and the playing board, this game can also be used during online classes and courses, for example, by asking students to describe the details of the illustrated cards or what the characters are doing. The cards with the information related to the jobs can also be used as a starting point to create mini-dialogues.



English:  
That's my job!  
9788853625946

French:  
C'est mon métier !  
9788853625953

German:  
Das ist meine Arbeit!  
9788853625960

Spanish:  
Esta es mi profesión  
9788853625977

Italian:  
È il mio lavoro!  
9788853625984

# ADJECTIVES AND OPPOSITES



## WHAT IS IT?

*Adjectives & Opposites* is a very simple, useful and enjoyable card game, based on observation and matching illustrated adjectives with corresponding opposite adjectives.

## LANGUAGE AIMS

The game allows students to learn, memorise and practise 130 commonly-used English adjectives in a fun and engaging way.

## CONTENTS

The game includes **130 illustrated cards** divided into two packs identifiable by the colour on the reverse side. Each card has very clear and detailed pictures with the adjective shown below. It also includes **a Joker card** and **a Surprise card** to make the game more dynamic and fun.

## DISTANCE LEARNING

These cards are the perfect tool to use during online classes and courses: the super-detailed pictures can be described to stimulate observation skills and to develop speaking skills. It can also be used as a starting point to identify who are the fastest students to remember the opposite of the adjective shown.



English:  
Adjectives  
and Opposites  
9788853628176

French:  
Adjectifs  
et contraires  
9788853628183

German:  
Adjektive und  
ihre Gegenteile  
9788853628190

Spanish:  
Adjetivos  
y contrarios  
9788853628206

Italian:  
Aggettivi  
e contrari  
9788853628213

# THE GREAT GAME OF NUMBERS



## WHAT IS IT?

*The Great Game of Numbers* is an enjoyable and useful game to practise cardinal and ordinal numbers.

## LANGUAGE AIMS

The game allows students to learn, memorise and practise English cardinal and ordinal numbers in a fun and engaging way.

## CONTENTS

The game includes **132 cards**: 100 cards with cardinal numbers from 1 to 100, 20 cards with numbers from 0 to 100, 000 (hundreds and thousands), 12 cards with ordinal numbers from 1st to 12th. It also includes **36 boards** for playing different versions of bingo.

## DISTANCE LEARNING

Learning to pronounce and to write numbers won't be a problem anymore even during online classes and courses. The cards, randomly picked by the teacher, can be a fun way to create an imaginary path where each student takes turns to pronounce or correctly write the number shown on the card. In an alternative version the students can create their own personal board using all 132 numbers included in the game to play an innovative version of bingo where "first" is not only the winner but also one of the numbers picked.



English:  
The Great Game  
of Numbers  
9788853628015

French:  
Le grand jeu  
des nombres  
9788853628039

German:  
Das große  
Zahlenspiel  
9788853628046

Spanish:  
El grand juego  
de los numeros  
9788853628053

Italian:  
Il grande gioco  
dei numeri  
9788853628060

# THE EMOTIONS GAME



## WHAT IS IT?

*The Emotions Game* is an engaging card game which helps players to understand and express their own emotions, recognise emotions in others, as well as learn and distinguish between different emotions: happiness, sadness, fear, anger, disgust and surprise.

## LANGUAGE AIMS

The game allows students to expand vocabulary related to emotions and to practise the grammar and structures of the English language necessary to express them.

## CONTENTS

The game consists of **132 cards** divided into 66 situation cards, 18 emotion cards, 36 action cards, 6 jokers, 3 game cards indicating how the game should be played, and 3 time cards with verb tenses. In addition, the game contains **1 die** depicting the icons of the 6 emotions and **60 tokens**.

## DISTANCE LEARNING

The **situation cards** are a perfect tool to use during online lessons or courses. Players can provide detailed descriptions of what is represented on the cards and subsequently they can talk about what emotions those images arouse.

The **emotion cards** can be used to talk about which emotions are felt in certain situations.

The **action cards** can be used to describe situations where you have, for example, “opened your eyes widely” or “you have been left speechless.”



English:  
The Emotions  
Game  
9788853634368

French:  
Le jeu  
des émotions  
9788853634375

German:  
Das Spiel  
der Emotionen  
9788853634382

Spanish:  
El juego de las  
emociones  
9788853634399

Italian:  
Il gioco delle  
emozioni  
9788853634351

# FAMOUS PEOPLE



## WHAT IS IT?

*Famous People* is a useful and fun card game, based on matching illustrated cards with famous English people and their corresponding identity cards.

## LANGUAGE AIMS

The game allows students to learn, memorise and practise high-frequency English language structures to identify and present a character in a fun, easy and engaging way.

## CONTENTS

The game includes **132 cards**: 66 illustrated cards with pictures and 66 cards with brief identify information.

## DISTANCE LEARNING

These cards are a valid tool also during online classes and courses because they provide a vast range of potential uses. Each picture of a famous person becomes an important conversation topic and each identity card is a prompt to learn who the characters are, what important things they have done, and in which sector they have made themselves known.



English:  
Famous People  
from the English-  
speaking world  
9788853630025

French:  
Francophones  
célèbres  
9788853630032

German:  
Deutschsprachige  
Persönlichkeiten  
9788853630049

Spanish:  
Famosos que  
hablan español  
9788853630056

Italian:  
Personaggi italiani  
9788853630063

# THE STORY MAKER

A2 - B1



## WHAT IS IT?

*The Story Maker* is a fun card game to form sentences and create stories with single illustrated language elements. *Characters, animals, places, items* and *actions* have been carefully selected to provide an array of possible combinations.

## LANGUAGE AIMS

The game allows students to expand vocabulary, learn grammar, use verbs and develop sentences. It helps students to practise a variety of language structures and also stimulates their imagination by making sentences and creating stories.

## CONTENTS

The game includes **132 cards** divided into five differently coloured decks. Each deck corresponds to a group of words: 20 purple cards with characters, 20 green cards with animals, 20 orange cards with places, 20 red cards with commonly-used items, 42 blue cards with high-frequency verbs. Each group contains two help Joker cards. The game also includes 60 **reward tokens**, **a dice** indicating the narrative genre, and **a dice** indicating the verb tense.

## DISTANCE LEARNING

Distance learning won't be a problem with this game. The telling of an invented story doesn't require any physical proximity and the detailed cards are the perfect tool to support students in creating their stories. The game modes and the different versions included in the teacher's booklet can also be used during online classes and courses without any limitations.



English:  
The Story Maker  
9788853629975

French:  
La Boîte à Histoires  
9788853629982

German:  
Die Erzählwerkstatt  
9788853629999

Spanish:  
El Creahistorias  
9788853630001

Italian:  
Il Creastorie  
9788853630018

# QUESTION CHAIN



## WHAT IS IT?

*Question Chain* is a very useful card game to practise speaking and communication skills via mini-dialogues with commonly-used English language.

## LANGUAGE AIMS

The game facilitates the learning and reinforcement of the question form, verb forms and basic English vocabulary. Moreover, it introduces some commonly-used idiomatic expressions.

## CONTENTS

The game includes **132 cards** divided into two decks of two different levels of difficulty: orange cards with an asterisk for level A2, and light blue with two asterisks for level B1. Each card has an answer on the top part and a question on the lower part.

## DISTANCE LEARNING

The questions and the answers included on each card can be a starting point to create mini-dialogues also during online classes and courses. The cards can be used in an alternative way, allowing the students to guess which question leads to an answer or which answer to provide to the question written on the card. Also, the characters shown on each card can be used to revise or learn vocabulary related to physical description.



English:  
Question Chain  
9788853604682

French:  
Questions  
à la chaîne  
9788853604699

German:  
Kettenfragen  
9788853604729

Spanish:  
Preguntas  
encadenadas  
9788853604712

Italian:  
Domande a catena  
9788853604705



# THE BUSY DAY DOMINOES



## WHAT IS IT?

*The Busy Day Dominoes* is a fun and enjoyable game that presents the daily actions of the likeable character, Granny Fixit, from the moment she wakes up, to the moment she goes to bed. The aim of the game is to match the pictures and the sentences, conjugating the verbs in the correct form.

## LANGUAGE AIMS

The game helps students memorise and conjugate 48 high-frequency English verbs (regular and irregular verbs) in the present, past and future forms.

## CONTENTS

The game includes **48 domino cards** divided in two parts: each card has an enjoyable illustration on the left-hand side and a description on the right-hand side with a verb in the infinitive form. Students complete the domino path by matching the pictures and the corresponding sentences correctly.

## DISTANCE LEARNING

All of the domino cards can also be used in an alternative way during online classes and courses. The pictures are the perfect tool to learn to describe what we do every day. The sentences with the verb indicated within brackets in the infinitive form can replace the usual instruction of "conjugate the verb... in the present form," making this activity more dynamic and fun.



English:  
The Busy Day  
Dominoes  
9788853625847

French:  
Les Dominos  
de La Journée  
9788853625854

German:  
Das Tagesablauf-  
Domino  
9788853625861

Spanish:  
El dominó  
de cada día  
9788853625878

Italian:  
Il domino  
della giornata  
9788853625885

# LET'S PARTY!



## WHAT IS IT?

Who wouldn't want to join a party in the garden? *Let's party!* presents a range of planning activities for a birthday party. The aim of the game is to match pictures and sentences while conjugating verb tenses correctly.

## LANGUAGE AIMS

The game allows students to learn and reinforce 48 regular and irregular English verbs by conjugating them in the present, past and future forms.

## CONTENTS

The game includes **48 domino cards** divided into two parts: each card has an illustrated action on the left-hand side and a sentence with the verb in the infinitive on the right-hand side. By correctly matching each picture and the corresponding text, the students can complete the domino pathway.

## DISTANCE LEARNING

The domino cards can be used without limitation also during online classes and courses. The accurate and detailed pictures are an excellent tool to stimulate observation skills and can also be used to learn to describe what is shown on the cards. Also, the right-hand side with the written sentences can be a very useful resource to practise verbs and can be a starting point to conjugate verbs in whichever form the teacher requests.



English:  
Let's party!  
9788853604736

French:  
Faisons la fête !  
9788853604743

German:  
Lasst uns feiern  
9788853604774

Spanish:  
Todos de fiesta!  
9788853604767

Italian:  
Festeggiamo!  
9788853604750

# QUESTIONS AND ANSWERS



## WHAT IS IT?

*Questions and Answers* is a useful board game to revise pronouns and adverbs in questions in an alternative way, all in the fun context of a fun fair.

## LANGUAGE AIMS

The game is designed to stimulate conversation, learning and the use of vocabulary and language structures. It is perfect both as a board game to play at home with friends and as an educational tool to revise and reinforce language in the classroom.

## CONTENTS

The game includes **66 illustrated cards** with 66 elements from the playing board. The playing board shows a detailed fun fair, full of useful elements to stimulate observation skills and to guess a specific card. The dice with the words *who, what, where, how, when, which* marks the path of the questions that can be asked upon each throw of the dice.

## DISTANCE LEARNING

As with our other board games, *Questions and Answers* was initially designed to be used in the classroom, but the cards and the playing board make this game an educational tool that is also adaptable during online classes and courses. The playing board is perfect for learning to describe a very detailed picture and the cards can be used to learn new words, but also to create a 'virtual' treasure hunt.



English:  
Questions  
and Answers  
9788853611659

French:  
Questions  
et Réponses  
9788853611666

German:  
Fragen und  
Antworten  
9788853611673

Spanish:  
Preguntas y  
Respuestas  
9788853611680

Italian:  
Domande e risposte  
9788853611697

# HOW ARE YOU?



## WHAT IS IT?

*How are you?* is a board game with an illustrated playing board where players move along the path and have to reach the finish line by overcoming a series of trials relating to the body, well-being and a healthy lifestyle, such as simple physical exercises.

## LANGUAGE AIMS

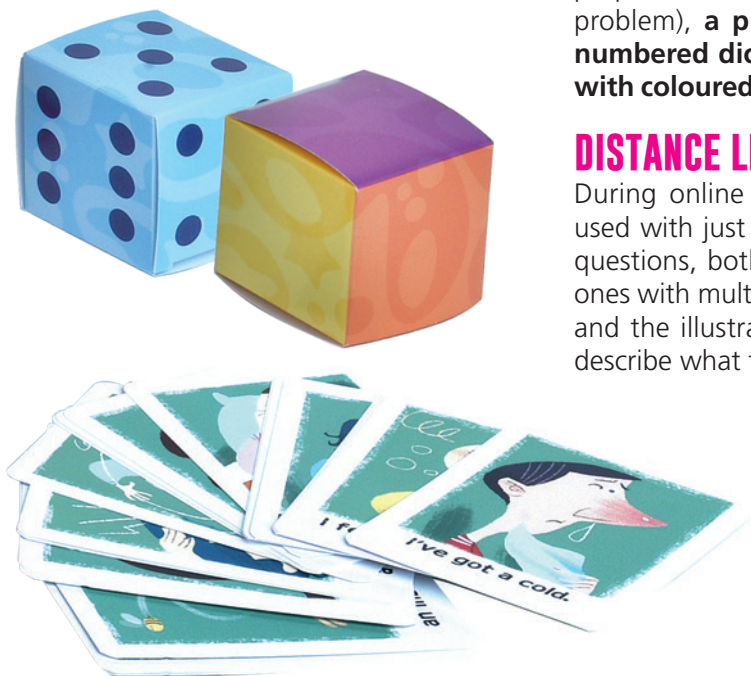
The game helps students to learn, revise and correctly use vocabulary related to nutrition and a healthy lifestyle.

## CONTENTS

The game includes **132 cards** divided into six categories: yellow cards (draw the illustrated item), green cards (mime a state of health), blue cards (say the illustrated word), orange cards (answer a question), red cards (answer true or false), purple cards (ask what type of doctor cures a particular health problem), **a playing board** with a track of 100 spaces, **a numbered dice** in order to advance along the board, **a dice with coloured faces** (yellow, green, blue, orange, red, purple).

## DISTANCE LEARNING

During online lessons and courses, all of the cards can be used with just a few changes to the game. For example, the questions, both the ones with true or false answers and the ones with multiple choices, can be asked during online lessons and the illustrated cards can be a tool to prompt players to describe what the pictures show.



English:  
How are you?  
9788853622761

French:  
Comment ça va ?  
9788853622778

German:  
Wie geht's?  
9788853622785

Spanish:  
¿Qué tal estás?  
9788853622792

Italian:  
Come stai?  
9788853622754

# PLAY FOR THE PLANET



## WHAT IS IT?

*Play for the Planet* is a board game with an illustrated playing board where players move along a path that contains information about an eco-friendly lifestyle in order to reach the finish square.

## LANGUAGE AIMS

The game allows students to practise vocabulary related to the environment: recycling, renewable energy, organic agriculture and food. The understanding and sharing of this information in order to play the game, help to make the learning process, revision and correct use of English language structures and vocabulary, a fun and enjoyable experience.

## CONTENTS

The game includes **60 photographic cards**, **72 game cards**, a **playing board** with 100 spaces and a **dice**.

## DISTANCE LEARNING

Thanks to all of the elements and features on the cards, the game is also a perfect educational tool to use during online classes and courses. The 60 photographic cards are excellent to stimulate observation and descriptive skills. The 72 question cards can be the starting point for a fun quiz game that can be played remotely.



English:  
Play for the planet  
9788853622860

French:  
La planète en jeu  
9788853622877

German:  
Der Planet steht  
auf dem Spiel  
9788853622884

Spanish:  
El planeta en juego  
9788853622891

Italian:  
Il Pianeta in gioco  
9788853622853

# AROUND THE CITY



## WHAT IS IT?

*Around the City* is a lively board game based on the observation of illustrations and the exploration of lexical themes related to the city.

## LANGUAGE AIMS

The game allows students to learn, memorise and develop their knowledge of lexical sets related to *urban features, shops, places in town and services, means of transport, road signs and road safety.*

## CONTENTS

The game includes **132 cards** divided into six decks with a variety of activities, plus one deck of penalty cards. It also includes **a playing board** and **a dice**.

## DISTANCE LEARNING

Although the game was designed to be played in the classroom, most of the cards (both the multiple-choice ones and the true or false ones) don't require a physical presence, so they can be used to create a fun activity based on questions and answers also during online classes or courses.



English:  
Around the City  
9788853626011

French:  
Un petit tour en ville  
9788853626028

German:  
Unterwegs in der Stadt  
9788853626035

Spanish:  
Por la ciudad  
9788853626042

Italian:  
Un giro in città  
9788853626059

# SENTENCE MAKER!



## WHAT IS IT?

*Sentence Maker!* is a fun board game that helps with the learning process, revision and correct use of verb tenses.

## LANGUAGE AIMS

The game helps students to improve their comprehension and production skills and to form sentences using time expressions and different tenses: past simple, present simple, present continuous, future simple. It also expands English vocabulary related to everyday verbs.

## CONTENTS

The game includes **a playing board** with 66 spaces (each space shows a verb in the infinitive), **66 cards** with time expressions, **a numbered dice** in order to advance along the board, **a dice with personal pronouns**, a dice showing one affirmative, one negative, one interrogative and one continuous form and **counters**.

## DISTANCE LEARNING

Despite the typical features of a traditional board game, *Sentence Maker!* can also be used as a tool for alternative learning during online classes and courses. The cards with time expressions and the verbs included in the playing board can be useful prompts to form correct and complete sentences.



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



## WHAT IS IT?

*English Championship* can be used by the teacher in the classroom or at home to challenge friends in a fun test of general knowledge to figure out who is more familiar with the English language and culture of the English-speaking world via questions about history, culture and traditions, geography, civics, common expressions, nature and free time.

## LANGUAGE AIMS

The game helps to familiarise students with the language and culture of the English-speaking world, to expand their range of vocabulary and knowledge via interesting questions. It also helps with the learning process, revision and correct use of language and grammar structures related to specific topics.

## CONTENTS

The game includes **a playing board** with a track marked with the five colours of the Olympic rings: red for Culture (art, music, cinema, literature); green for Geography; black for History (traditions, school, social education and road safety); yellow for Healthy Living (free time, food for a healthy diet and lifestyle, sport); blue for Nature (science, animals, technology, astrology). It also includes **132 cards** divided into two different levels of difficulty: red cards for easier questions and blue cards for more difficult questions, **a dice** and **60 coloured counters**.

## DISTANCE LEARNING

All of the cards can be easily used, without changing them, to create a fun and engaging quiz game. Therefore, *English Championship* maintains the goal for which it was designed, even if it is used during online classes and courses.



English:  
English  
Championship  
9788853613721

French:  
Championnat  
de Français  
9788853613738

German:  
Deutsch-  
Meisterschaft  
9788853613745

Spanish:  
Campeonato  
de español  
9788853613752

Italian:  
Campionato  
d'Italiano  
9788853613714



# ROUNDRIP OF BRITAIN AND IRELAND ROUNDRIP OF THE U.S.A.

A2 - B1



## WHAT IS IT?

*Roundtrip of Britain and Ireland* and *Roundtrip of the U.S.A.* are original and fun games that allow players to expand their knowledge related to British/American-speaking culture, just like during a real trip.

## LANGUAGE AIMS

The games allow students to become familiar with the language and culture of the English-speaking world, to expand their vocabulary and the correct use of grammar structures: *definite and indefinite articles, high-frequency verbs, interrogative and negative forms, tenses, numbers up to 100.* An additional benefit is that these games promote learning and using commonly-used idiomatic expressions.

## CONTENTS

The games include **a playing board** with a map of Britain and Ireland/the United States with a path to discover cities, monuments, festivals and traditions, **132 cards** divided into two packs for level A2 and level B1 with questions about history, culture, geography, grammar, riddles, idiomatic expressions, lexical choices and **two dice**.

## DISTANCE LEARNING

All of the cards and the questions can be used without limitations even during online classes and courses. The playing boards can also be a starting point for finding out more about the English-speaking world and its most characteristic locations.



English:  
Roundtrip of Britain  
and Ireland  
9788853604637  
Roundtrip of the  
U.S.A.  
9788853622907

French:  
Voyage en France  
9788853604644

German:  
Die Rundreise  
9788853604675

Spanish:  
Viaje por España  
9788853604668

Italian:  
Viaggio in Italia  
9788853604651

# TRIBOO



## WHAT IS IT?

*Triboo* is a useful and challenging game based on the exchange of questions and answers, using keywords and clues to guess in the English language.

## LANGUAGE AIMS

The game allows students to learn and revise vocabulary, cultural and interdisciplinary elements of the English language.

## CONTENTS

The game includes **132 cards** divided into six decks corresponding to six vocabulary and disciplinary categories: *Science, History, Geography, Sport, Entertainment, Art and Literature*. Other contents: **a playing board, a dice, 15 counters**.

## DISTANCE LEARNING

The cards for matching words and pictures make this a perfect and useful tool during distance learning situations. The pictures can stimulate students' descriptive skills and the questions with suggestions do not require the physical presence of students in order to be used. Therefore, this game is also perfect during online classes and courses.



# THE GREAT VERB GAME

A2 - B2



## WHAT IS IT?

*The Great Verb Game* is a very useful card game, based on observation, using 100 illustrated verbs.

## LANGUAGE AIMS

The game allows students to learn, memorise and practise English grammar and sentences in a fun and engaging way by conjugating 100 commonly-used verbs and forming sentences in a variety of situations.

## CONTENTS

The game includes **132 cards**: 100 blue cards with an illustrated action and the corresponding verb in the infinitive, 21 green cards with subject pronouns, 8 yellow cards with verb tenses, 3 red cards with the affirmative, the negative and the interrogative form.

## DISTANCE LEARNING

Thanks to its structure, this game is also excellent during distance learning situations. The only difference when used during online classes and courses is that only the teacher can handle the game components. All of the cards can be used by showing them to the players, who have to conjugate the verb written in the infinitive form and represented in the picture, following the instructions on the cards that the teacher shows on each player's turn.



English:  
The Great  
Verb Game  
9788853628077

French:  
Le grand  
jeu des verbes  
9788853628084

German:  
Das große  
Spiel der Verben  
9788853628091

Spanish:  
El Gran  
Juego de los Verbos  
9788853628107

Italian:  
Il grande  
gioco dei verbi  
9788853628114

# LET'S TALK!



## WHAT IS IT?

*Let's talk!* is a card game which is useful for enriching vocabulary and stimulating conversation.

## LANGUAGE AIMS

The game enriches knowledge and improves socialisation amongst the participants. The questions and answers have been studied to entertain and create a dynamic and relaxing atmosphere which promotes natural and spontaneous learning.

## CONTENTS

The game consists of **132 cards** with multiple choice questions, divided into 6 categories: Superpowers, Annoying things, Wishes, Opinions, Fears, Never ever; **1 die** with six different coloured faces that correspond to the categories of the cards; **60 tokens**.

## DISTANCE LEARNING

The game is perfect for playing during online courses or lessons because it remains extremely fun. Players can simply frame the card or read the question and say the answers they have chosen and why. There are 132 questions and 396 answers which ensure a variety of topics, questions and answers. The game is the perfect starting point for debates and discussions even during distance learning.



English:  
Let's talk!  
9788853634313

French:  
Parlons-en!  
9788853634320

German:  
Lass uns reden!  
9788853634337

Spanish:  
¡Hablemos!  
9788853634344

Italian:  
Parliamo!  
9788853634306

# GAMES TO LEARN CHINESE

These games are based on a rigorous linguistic scale of progression and can be used to integrate any textbook. Also, thanks to the various ways they can be used, they are suitable for many different learning levels and different age groups.



9788853623348

## PLAYING WITH NUMBERS

HSK 1

A simple but extremely effective game to learn Chinese numbers from 1 to 100. They are represented on the playing cards both as numbers and ideograms (as well as pinyin) allowing students to learn in an easy and fun way. The game includes **100 cards**: each card has the number written on one side and on the other side, the number is represented with an ideogram and pinyin; **36 cards** similar to bingo cards with numbers on one side and ideograms on the other. The **teacher's booklet** in 5 languages is a useful tool for the teacher and the students. It also includes some curious facts about the meaning of numbers in China.



9788853623362

## THE GAME OF VERBS-NOUNS

HSK 2

This game allows students to discover new ideograms and create simple sentences with word-matching. It is based on matching pairs that are easily recognizable thanks to the superb illustrations and the identifying marks included in the packs. The game includes **132 cards** divided into two packs: 66 verbs and 66 nouns. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and provides the meaning of the matches.



9788853623355

## GUESS THE JOB

HSK 2-3

The game includes **three packs of 40 cards** each. The first pack has colourful illustrations of 40 jobs, the second, their Chinese equivalent (ideogram and pinyin), while the third pack has simple sentences that explain the different jobs. It also includes 12 cards with the correct matches. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and provides the translation of each ideogram.



9788853623379

## QUESTIONS AND ANSWERS

HSK 3

In this game, as well as creating an association between the image and the corresponding sentence, it is also possible to master structures and vocabulary related to situations of everyday life. The game includes **two packs of cards, each with 60 cards**. The first pack contains the questions, while the second one has the answers. Both packs are beautifully illustrated and guide the students in making the right pairings. This allows students to learn Chinese in a relaxing and enjoyable way. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and provides the translation of each sentence.



9788853624406

## TRAVELLING IN CHINA

HSK 3

This game is an effective tool to expand students' vocabulary: numbers from 1 to 100, nouns, verbs, commonly-used adjectives, classifiers. It also helps to familiarise students with the Chinese culture and promotes the learning of commonly-used idiomatic expressions. The game includes **a playing board** with an itinerary around China and 140 numbered spaces. It also includes **132 playing cards** divided into six packs of 22 cards each, easily identifiable thanks to the different colour of the reverse side, a **coloured dice** and a **numbered dice**. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and gives interesting, fun information about locations on the itinerary. It also contains the translation of the sentences and the Chinese characters.

For further information, please visit [www.elilanguagegames.com](http://www.elilanguagegames.com)

# WORDS IN PICTURES



## WHAT IS IT?

**Words in Pictures** is a set of 240 illustrated cards. Each card presents the image on one side and the respective written word in English on the other side. They are divided into lexical topics of high frequency and daily use: animals, the body, clothes, food and drink, health, at home, the city, at school, sport and free time, time, toys and games, means of transport, the weather, jobs, the environment, actions, prepositions.

The great number of cards and the infinite possibilities for using them transform *Words in Pictures* into a vital tool for the teacher.

## LANGUAGE AIMS

Flashcards – illustrated cards – are an indispensable tool in language teaching, especially for beginners (level A1): they offer visual support to introduce new vocabulary and provide the stimulus for a variety of memory activities. The number of cards (240), the size (21x15) and the quality of the cards make this material an inexhaustible source of fun activities and games to facilitate the learning of basic vocabulary.

## CONTENTS

The pack contains **240 illustrated flashcards** and an **instruction booklet** with numerous suggestions and interesting teaching tips.

## DISTANCE LEARNING

The format and clarity of the illustrations transform the cards into a tool that can be used countless times and in different ways, making it possible to use them without difficulty even during online courses and lessons. *Words in Pictures* is also available in a digital version.

English:  
Words in pictures  
9788853633514  
Digital version  
9788853634863

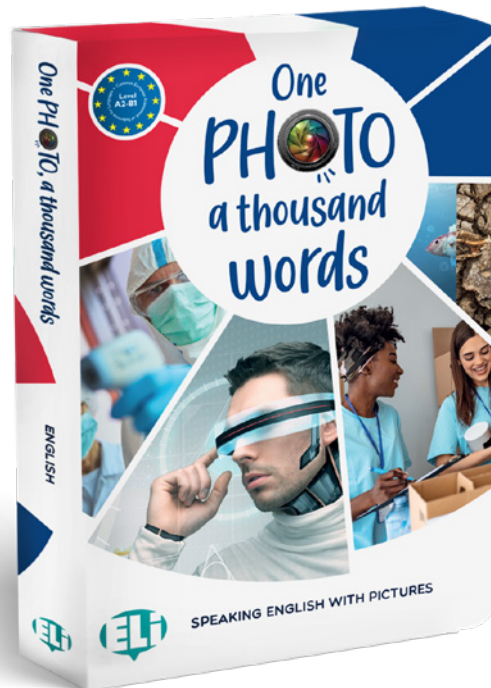
French:  
Mots en images  
978885363352  
Version Numerique  
9788853634870

German:  
Wörter in Bildern  
9788853633538  
Digital version  
9788853634887

Spanish:  
Imágenes  
y palabras  
9788853633545  
Version digitale  
9788853634894

Italian:  
Immagini e parole  
9788853633552  
Versione digitale  
9788853634900

# ONE PHOTO, A THOUSAND WORDS



## WHAT IS IT?

**One photo, a thousand words** is a collection of 75 photo cards, chosen to encourage reflection and discussion in class, but also to improve integration and conversation.

## LANGUAGE AIMS

It helps to develop the skills of comprehension, spoken production and interaction, starting from 75 photographic cards regarding the environment, social issues, personal experiences and allows students to express themselves, relate to others and compare themselves with others.

On one side of each card there is:

- a photograph which illustrates current topics of common interest; the other side contains:
- a series of questions related to the theme of the photo;
- themes and vocabulary suggestions to facilitate and stimulate discussion and conversation;
- other topics for in-depth discussion and conversation at a more advanced level;
- a thumbnail of the photo represented on the front of the card.

## CONTENTS

The box contains **75 large photo cards** and a **guide** containing suggestions and learning paths.

## DISTANCE LEARNING

The teaching material is ideal for working in pairs or in small groups, but can also be used in online courses and lessons.

English:  
One photo, a  
thousand words  
9788853634009

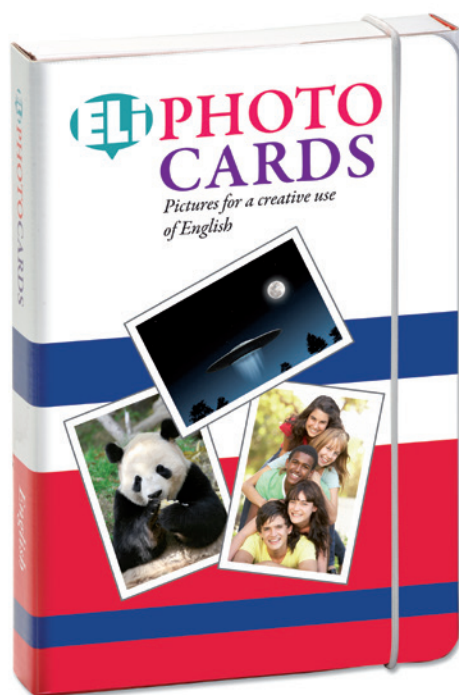
French:  
Une photo mille  
mots  
9788853634016

German:  
Ein Foto tausend  
Wörter  
9788853634023

Spanish:  
Una foto mil  
palabras  
9788853634030

Italian:  
Una foto mille  
parole  
9788853633996

# ELI PHOTO CARDS



## WHAT IS IT?

**Eli Photo Cards** is a collection of 75 photo cards, chosen to stimulate reflection and discussion in class.

## LANGUAGE AIMS

The photo cards allow students to develop comprehension and speaking skills, starting from 75 photographic cards relating to the environment, social issues, personal experiences and allows students to express themselves and share their opinions with others. The teaching material is ideal for working in small groups or in pairs, but can also be used in online courses and lessons. On one side of each there is:

- a photo that illustrates current topics of common interest;
- The other side contains:
  - guided questions that introduce the topic of discussion.
  - the main themes: list of themes and keywords.
  - other themes: suggestions for in-depth topics related to the theme.
  - a thumbnail of the photo represented on the front of the photo card.

### Some of the topics included:

- Globalisation • Pollution
- Alternative energy
- Eating habits • Human rights
- Racism • How families are changing
- Fostering • Adoption • Solidarity
- Bullying • School and work
- Being a parent, being a child
- Being/Appearing

## CONTENTS

The pack contains **75 photographic cards** and a **guide** with teaching ideas and suggestions.

## DISTANCE LEARNING

The material is ideal for working in pairs or in small groups, but can also be used in online courses and lessons.

English:  
ELI Photo cards  
9788853613554

French:  
ELI Photo cartes  
9788853613561

German:  
ELI Foto karten  
9788853613578

Spanish:  
ELI Láminas  
fotográficas  
9788853613585

Italian:  
ELI Foto carte  
9788853613592



# LET'S ROLE-PLAY!



## WHAT IS IT?

**Let's role-play!** is a collection of 75 illustrated cards, distinguished by different levels of learning, to be used in role-playing games. It is ideal for preparing students for language certification exams.

## LANGUAGE AIMS

- The cards allow the teacher to stimulate and verify spoken interaction during curricular or extra-curricular lessons and offer students the opportunity to test themselves in real, but guided situations.
- Starting from 36 everyday situations with semi-authentic realia, the 75 cards are ideal for developing, in pairs or small groups, the skills of comprehension, production and above all, spoken interaction in English.
- The cards simulate real situations through role-playing games that follow the "rule of the unexpected", just like in a real conversation, when the speaker does not know exactly what his interlocutor will say.
- Each card contains a model to build its own role, with vocabulary and communicative functional language to enrich the contents of the dialogue and expand the topics of the situation. The division of the cards into different levels **A1-A2-B1-B2** facilitates identification and the work of the teacher.

## CONTENTS

The box contains **75 illustrated cards** and an **instruction booklet** with notes and teaching suggestions.

## DISTANCE LEARNING

It is also a perfect tool to use during online courses and lessons.

English:  
Let's role-play!  
9788853628985

French:  
Joue ton rôle !  
9788853628954

German:  
Spiel deine Rolle  
9788853628961

Spanish:  
¡Interpreta tu papel!  
9788853628978

Italian:  
Gioca il tuo ruolo!  
9788853628947

# ENGLISH WITH GAMES AND ACTIVITIES

A1 - A2



## WHAT IS IT?

This 96-page volume enriched with digital resources is part of a series of 3 books based on 3 levels of the CEFR:

**Volume 1:** A1-A2 – **Volume 2:** A2 – B1 – **Volume 3:**

B1-B2. Each volume has 14 themed units. Each unit features approximately 20 words using pictures and audio recordings. The vocabulary is contextualised in a dialogue, then practised in graded games and activities.

## LANGUAGE AIMS

Based on a functional communicative approach, **English with games and activities** helps to gradually acquire, expand and consolidate vocabulary for everyday use, also by means of digital activities. Learners are asked to put into practice the language elements presented, within crossword puzzles, word searches, and many other fun activities. The solutions and audio recordings in the appendix encourage self-learning.

## DIGITAL RESOURCES

Each volume is accompanied by a series of digital resources that are ideal for self-study or distance learning. The activities include a range of language games such as *Crosswords*, *Write and complete*, *True or false*, *Look and find the words*, *Complete and match*, that come to life and become interactive, therefore making learning even more stimulating. In addition, the digital resources include audio recordings of all the dialogues and *Listen and repeat* exercises to reinforce pronunciation and widen learners' use of vocabulary.

English:  
English with games  
and activities A1-A2  
9788853634924

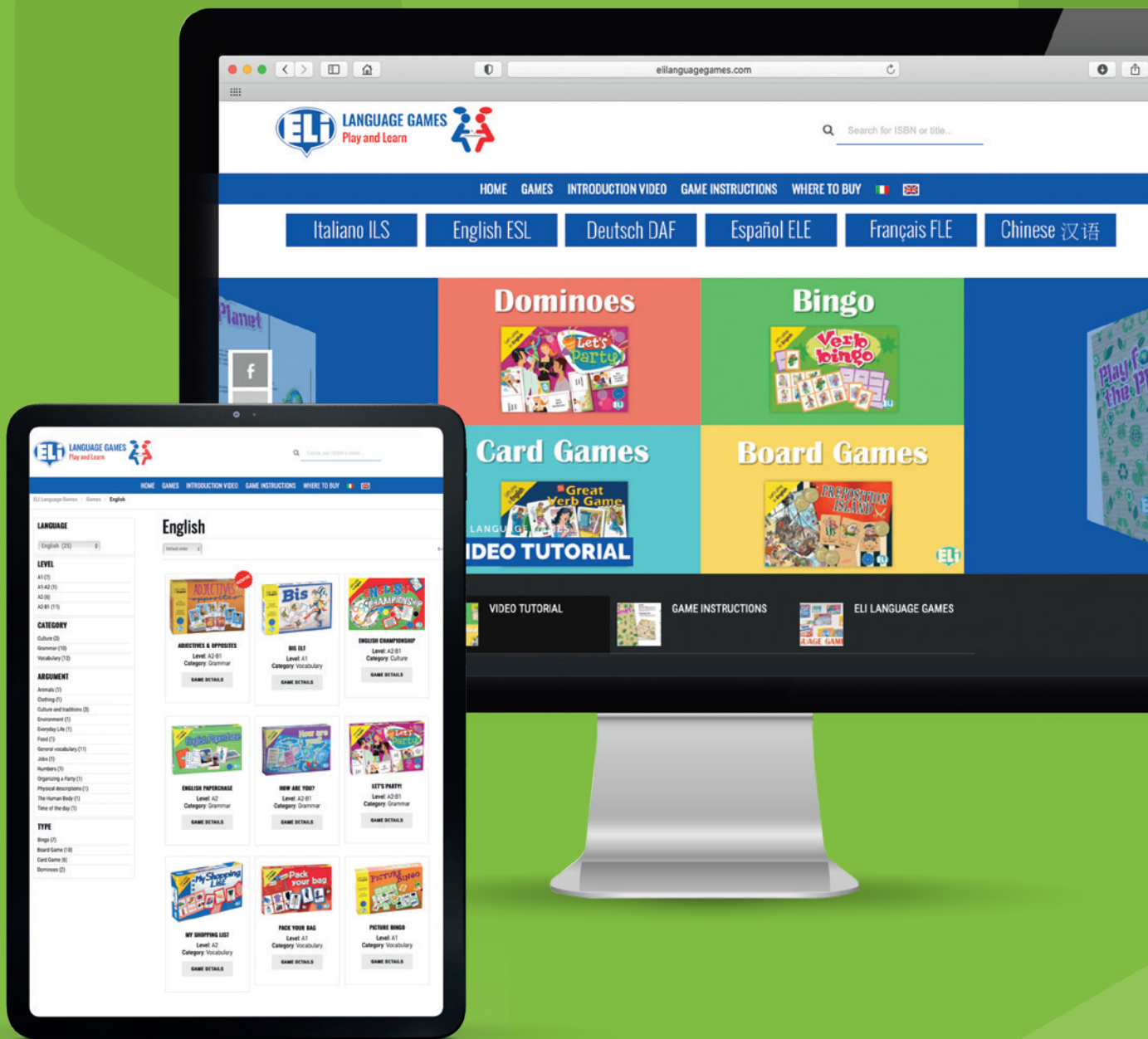
French:  
Le Français avec  
des jeux et des  
activités A1- A2  
9788853634931

German:  
Deutsch lernen  
mit Spielen und  
Rätseln A1-A2  
9788853634948

Spanish:  
El Español con  
juegos y actividades  
A1-A2  
9788853634955

Italian:  
L'italiano con giochi  
e attività A1- A2  
9788853634917

# ELI LANGUAGE GAMES WEBSITE



- Visit [www.elilanguagegames.com](http://www.elilanguagegames.com) to find out more about our games, instructions, teacher's guides and video tutorials.
- Select the language, choose the appropriate level and the topic you want to focus on, for example, food, jobs, animals etc.
- Open the Game web page... and enjoy it with your students!
- Watch the introduction video of all ELI Language Games in English!





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[www.elilanguagegames.com](http://www.elilanguagegames.com)  
[www.elionline.com](http://www.elionline.com)