

Activity I

SCAVENGER HUNT

Names: _____

English Teacher: _____

Time: Start: _____

Finish: _____

1. What day and what time is the free badminton?

2. What are the things you are not allowed to do in "Salle Anne Archambault"?

3. What was the name of the coach of the 2001-2002 Junior Women's Volleyball team?

4. Who are the people who painted the dolphins in the AGORA?

5. How many computers are there in the library?

6. Where do teacher usually eat at lunchtime?

7. What's the number of the room where they store the theatre equipment?

8. Who should you see if you want information about your future ?

9. In wing A on the second floor, who painted the picture of a hand holding a phone?

10. On what days do you play "Broomball"?

11. How many flagpoles are there in front of the school?

Activity 2

FAMILY FEUD

Family Feud is a game that can be played during English Week at lunchtime by students of all levels, from beginners to advanced. The rules of the game are explained below. A sample registration form as well as some survey questions are included. An element of friendly competition can be introduced by having teams from different levels playing against each other.

The teacher in charge of this game show should:

- ❖ make posters to advertise the game that contain all the necessary information and post them around the school
- ❖ print a registration form for participants to be distributed and collected by the English teachers so that they can encourage their students to be contestants ("family members" can be from different classes and/or different levels)
- ❖ prepare several "game boards" each with the survey question, six to eight answers and the number of points each answer is worth (only the question must be visible, and the answers must be covered with a removable piece of cardboard) (the game board can be done on Power Point)
- ❖ You will need a scoreboard, a stopwatch and a bell or buzzer
- ❖ find a host and a score keeper for the show(s)
- ❖ reserve a room with a place to hang the game board (or a computer and projector) and a setup where the host and the two "families" will stand
- ❖ if possible, schedule the required number of shows to accommodate all the contestants who registered

The students must:

- ❖ form teams of four to five "family members" and give themselves a last name (i.e. the Tremblay Family or the Smith Family) and choose a captain
- ❖ fill out a registration form
- ❖ show up for the game

The host must:

- ❖ be familiar with the rules of the game
- ❖ have the necessary materials in hand (game boards, stopwatch, scoreboard, buzzer)
- ❖ briefly explain the rules of the game (if necessary) and how the winner is declared (first family to win two out of three games or the family with the highest score after a set time limit)
- ❖ ask the captains to shake hands and get the game under way

Example: We surveyed 100 people and asked them this question:

What is the first thing you do when you wake up in the morning?

- | | |
|---|------------------------------|
| 1. turn off the alarm/press the snooze button | 5. turn on the TV |
| 2. go to the bathroom | 6. take a shower |
| 3. stretch out in bed | 7. have breakfast |
| 4. get dressed | 8. check the weather outside |

The students only see the question and the number of each answer, not the answers themselves.



From Wikipedia, the free encyclopedia

Family Feud is a popular television game show that pits two families against each other in a contest to name the most popular responses to a survey-type question posed of 100 people. The family that outguesses the opponent about the survey results and earns the most money wins.

Rules of the game

Representatives of the family (a total of 5 members on each team) are posed questions that have already been answered by 100 people. An answer is considered correct if it matches one of the concealed answers on the game board. The game board has up to eight answers. More points are given for answers that were given by more people in the survey (one point per person).

Examples of questions might be "Tell me a popular family vacation spot", or "Name something you do at school." The participants aren't expected to answer what they think is true but what other people think is true. So, a perfectly logical answer may be considered incorrect because it failed to make the survey.

Playing the game

Two family members face off to see which family will gain control of that particular question. Traditionally, they greet each other with a handshake before the question is read. Whoever guesses the more popular answer in the survey has the option to play the question or pass it to the other family. If neither player gives a valid answer, the next member of each family gets a chance to answer with control again going to the family giving the most popular answer. If both answers are worth the same amount of points, control goes to the player who buzzed in first. The family in control then attempts to give all the remaining answers on the board. Starting with the next family member in line, each gets a chance to give one answer. The family gets a "strike" if it gives an answer that is not on the board or fails to respond (following which the host says "Three seconds"). Three strikes cause the family to relinquish control of the board and the other family then gets the chance to steal the cash in the bank if they correctly guess one of the remaining answers. The entire family may confer before the answer is given. Any remaining answers are then revealed.

ENGLISH WEEK 2006

**FAMILY FEUD
Registration Form**

Participants:

- | | |
|----------|--------|
| 1. Name: | Group: |
| 2. Name: | Group: |
| 3. Name: | Group: |
| 4. Name: | Group: |
| 5. Name: | Group: |

Family Name: _____

Captain: _____

*Games will be held on Tuesday and Thursday
Please give this coupon to your English teacher one week before English week
Your English teacher will give you a copy of the rules of the game*



SUGGESTIONS FOR QUESTIONS

Describe yourself in one word or less

Pick a number between 1 and 10

Name something with wheels

Name something without wheels

Name the sport you'd most like to be good at

Name the funniest food

Name a piece of furniture

Name the worst food you've ever eaten

Name the best food you've ever eaten

Name something you do at school

Name the best use for an old computer (humorous)

Name a non-violent sport

Name a sport that doesn't use a ball

Name a sport best watched on TV rather than attended live

Name a musical instrument not normally associated with Rock music

Name an animal you might see at the zoo

Name an animal you might not see at the zoo

Name an auto part that people often have to replace

What is your favourite candy?

What is the most important invention of the last 100 years?

What is the least important invention of the last 100 years?

What musical instrument would you most like to play?

What noise drives you crazy?

What time did you wake up this morning?

What time did you go to bed last night?

What did you have for breakfast today?

What did you have for lunch today?

What did you have for supper last night?

What is your favourite colour?

What flavour of ice cream do you like the least?

What flavour of ice cream do you like the best?

What would you like to be when or if you grow up?

What genre of music do you enjoy the least?

What car do you wish you owned?

What household accessory could you least live without?

Where is a good place to take a vacation?

Activity 3

SPELLING BEE

Spelling bee: *noun:* A contest in which competitors are eliminated as they fail to spell a given word correctly. Also called spelldown; spelling contest.

Here is an idea which you can use in your groups/classes for English Week. Next year it would be fun to have an Official and Organized Spelling Bee Contest but before getting involved in this, let's begin preparing the students this year. Feel free to adapt the rules to fit you or your class dynamics.

Here are some basic procedures to explain to your group beforehand or as you play.

1. The spelling bee may be conducted orally or in writing or as a combination of both.
2. Local spelling bee officials are responsible for selecting the word lists that will be used at each local spelling bee. All words used in a spelling bee must be found in the dictionary used in class.
3. The pronouncer should make every effort to pronounce the words at normal speed.
4. In competition, after the pronouncer gives the speller a word, the speller is encouraged to pronounce the word before spelling it and after spelling it. Do not disqualify a speller for failing to pronounce the word either before or after spelling it.
5. The speller may ask the pronouncer to say the word again, define it, use it in a sentence, provide the part of speech, and/or provide the language of origin. The pronouncer shall grant all such requests until the judges agree that the word has been made reasonably clear to the speller.
6. The judges may disqualify any speller who ignores a request to start spelling.
7. The role of the pronouncer is (1) to pronounce the word correctly and (2) to give a sentence, definition, and other information about the word at the speller's request. The role of the judges is to determine whether the contestant has spelled the word correctly or not. The role of the speller is (1) to gather as much information as possible to help spell the word correctly and (2) to spell the word correctly. The judges may not disqualify a speller for asking a question, but may refuse to answer it (See no. 5)
8. Having started to spell a word, a speller may stop and start over, retracing the spelling from the beginning. In retracing, however, there can be no change of letters or their sequence from those first pronounced. If letters or their sequence is changed in the respelling, the speller is eliminated.
9. The competition shall be conducted in rounds. Each speller remaining in the spelling bee at the start of a round shall spell one word in the round.

10. Upon missing the spelling of a word, a speller immediately drops out of the competition, except that if none of the spellers remaining in the spelling bee at the start of a round spells a word correctly during that round, all shall remain in the competition. All spellers eliminated in the same round will be tied for the same place. The next word on the pronouncer's+ list is given to the next speller.
11. If only one of the spellers remaining in the competition at the start of a round spells a word correctly during that round, a new round shall begin and the speller shall be given an opportunity to spell the next word on the list. If the speller succeeds in correctly spelling the new word, the speller shall be declared the champion. Otherwise (that is, if the speller does not succeed in correctly spelling the new word), all the spellers remaining in the competition at the start of the previous round shall remain in the competition. A new round will begin, with these spellers spelling in the original order.
 - ❖ The champion is not the champion until he or she has correctly spelled two more words than the speller or spellers placing second have spelled. These two words will be spelled consecutively only if the champion is the last speller in a round.
 - ❖ Under no circumstance is any speller asked to correct the misspelling of another speller.
 - ❖ It is possible in two instances to have a round in which only one word is spelled. The first instance of a one-word round is the correct spelling of the final championship word. The second instance of a one-word round is the misspelling of what could have been the final championship word.

If more than one spelling is listed for a word that the pronouncer has provided for the speller to spell, any of those spellings shall be accepted as correct if all of the following three criteria are met: (1) The pronunciations of the words are identical, (2) the definitions of the words are identical, and (3) the words are clearly identified as being standard variants of each other.

12. The speller shall not be disqualified for failing to note that a word is capitalized.
13. The judges are in complete control of the competition. Their decision shall be final on all questions.

Activity 4

ENGLISH WEEK GAME PROJECT

Note : Inventing a game from scratch is very challenging but time-consuming for ESL students. This project could be done with enriched ESL students who would create or adapt very simple games to be played by younger or less fluent students. The students can use actual or variations of existing games. Here are some suggestions: card games, easy trivia games, young people's versions of adult games such as Monopoly, Tribond, etc.

NAME(S): _____ GROUP: _____

NAME OF GAME: _____

DESCRIPTION OR TYPE OF GAME: _____

IMPORTANT RULES: _____

CHECKLIST:

- ❖ The game should be designed for groups of 3-4 participants
- ❖ All material should be ready and in the classroom
- ❖ Only English should be used in the game
- ❖ Adapted for Secondary cycle I students (Sec. I-II)
- ❖ The game should last a minimum of 10-15 minutes
- ❖ Prizes are optional (certificates, stickers, candy, ...)

Remember! Your visitors will be shy.
Make them feel at ease.

You need to be friendly and help them to play and participate in ENGLISH.

You are the hosts!

Activity 5

ENGLISH WEEK TEACHER PHOTO CONTEST

All teachers, administration and support staff can be invited to take part in this contest. The goal is to put together a montage of baby or childhood pictures accompanied by clues that will help students identify the person or persons. It will be necessary to translate the clues in English if they are in French. Prepare a display of the photos, ballots, a ballot box and an answer key for the judges.

Note: teachers should be cautioned against bringing precious or irreplaceable photos - good photocopies will do as well.

CONCOURS DE PHOTOS POUR ENGLISH WEEK

Pour participer, veuillez nous prêter une photo de bébé ou de jeunesse (ou une bonne photocopie). Joignez-y trois ou quatre indices à propos de vous qui sont tous vrais.

Voici quelques exemples d'indices pour vous inspirer:

- ❖ Je fais un marathon à chaque année.
- ❖ Je suis monitrice de ski les fins de semaines.
- ❖ Je me suis cassé une jambe à 12 ans.
- ❖ Je me suis fait attaquer par un crocodile...

Nom : _____ Cycle : _____

Indices :

Remettre à _____ (_____ Cycle) avant le 15 février, PLEASE!

Thank you beaucoup!