

The background features a large, vibrant purple star-like shape in the center. Surrounding this central shape are several sharp, yellow, angular lines and shapes that point outwards, creating a dynamic and modern geometric design.

Creative Activities and
Ideas for Pupils with

English as an Additional Language

Maggie Webster

Creative Activities and Ideas for Pupils with English as an Additional Language

Matching jigsaw



A jigsaw activity that includes matching words/sentences to pictures.

Aims

- To be able to define and translate specific English words
- To begin to structure simple sentences
- To encourage the creation of more complex sentences
- BIC/CALP

Vocabulary

High-frequency words

Vocabulary of the classroom

Topic vocabulary

Resources

- Jigsaw
- Bilingual dictionary

What to do



These jigsaw activities can be made by you and the children or bought from a publisher.

- Make a few rectangles and write on them a selection of words. Use a clip art picture that shows what each word means, such as dog, door, window, desk etc. Laminate the cards.
- Cut each rectangle in half so that the word is on one half and the image on the other half.
- The children match as many of the words as possible to the images. Try to have at least 20 words to match.

The children can do this independently or in pairs.

Suitable for

KS1, KS2

Variations

- One half of the jigsaw will be the start of a sentence and the other half could contain a noun that is associated with the classroom or a picture of that noun, e.g. the teacher sat on the **desk**; the child looked out of the **window**, etc.
- You could also include words that are specific to their topic.
- Consider extending to create an activity where they have to label a diagram or image such as parts of the human body; skeleton; parts of a house etc.

Language Snap!



This activity is based on the original card game ‘Snap!’ but uses specific language associated with the class topic or basic language that an EAL pupil may need to know over the coming weeks.

Aims

- To enable the EAL pupil to recognise new vocabulary
- To develop their vocabulary in English and translate it into their home language
- To reinforce vocabulary that will be useful in classroom situations
- BIC/CALP

Vocabulary

Any vocabulary associated with the class topic or a specific subject
Any vocabulary that the child may need, such as door, table, parts of the body, colours, numbers etc.

Translations of the chosen vocabulary list into the child’s home language

Resources

- Card
- Pictures
- Various coloured pens
- Bilingual dictionary
- Smart board

What to do

- Assess what the EAL pupil’s language needs are and create a list of words that they should know and which will be useful to them in class or the playground or in a specific subject such as mathematics.





- Cut up 50 cards (5cm x 5cm) and write (or print using a PC and printer) the words you think will be useful on 25 of the cards and then repeat these on the other 25. It would be useful for your EAL pupil to have a few decks of 'Snap!' cards, each with a different language focus, such as a deck for topic work, a deck for technical language associated with poetry, a deck for Geography or Religious Education etc.
- With an able reader and a clear English speaker the EAL pupil takes 25 cards from the deck of 50 mixed-up cards and their partner has the other 25. They take it in turns to place a card face up in between them, and say aloud the word that is on the card. They do this until two of the cards show the same word, then they have to say the word and then shout 'SNAP!' at the same time as placing their hand over the pile.
- The child who said the word and shouted 'Snap!' first and placed their hand over the pile wins the cards and the game continues until all 50 cards have been dealt and used. The child with the largest hand at the end wins the game.

The child can match the cards alone – however, they will not be able to hear the pronunciation which is important to language acquisition and it isn't so much fun. The more they do this activity the quicker they will be able to recognise a word that has been written or is spoken and develop personal vocabulary that will be useful to them in a classroom situation.

Suitable for

KS1, KS2

Variations

- To make this more complex, create 25 cards that are English words and 25 cards that translate the word into the child's home language. The pupil then plays 'Snap!' but matches the translations.
- The EAL pupil creates their own version of a 'Snap!' game using either card or smart board technology.

Happy Families



This is a card game for two to four individual players or four sets of pairs. The game encourages basic reading and the asking and answering of a repeated question.

Aims

- To interact with peers and build social skills
- To learn basic language structure
- BIC

Vocabulary

Language related to relationships: mother, father, sister, brother etc.

Language related to titles: Mr, Mrs, Master, Miss

Sentence structure related to basic questioning:

Do you have . . . ?

Sorry, no, I do not have . . .

Yes I do have . . . here it is.

I have a family set! They are . . .

Thank you!

Resources

- Happy Families card game (52 cards)
- You can buy the cards from www.amazon.co.uk or you may wish to make your own (see Variations below)

What to do

- Shuffle the cards and then divide them between the children who are playing. They do not show each other their cards. It may be useful for the EAL pupil to be paired with an able English speaker so that they can quickly learn how to play the game and pick up the language and repetitive sentences in a way that doesn't feel too threatening at first.





- The aim of the game is to make as many family sets as possible. The children take it in turns to ask each other (using a full sentence) if they have a particular card, e.g. 'Do you have Mr Chalk?' If the child on their left does have the card they have to give it to the child who requested it. This continues in a clockwise direction so that each child has the opportunity to ask the child on their left for family cards that they need. When a child has made a family set they place them on the table face up. The first child to have created the most family sets wins the game.

Suitable for

KS1, KS2

Variations

- You could make a 'Happy Families' card game based on your current topic or using objectives from a specific subject: for example, in Science you could have a family of planets, a family of invertebrates/vertebrates, a family of habitats etc; in Religious Education a family of religions or religious festivals or religious symbols or religious leaders; and in Geography a family of continents and countries or weather symbols etc.
- The children could make their own 'Happy Families' game based on an interest such as football.