Genius English Printable Activities

Games and Puzzles 游戏和拼图

These extension activities target new and learned vocabulary to promote learning and recall in a fun and engaging way. Encourage your students to practice their new language skills by playing as often as possible. Print the activities here on A4 paper on a color or black and white printer. To print a particular activity, print only the page numbers of that activity as below. Have fun!

这些拓展练习知识点是新学习的单词，并且以一种有趣的，引人入胜的方式来促进学习和复习的理念为目标。鼓励学生在玩的时候能经常使用到他们新学到的语言技能。使用彩色打印机或黑白打印机用 A4 纸打印这里的活动， 如果你只想打印单个活动，只有打印以下页面中该活动所在那个页面即可。祝你玩得愉快！

Instructions 说明 **P2-6**

BINGO 宾果游戏 **P7-P37**

BINGO – Numerals 宾果游戏 — 阿拉伯数字 P7-P10

BINGO – Numbers 宾果游戏 — 数字 P11-P17

BINGO – Animals 宾果游戏 — 动物 P18-P27

BINGO – Food 宾果游戏 — 食物 P28-P36

Path Game 路径游戏 **P37**

Ladders Game 梯子游戏 **P38**

Tic-Tac-Toe 井字游戏 **P39-P43**

Tic-Tac-Toe - Fruit 井字游戏 - 水果 P39

Tic-Tac-Toe - Feelings 井字游戏 - 情感 P40

Tic-Tac-Toe - Animals 井字游戏 - 动物 P41

Tic-Tac-Toe - Weather 井字游戏 - 天气 P42

Tic-Tac-Toe - People 井字游戏 - 人物 P43

Count the Bears Game 数数小熊游戏 **P44**

ALO7 Game Tokens ALO7 游戏记号 **P45**

Puzzles 拼图 **P46-P53**

Instructions 说明

BINGO 宾果游戏

Each bingo card has a 3x 3 or 4 x 4 grid with text or pictures arranged on it. Each card is different so children will have a different experience. For card sets with two sizes, use only one size each game.

Give each child a card. Randomly call out numbers or words from the tables below, crossing them off as you go so there are no repeats. Students will circle the called text or pictures on their bingo card. Once they have completed a vertical, horizontal, or diagonal line, they shout "BINGO!" The first person to call "BINGO!" wins.

每个宾果的卡上都有 3x3 或者 4 x 4 的格子，格子里印有图片或文字。每一张卡片都是不同的，因此学生会得到不同的体验。卡片印有 2 个尺寸，但在每一次游戏中只需使用一个尺寸即可。

给每个孩子一张卡。老师随机地用英语说出下面表格中的数字或单词，把刚才被说出到的数字或单词在自己纸上删掉，这样就不会说出重复的数字了。学生将在他们的宾果卡上圈出他们听到的数字，一旦他们完成横行，纵行或者斜行的 4 个数字，他们就可以喊 "Bingo" 第一个喊出宾果的胜利。

BINGO - Numerals 4x4 宾果游戏 — 阿拉伯数字 4x4

4 x 4 grid, numbers 1-20. Squares with stars are for students to write their favorite numbers on – any number they like (as long as it's 20 or under!)

在 4 x 4 的格子上印有 1-20 的数字。在有一颗星的方格里，学生可以写上他们最喜欢的数字（任何他们喜欢的数字都可以，但是必须在 1-20 以内）。给每个孩子一张卡。老师随机地用英语说出下面表格中的数字或单词，把刚才被说出到的数字或单词在自己纸上删掉，这样就不会说出重复的数字了。学生将在他们的宾果卡上圈出他们听到的数字，一旦他们完成横行，纵行或者斜行的 4 个数字，他们就可以喊 "Bingo" 第一个喊出宾果的胜利。

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

BINGO – Numbers 3x3 宾果游戏 — 数字 3x3

3 x 3 grid, written numbers one to ten. Squares with stars are for students to write their favorite numbers on – any number they like (as long as it's ten or under!)

在 3 x 3 的格子上印有 1-10 的数字。在有一颗星的方格里，学生可以写上他们最喜欢的数字（任何他们喜欢的数字都可以，但是必须在 1-10 以内）。给每个孩子一张卡。老师随机地用英语说出下面表格中的数字或单词，把刚才被说出到的数字或单词在自己纸上删掉，这样就不会说出重复的数字了。学生将在他们的宾果卡上圈出他们听到的数字，一旦他们完成横行，纵行或者斜行的 3 个数字，他们就可以喊 "Bingo" 第一个喊出宾果的胜利。

one	two	three	four	five
six	seven	eight	nine	ten

BINGO – Animals 3x3 宾果游戏 — 动物 3x3

在 3X3 的格子上印有动物图片。给每个孩子一张卡。老师随机地用英语说出下面表格中的数字或单词，把刚才被说出到的数字或单词在自己纸上删掉，这样就不会说出重复的数字了。学生将在他们的宾果卡上圈出他们听到的数字，一旦他们完成横行，纵行或者斜行的 3 个数字，他们就可以喊 "Bingo" 第一个喊出宾果的胜利。

BINGO – Animals 4x4 宾果游戏 — 动物 4x4

在 3X3 的格子上印有动物图片。给每个孩子一张卡。老师随机地用英语说出下面表格中的数字或单词，把刚才被说出到的数字或单词在自己纸上删掉，这样就不会说出重复的数字了。学生将在他们的宾果卡上圈出他们听到的数字，一旦他们完成横行，纵行或者斜行的 4 个数字，他们就可以喊 "Bingo" 第一个喊出宾果的胜利。

bird	cat	dog	duck
rabbit	fish	turtle	lion
monkey	panda	tiger	cow
horse	pig	zebra	rooster*

*only appears on the 4 x 4 game board.

*只出现在 4 x 4 的游戏板上。

BINGO – Food 3 x 3 宾果游戏 — 食物 3 x 3

在 3X3 的格子上印有食物图片。给每个孩子一张卡。老师随机地用英语说出下面表格中的数字或单词，把刚才被说出到的数字或单词在自己纸上删掉，这样就不会说出重复的数字了。学生将在他们的宾果卡上圈出他们听到的数字，一旦他们完成横行，纵行或者斜行的 3 个数字，他们就可以喊 "Bingo" 第一个喊出宾果的胜利。

BINGO – Food 4 x 4 宾果游戏 — 食物 4 x 4

在 4X4 的格子上印有食物图片。给每个孩子一张卡。老师随机地用英语说出下面表格中的数字或单词，把刚才被说出到的数字或单词在自己纸上删掉，这样就不会说出重复的数字了。学生将在他们的宾果卡上圈出他们听到的数字，一旦他们完成横行，纵行或者斜行的 4 个数字，他们就可以喊 "Bingo" 第一个喊出宾果的胜利。

cookie	pear	watermelon	egg	tomato
cake	apple	banana	orange	bread
mango	milk	juice	salad*	

*only appears on the 4 x 4 game board.

*只出现在 4 x 4 的游戏板上。

Follow the Path 遵循路径

You will need a game board and die for each group, and a game token for each student for this game. Separate students into small groups (3 or 4 is ideal). Students put a token of their choice on "START". Students take turns to roll the die and then move the token the same number of places on the board. The student should say the word shown on the square landed on. The first student to make it to "FINISH" wins.

每一个组都需要一个骰子和一个棋盘，每一位玩这个游戏的学生都有一个游戏记号。 将学生分成几个小组（3 个到 4 个小组最佳）。学生把他们选择的记号放在起点。学生掷骰子，用他们的记号在棋板上走相同个数。说出停着的那格上的单词，第一个走到终点的获胜。

Climb the Ladder 爬梯子

You will need a game board and die for each group, and a game token for each student for this game. Separate students into small groups (3 or 4 is ideal). Students put a token of their choice on at the start of the game, where the red arrow is. Students take turns to roll the die and then move the token the same number of places on the board. The student should say the word shown on the square landed on. If a student lands on a square with a ladder on it, students can 'climb' the ladder to the adjoining square. The first student to make it to the star wins.

每一个组都需要一个骰子和一个棋盘，每一位玩这个游戏的学生都有一个游戏记号。 将学生分成几个小组（3 个到 4 个小组最佳）。学生把他们的记号放在红色箭头所在的起点。学生掷骰子，用他们的记号在棋板上走相同个数。说出停着的那格上的单词。如果那个停住的格子是梯子，学生可以沿着梯子去相邻的格子。 第一个拿到星星的学生获胜。

Tic-Tac-Toe 井字游戏

Each page of two tic-tac-toe boards is identical. You may use one or all of these boards in a given class.

You will need one tic-tac-toe board and two sets of tokens for every two students. Separate students into pairs. They will take turns saying the words shown by the pictures on the squares, putting their tokens down on each square they get correct. The first student to get three squares in a row (horizontally, vertically, or diagonally) wins. If neither student is able to get three squares in a row, and there are no more squares left, it's a draw!

每页上两个井字板都是相同的。你可以用一个或所有的这些板在给定的教室里。

每两个学生使用一个井字游戏板和两组记号。将学生分成 2 人 1 组。学生将轮流说所展示的图片的英语单词，如果他们答对，就可以放一个记号在对的方格上。第一个完成一排 3 个方块的胜利。如果两个学生都没有拿到一排的 3 个方块，同时也没有空的方块在井字板上了，那就是平局！

Tic-Tac-Toe - Fruit 井字游戏 - 水果

apple	banana	pear
mango	watermelon	orange
pineapple	grapes	lemon

Tic-Tac-Toe - Feelings 井字游戏-情感

happy	sad	excited
angry	mad	thirsty
tired	hungry	scared

Tic-Tac-Toe - Animals 井字游戏- 动物

crocodile	bat	elephant
gorilla	penguin	zebra
cat	dog	fish

Tic-Tac-Toe - Weather 井字游戏- 天气

cold	hot	rainy
snowy	sunny	windy
umbrella	kite	snowman

Tic-Tac-Toe – People 井字游戏- 人物

doctor	taxi driver	nurse
policeman	cashier	teacher
veterinarian	grandma	grandpa

Count the Bears 数数小熊

You will need a die and two different sets of tokens for each pair of students for this game. Students take turns to roll the die, say the number out loud, and put a token on the bear with the same number of dots as the die. If a student rolls a number and that bear is already covered by a token, a token cannot be placed. Once all the bears are covered, students count to see who has the most tokens on the board. The student with the most tokens on the board wins. If there is an equal amount of tokens, it's a draw!

你需要在这个活动用到一个骰子。以及给 2 名学生 2 组不同的记号。一个学生掷骰子，大声说出掷出的数字，把他们的记号放在有相同点数的小熊上，接着的那个学生掷骰子，也把他们的记号放在有相同点数的小熊上。如果一个数字已经被掷过了，那个小熊已经被放上了一个记号，已有记号不能被新的记号取代。一旦所有的熊都被放了记号，这时候就可以用英语数一数板上谁的记号最多。记号最多的学生获胜。如果是记号的数量是一样多，那就是平局！

ALO7 Game Tokens ALO7 游戏记号

These shapes and Malu characters can be cut out and used by the students as tokens in the activities.

这些形状和 Malu 的角色都可以剪下，学生可以在活动中用到这些作为他们的记号。

Puzzles 拼图

Cut the pieces of the puzzle out along the dotted lines. Mix up the pieces, and then let students assemble the whole picture. Very young students may do this exercise in pairs.

沿着虚线剪下拼图片，弄乱这些拼图片，让学生组成一幅完整的图。很小的小朋友可以两人一组完成这个练习。

20		17	7
15	2	1	8
12	3	5	10
10	14	13	4

11	10	13	
3	12	15	7
20	8	10	1
14	4	17	2

2	17	13	13
	4	5	11
3	14	20	10
1	7	15	8

11	2	15	13
5	4	17	8
10		1	12
20	14	3	7

10	7	17	5
13	14	10	8
12	3		1
11	2	4	15

20	10	13	
17	11	10	7
12	5	15	8
14	4	2	13

11	10	10	13
13	20	8	2
3	7	1	14
4	15	5	★

10	★	3	4
5	15	7	20
11	10	1	13
17	14	13	12

2	4	13	8
10	12	14	17
1	3	★	7
10	11	13	15

1	5	5	11
12	2	13	10
10	14	★	7
20	15	13	4

one	nine	two
four	ten	eight
six		seven

nine	one	ten
six		seven
four	eight	two

	ten	three
two	eight	four
five	nine	seven

seven	three	eight
nine	ten	two
five		one

seven	three	eight
ten	nine	two
six	eight	

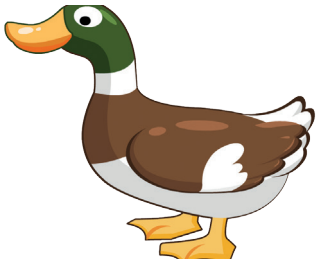
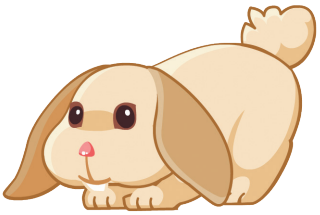
nine	two	eight
seven	six	ten
three	eight	

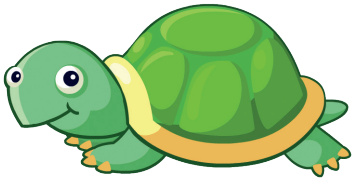
five	seven	ten
two	three	six
four		eight

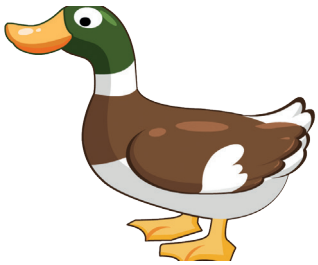
six	eight	three
seven	ten	two
five		four

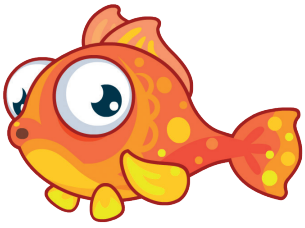
nine	two	
eight	eight	eleven
seven	four	ten

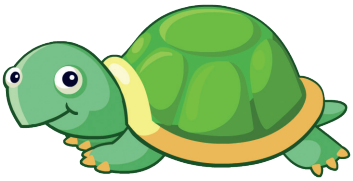
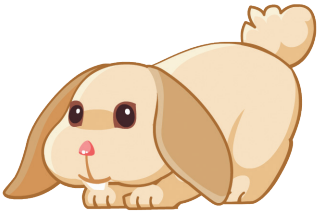
four	nine	two
seven		eight
eleven	eight	ten

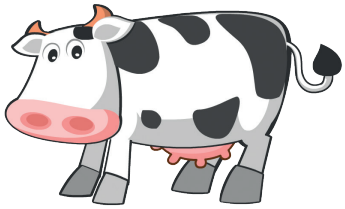
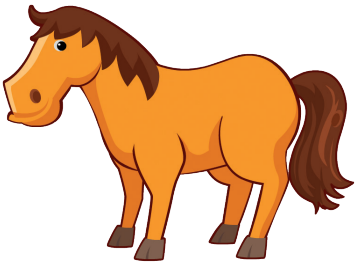
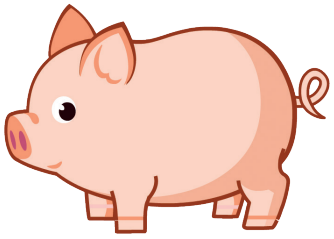



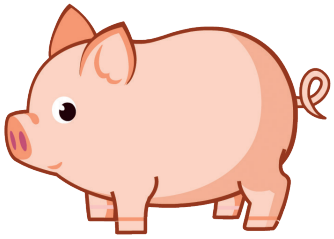
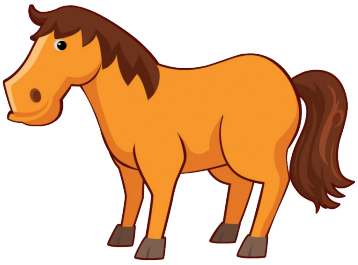


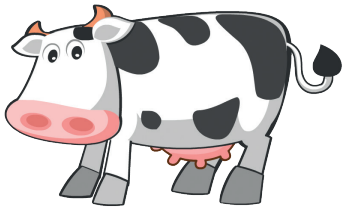


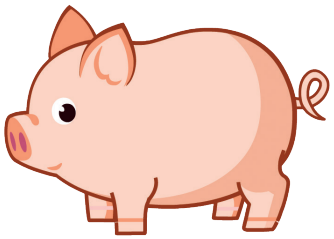


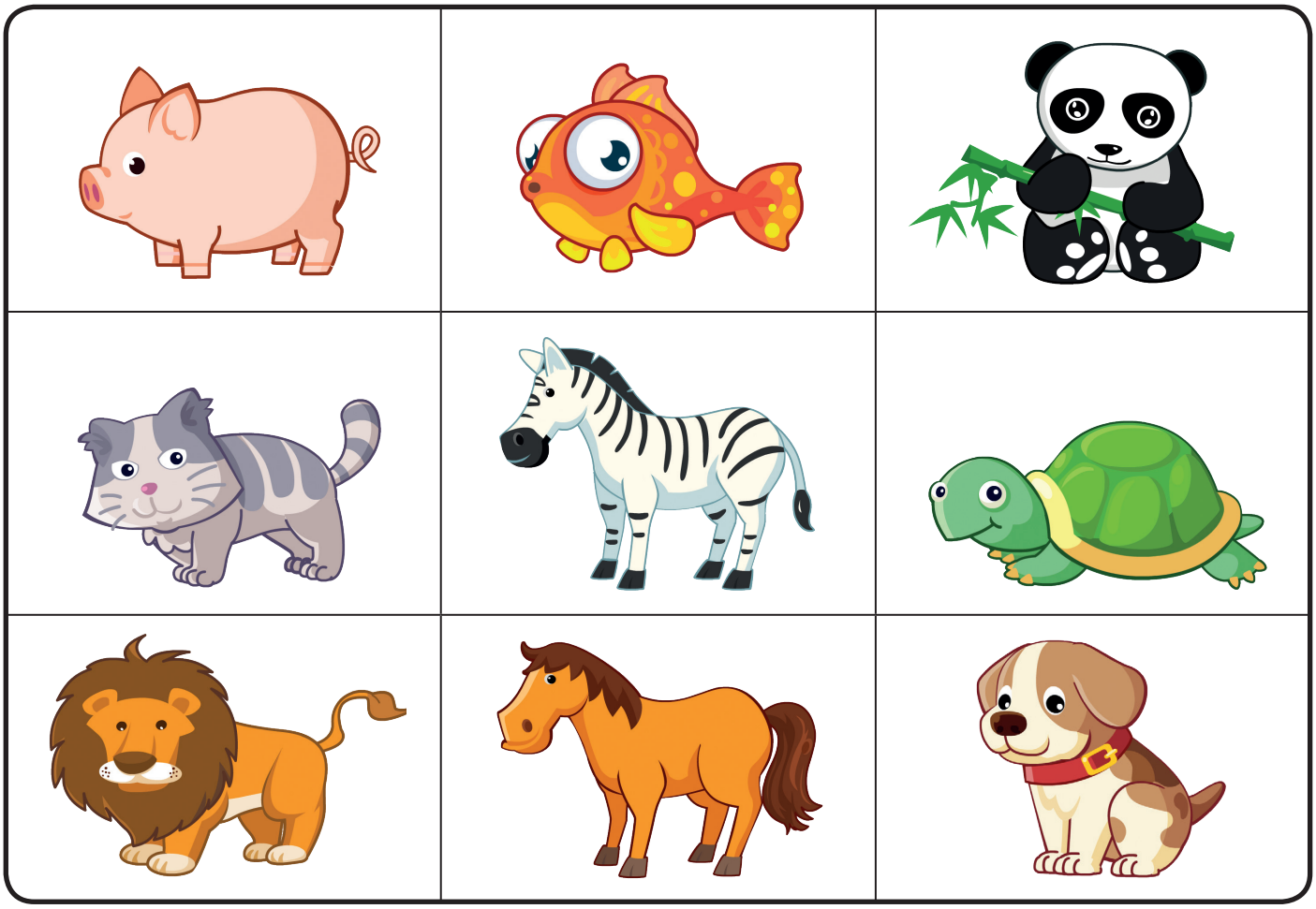



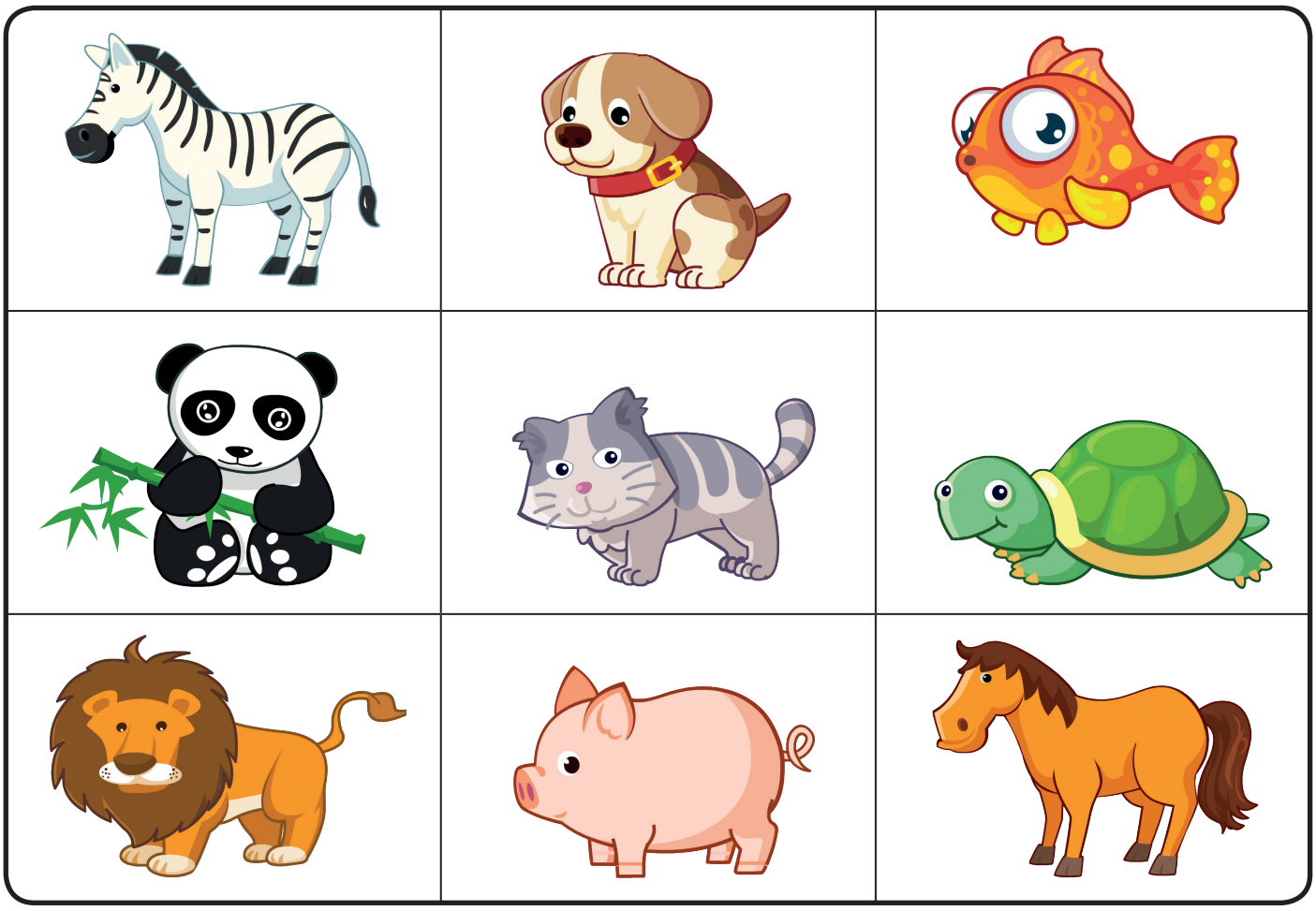




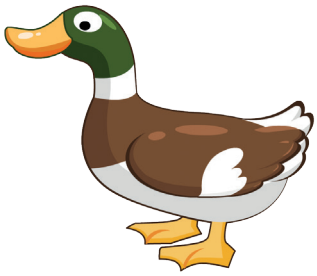
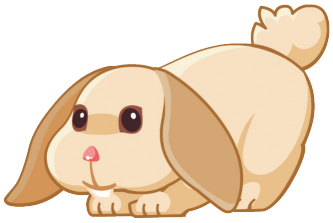



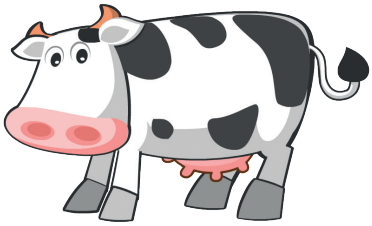


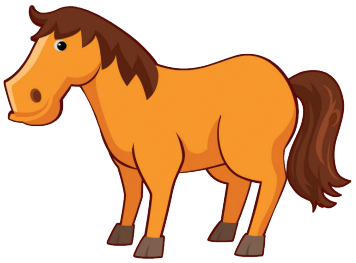
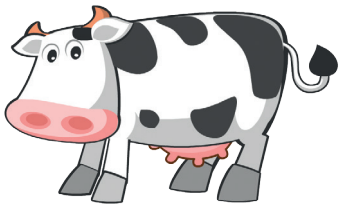
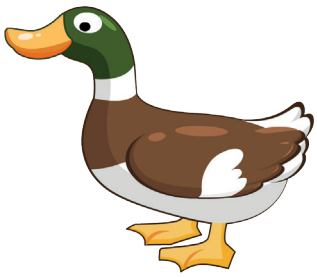


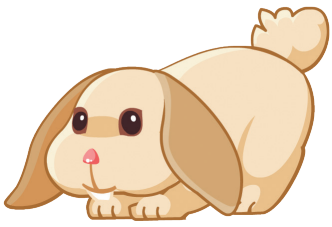


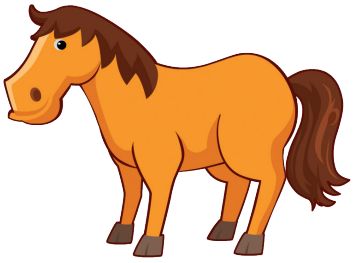


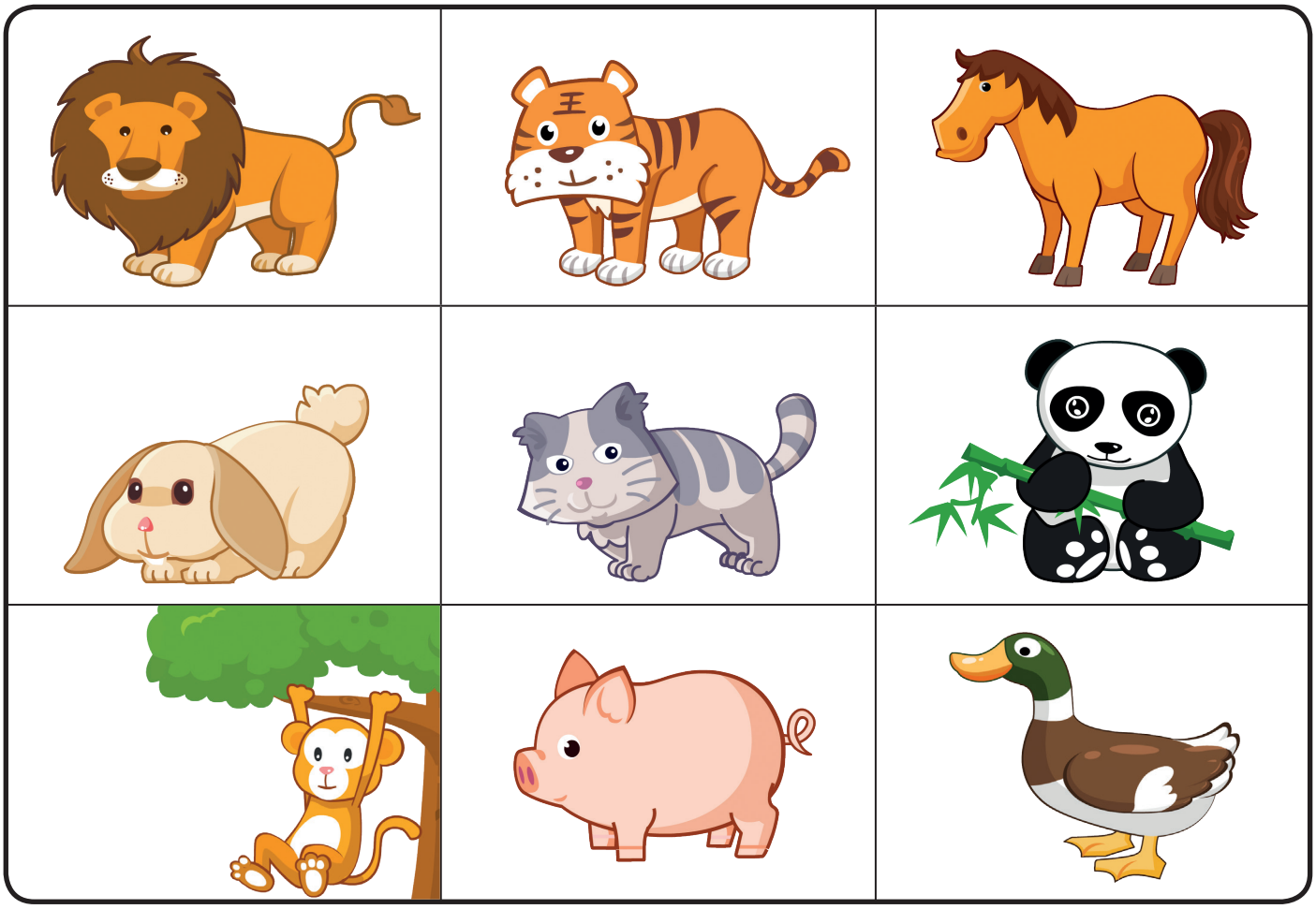



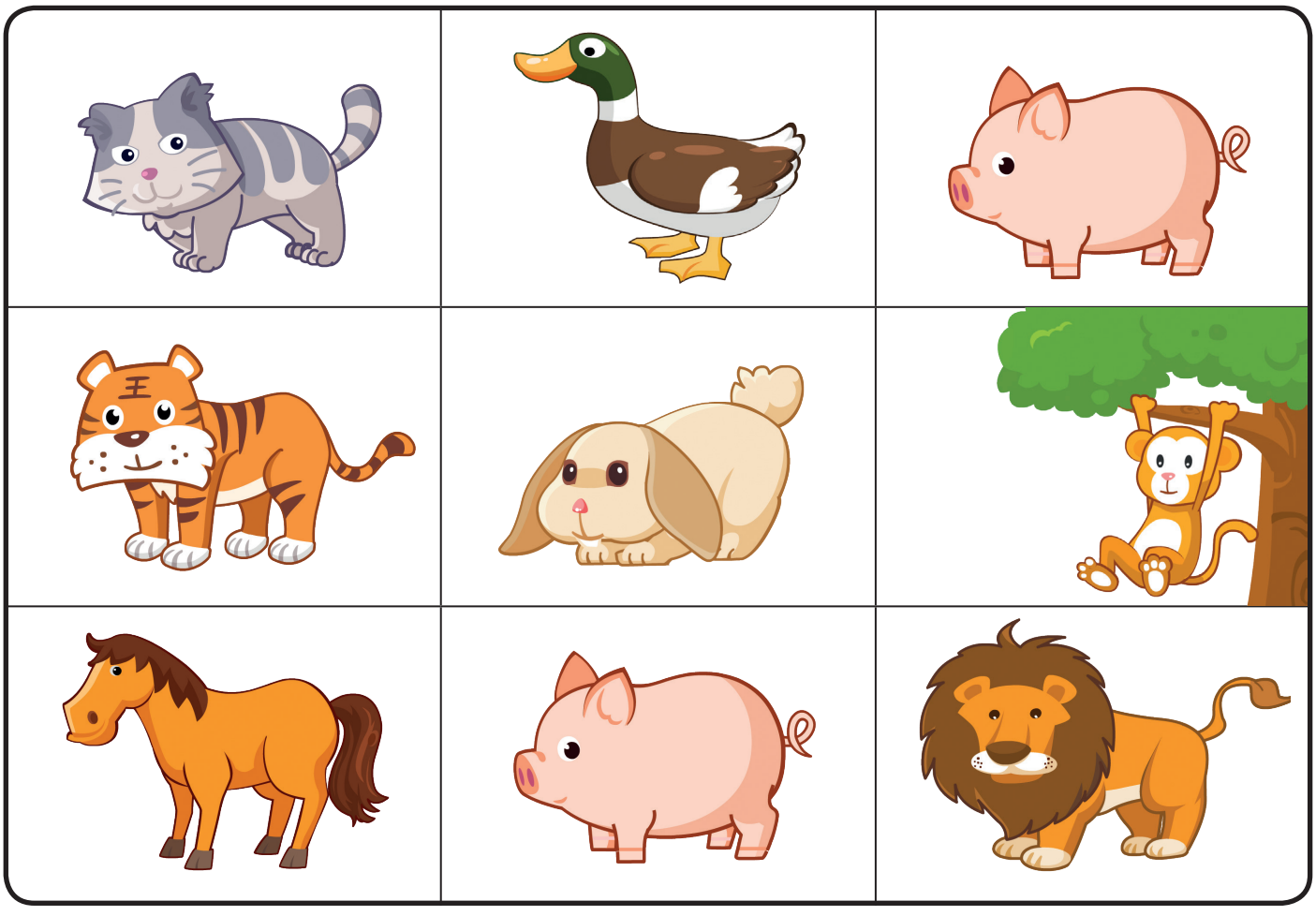


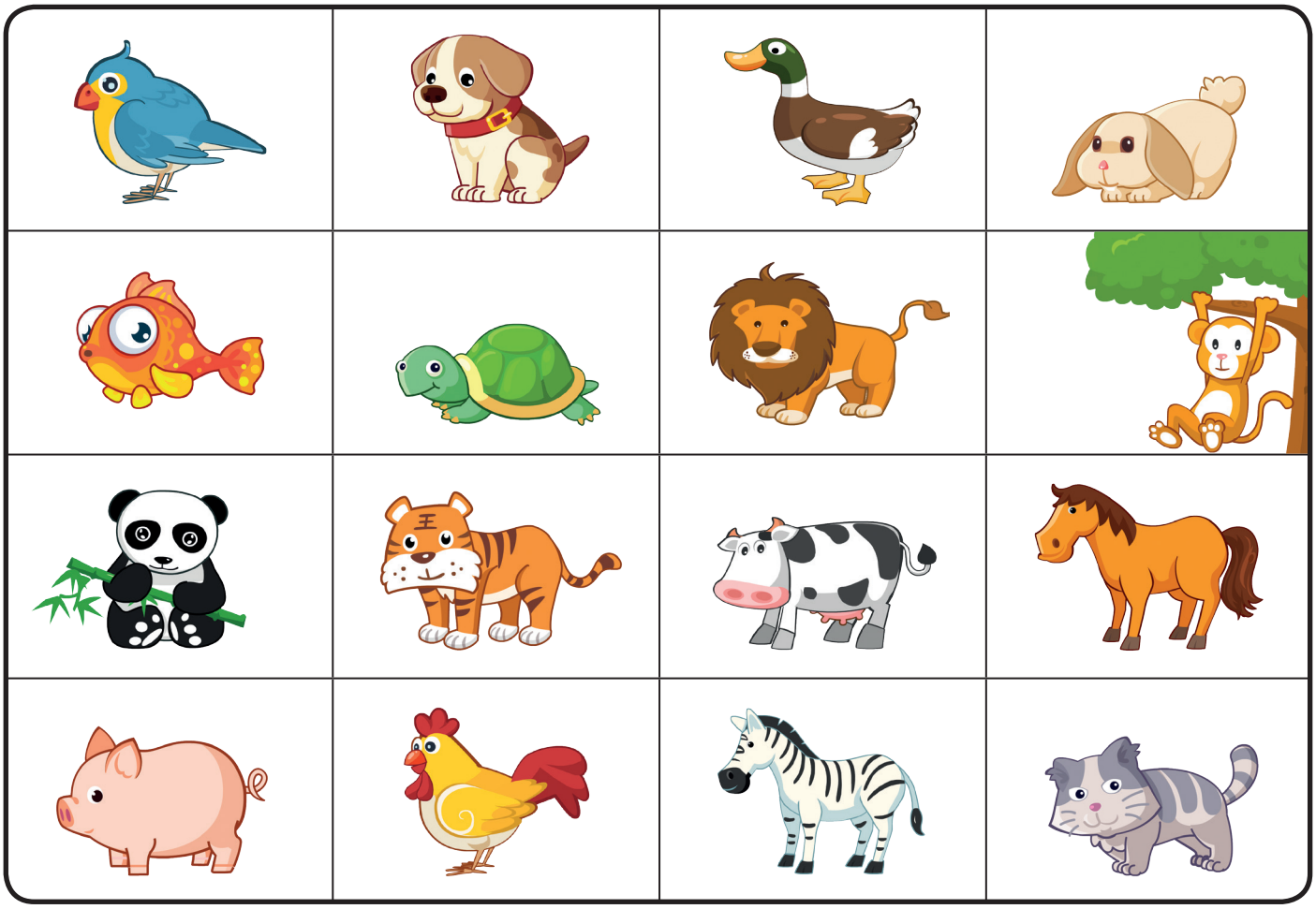




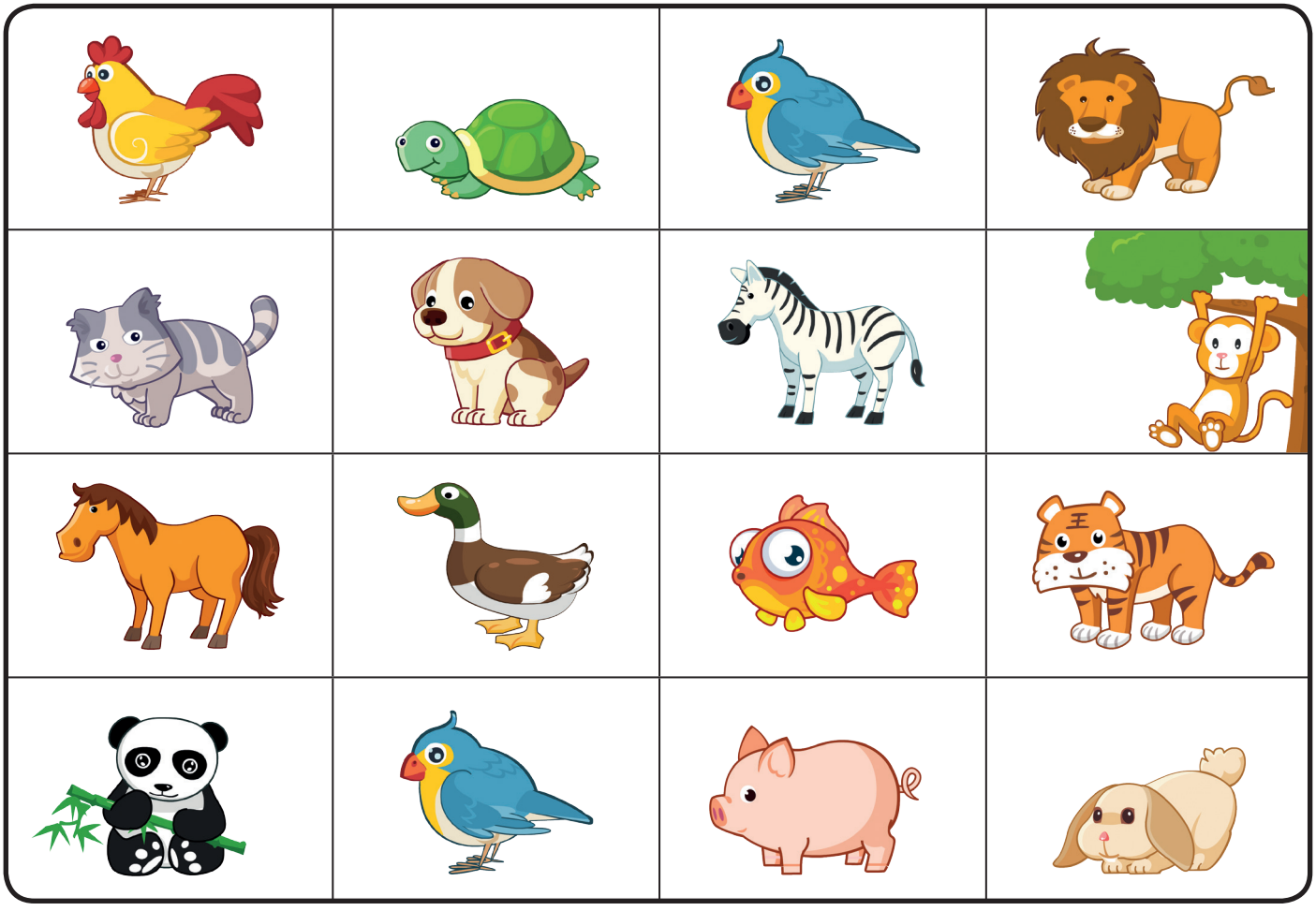


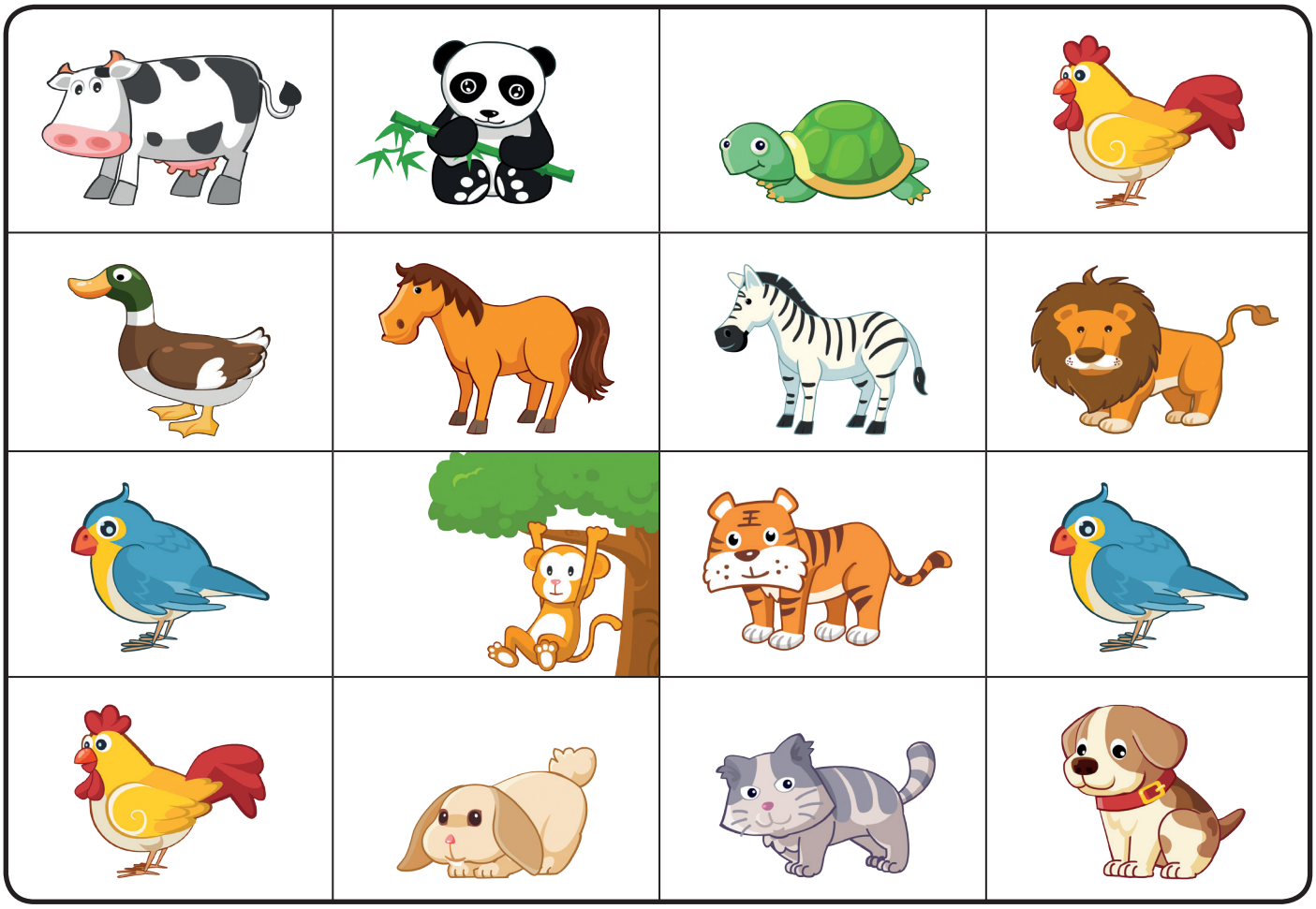


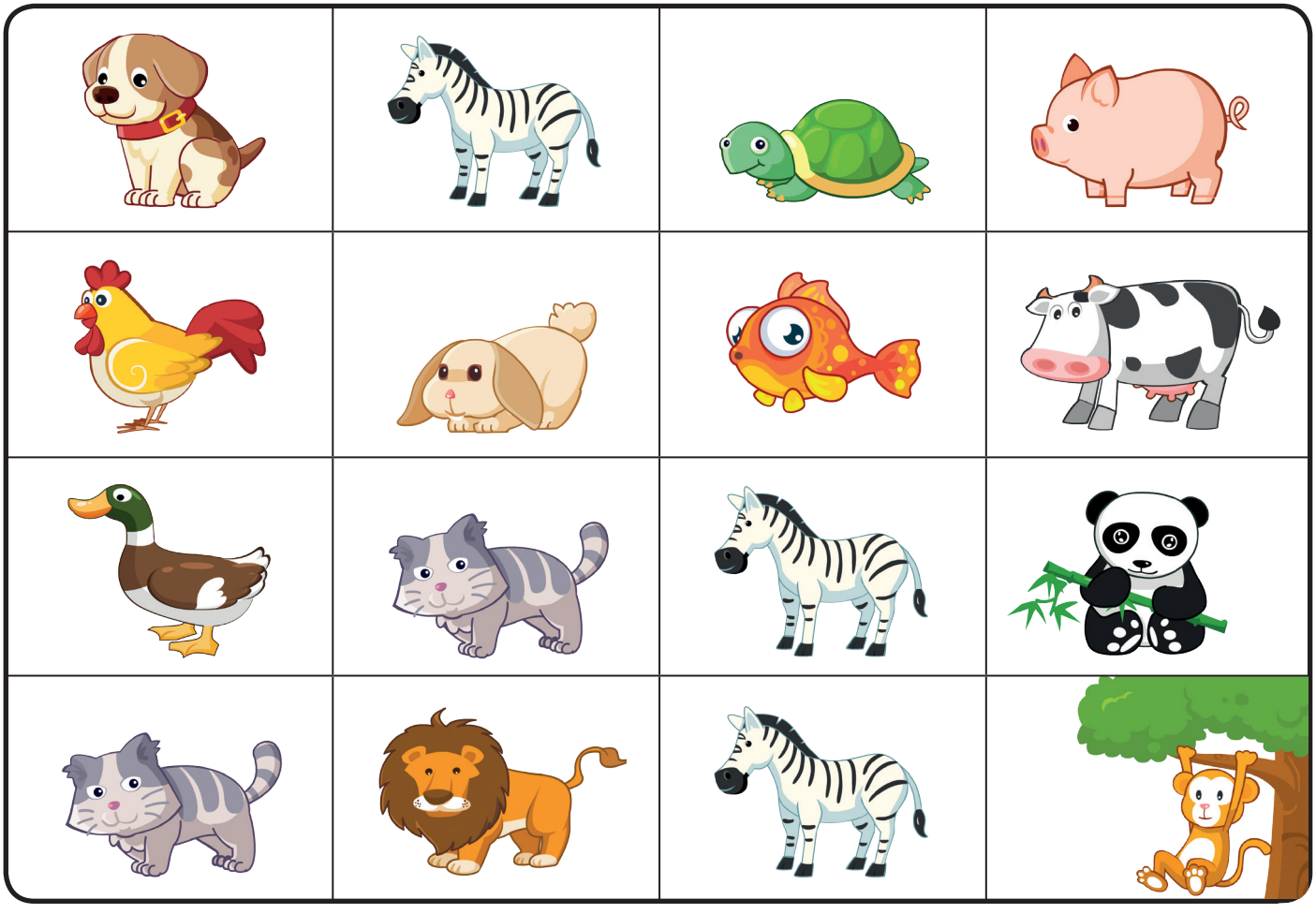


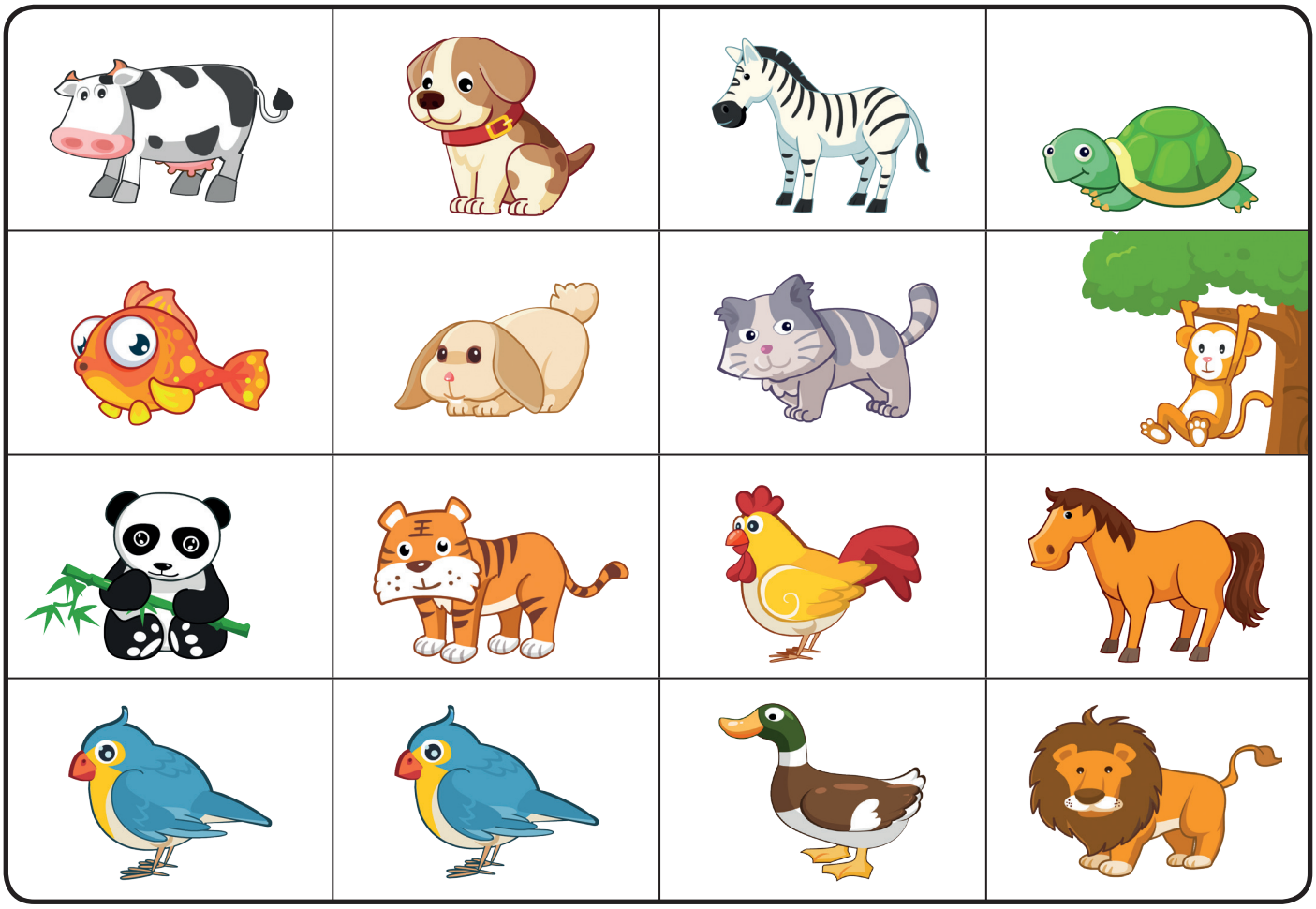


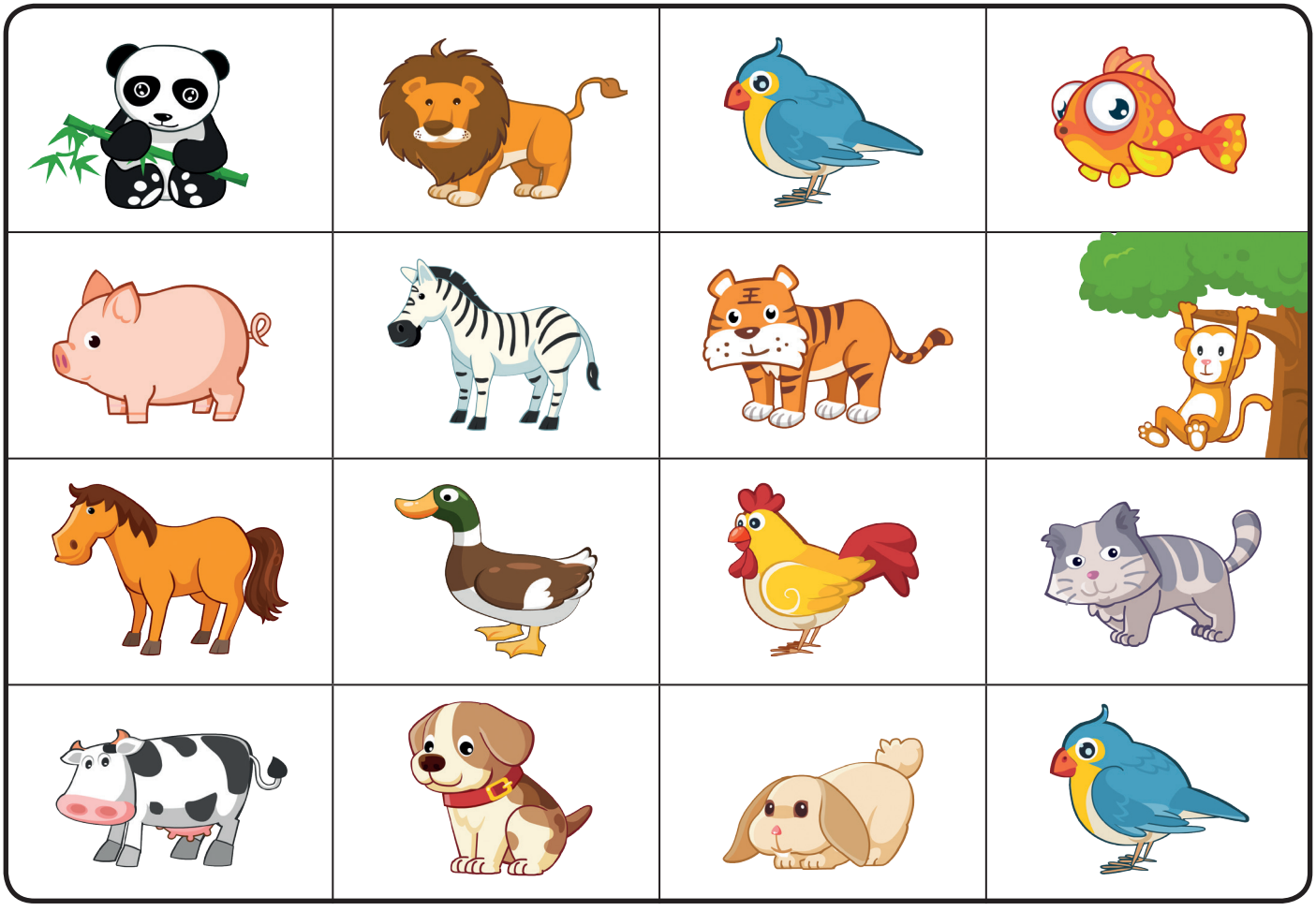


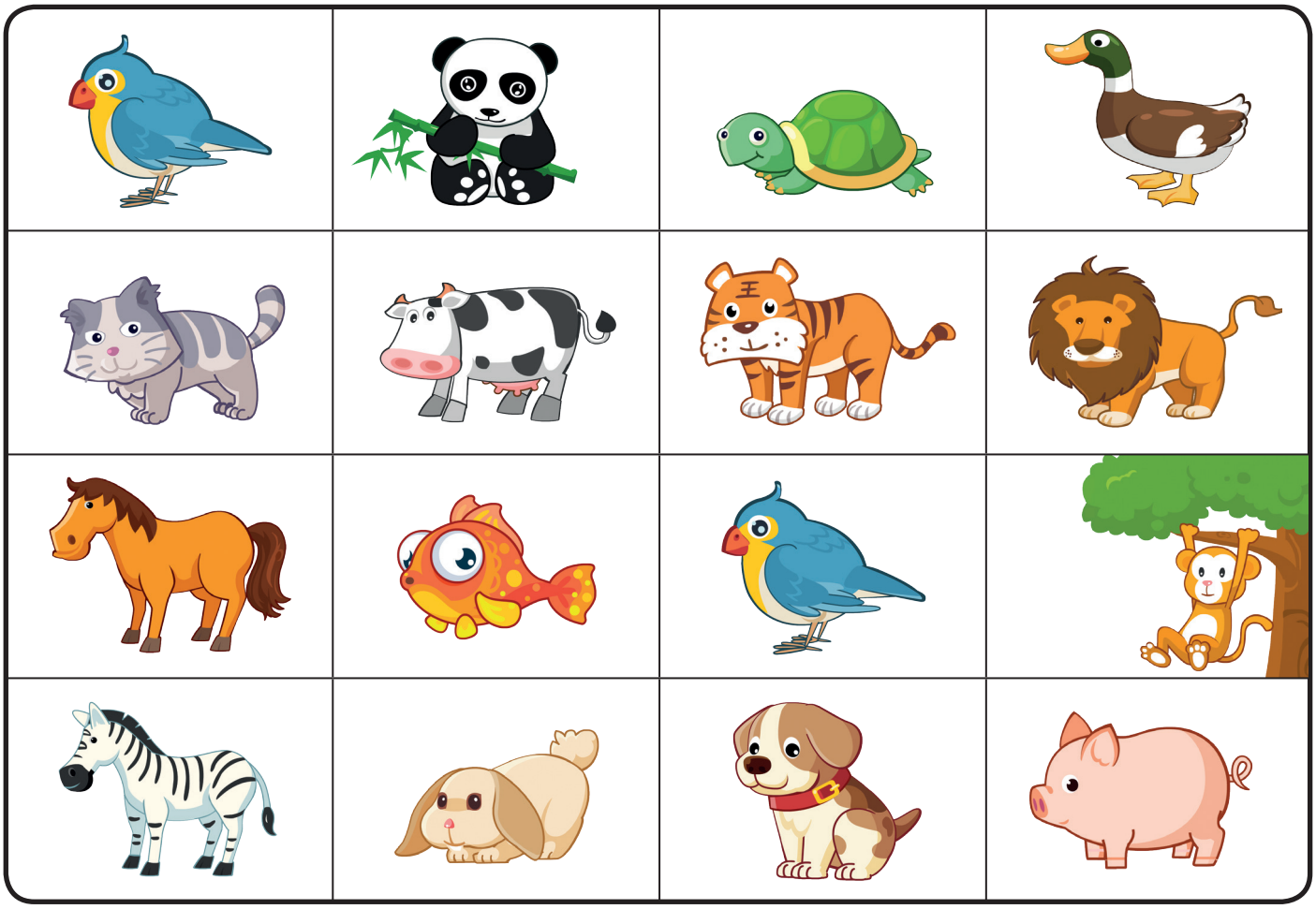


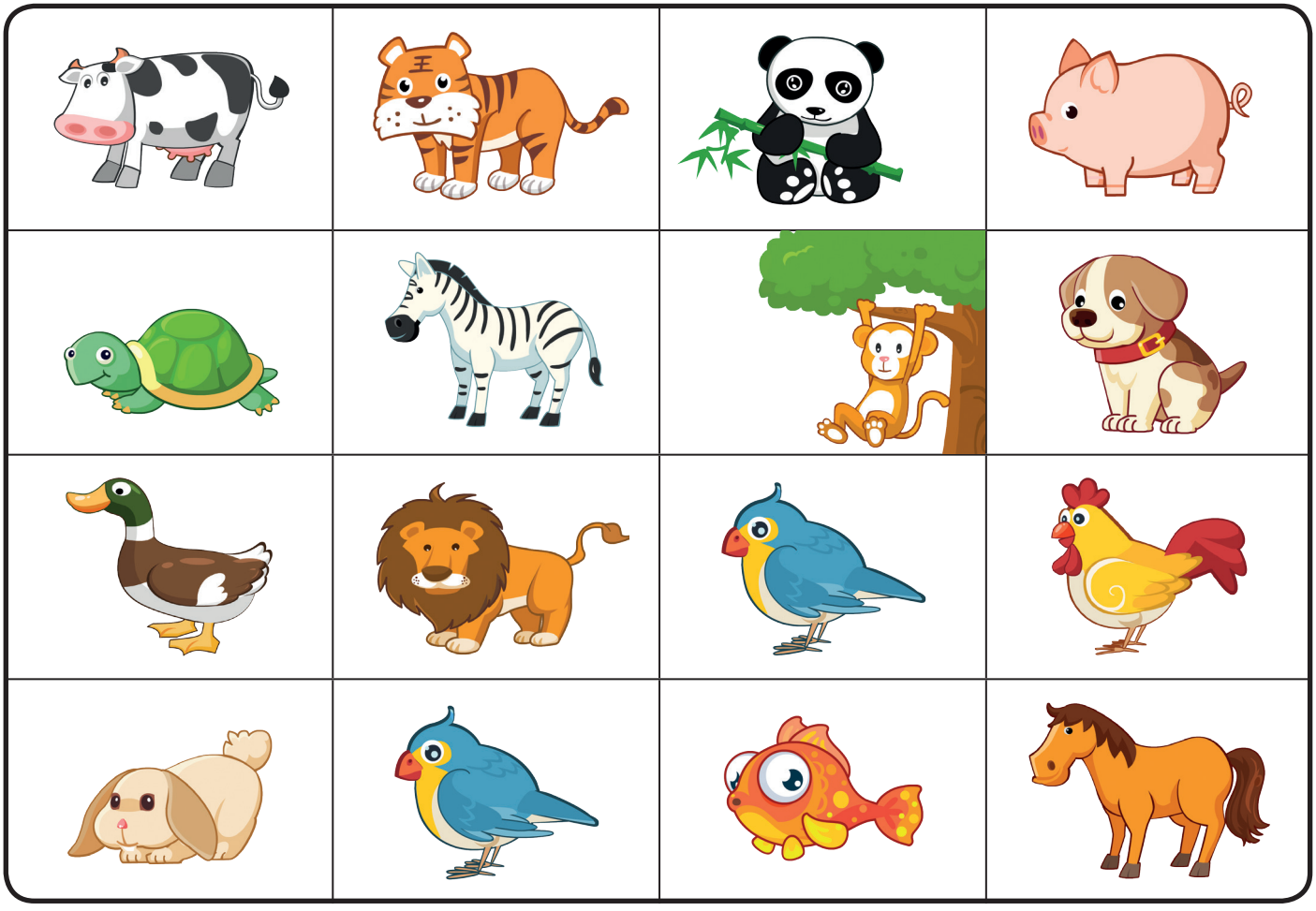


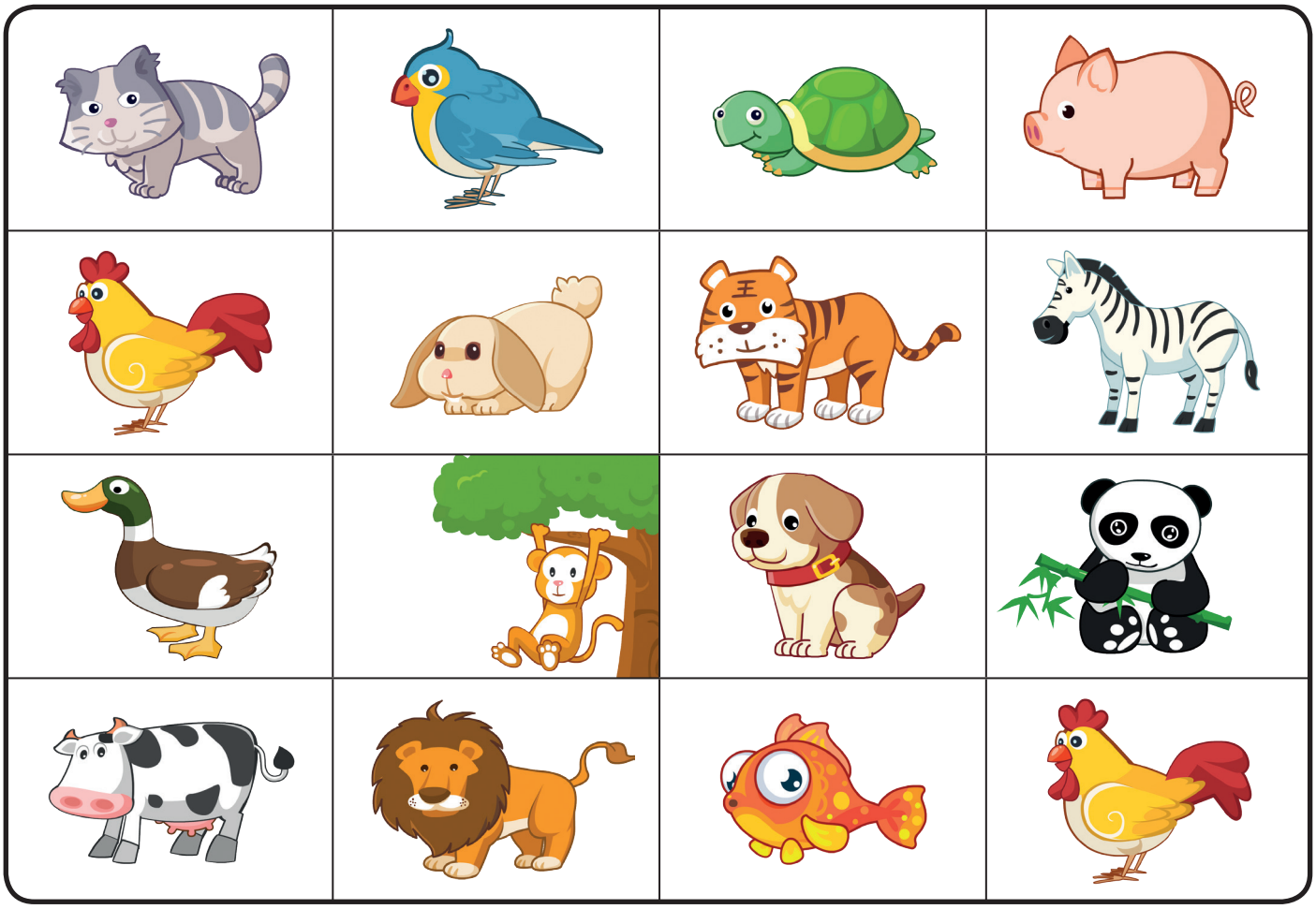


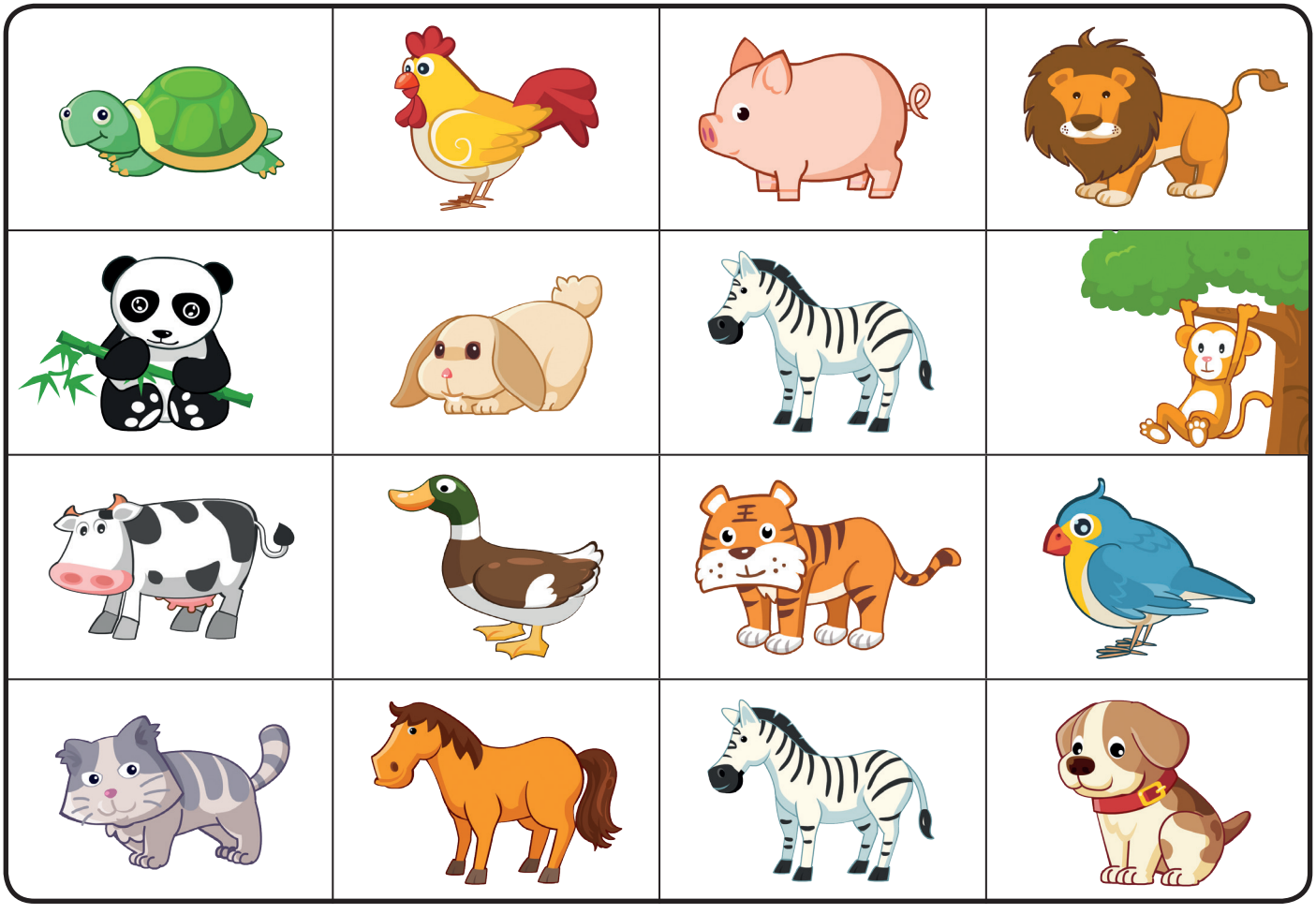


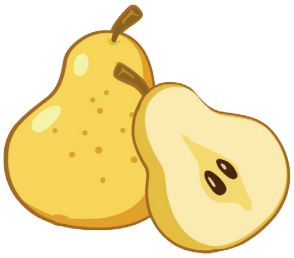
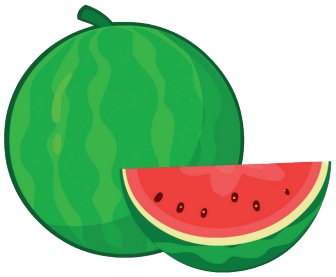
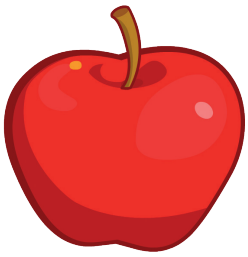
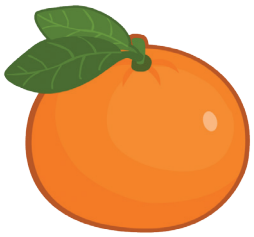


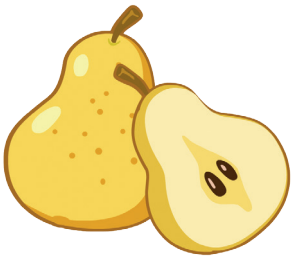
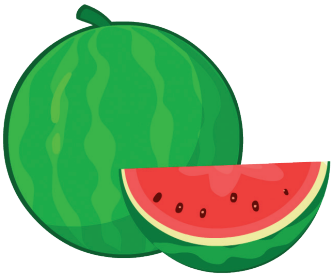
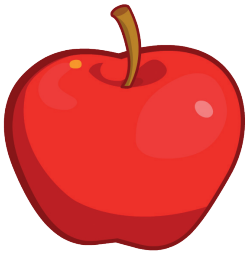
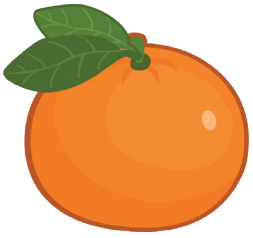


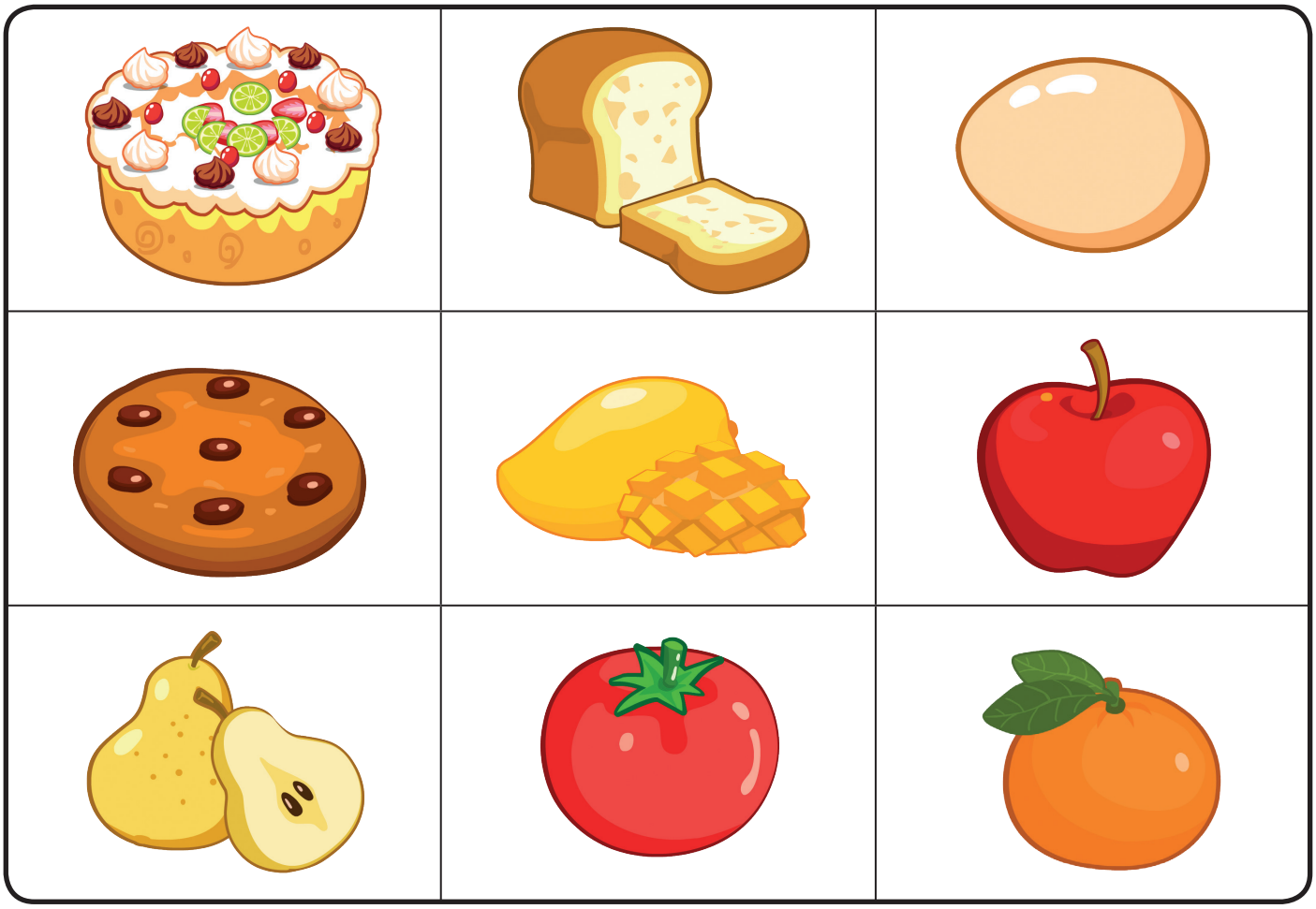


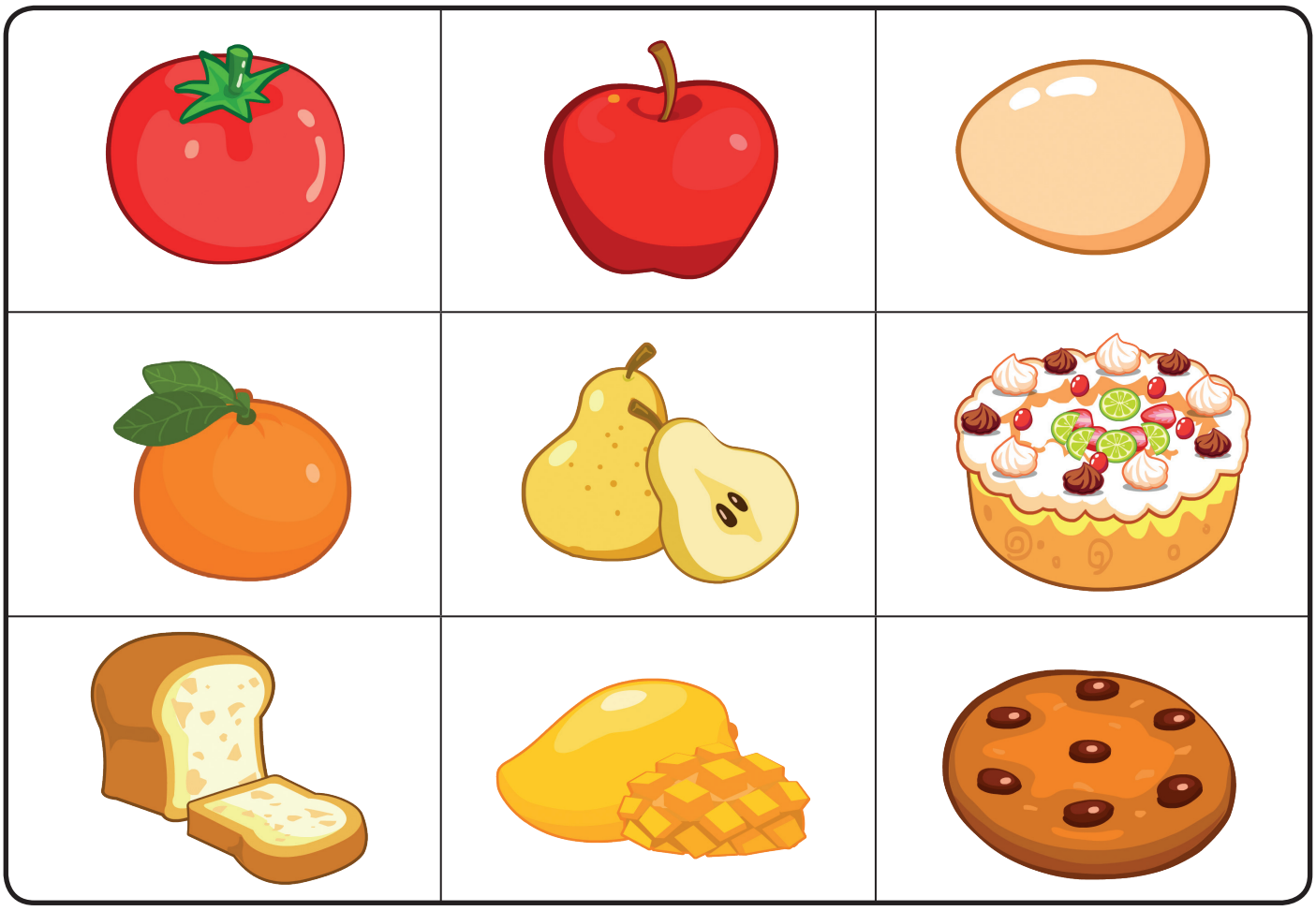


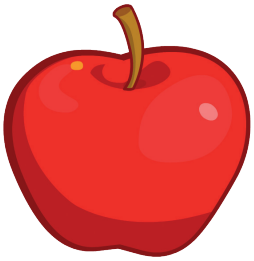
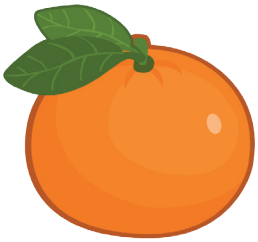
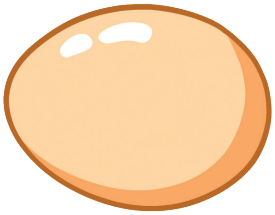


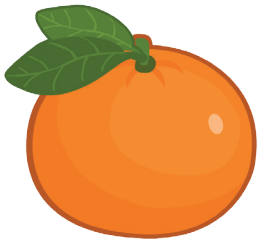
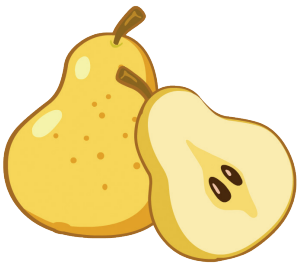
		
		

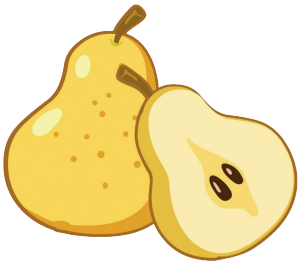
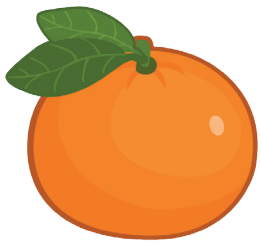
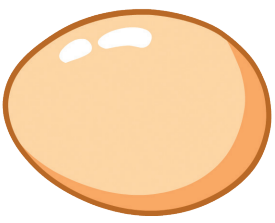
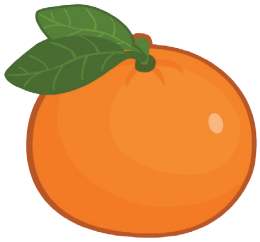
		
		
		

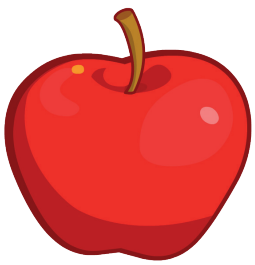


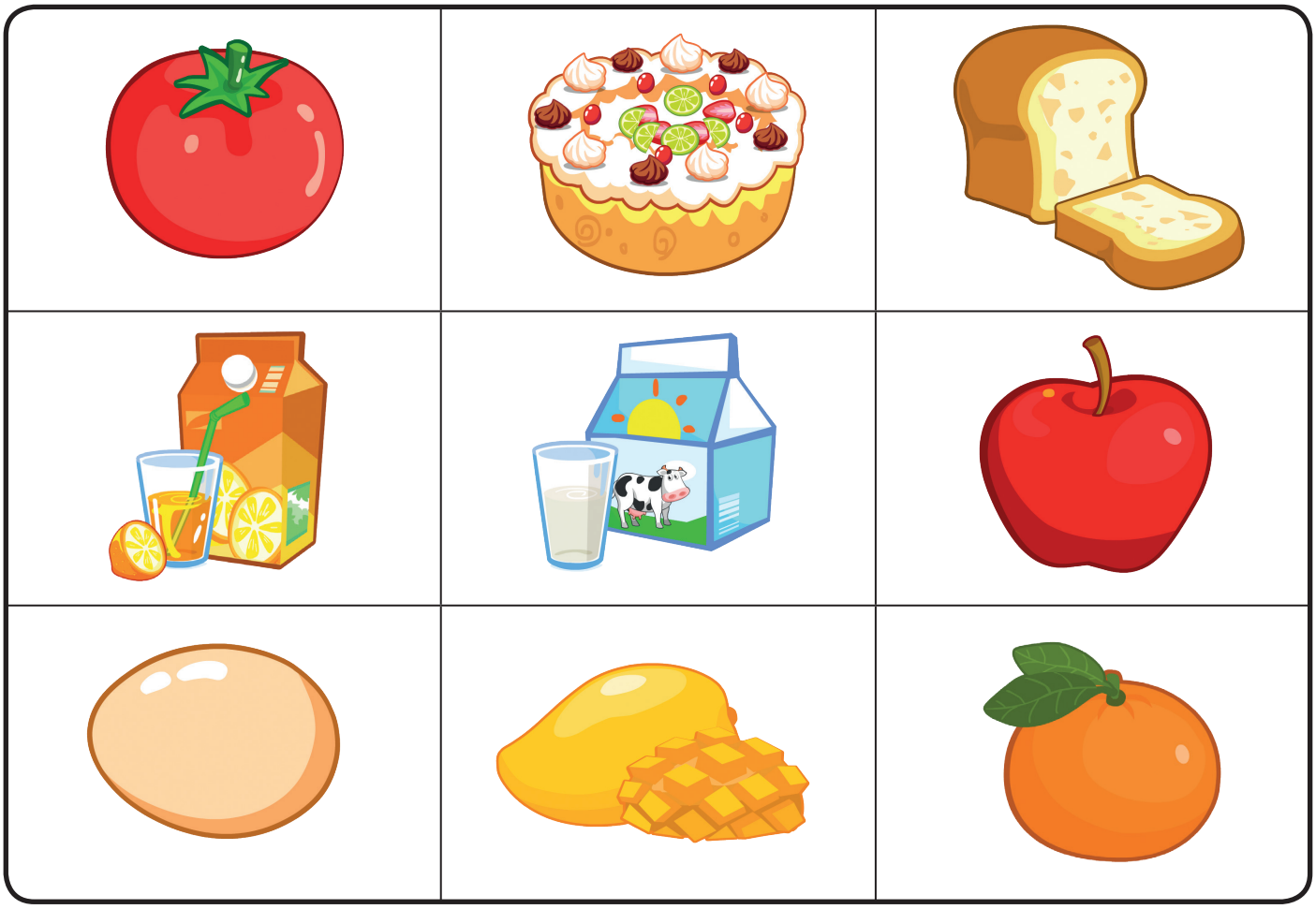


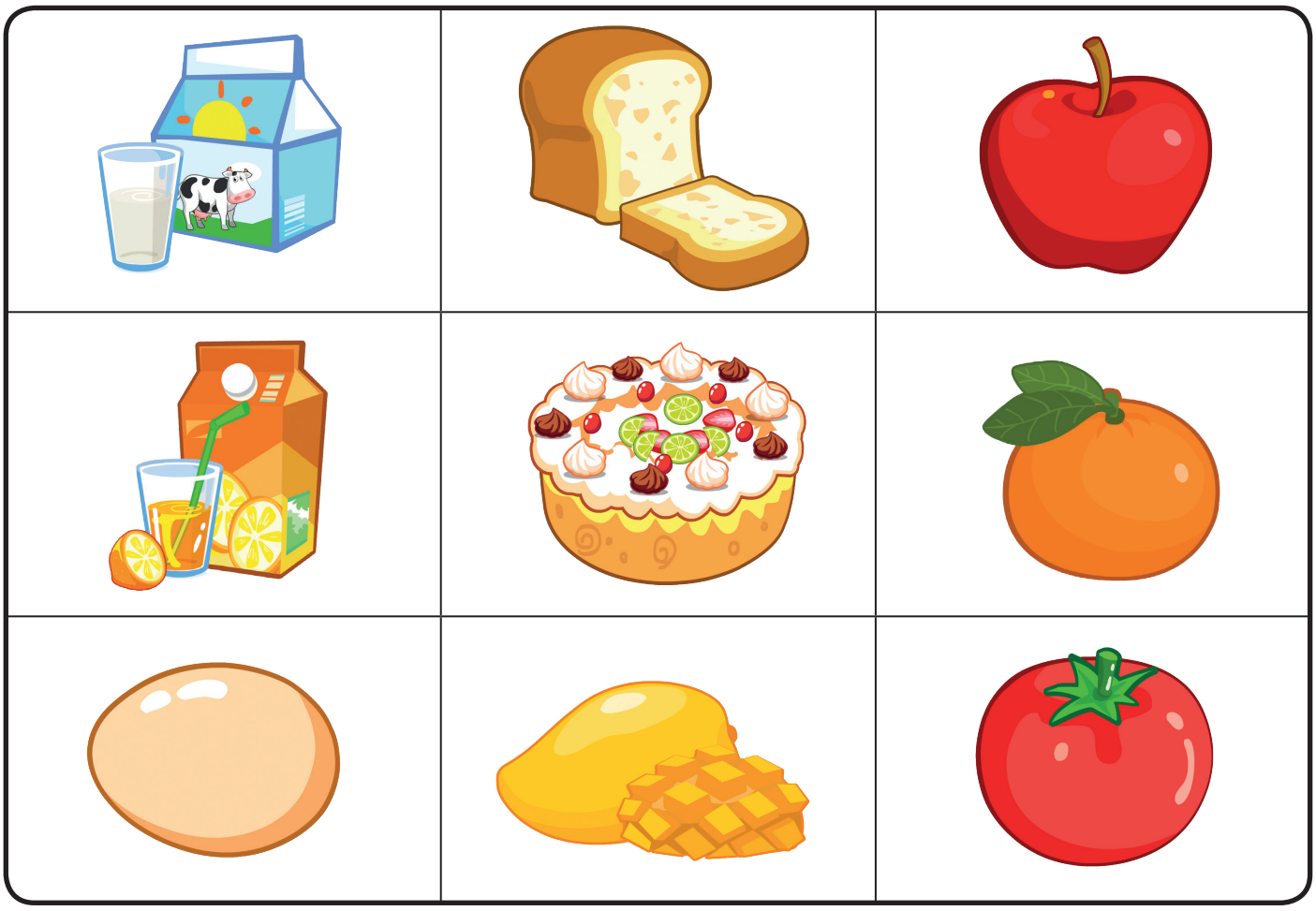




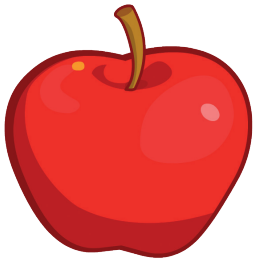
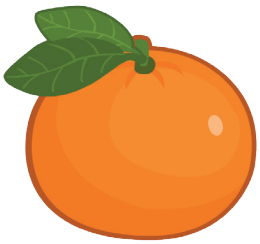
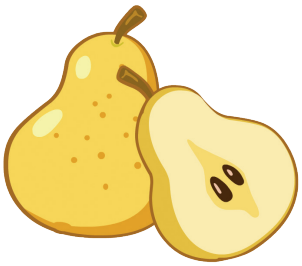



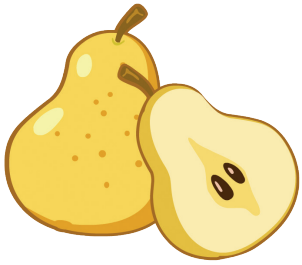
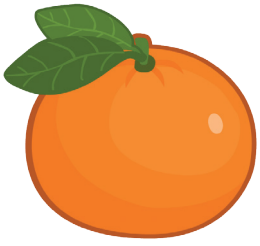
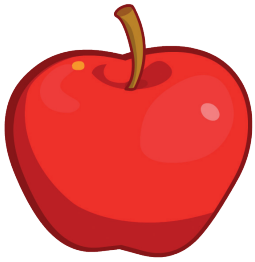





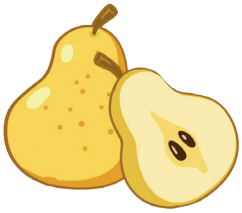
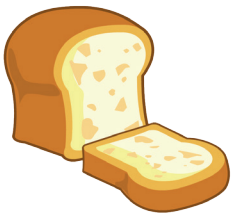
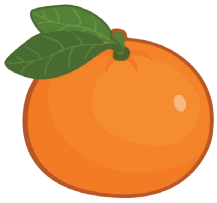
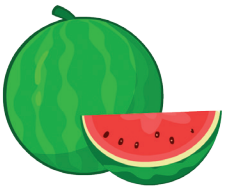
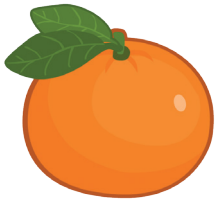


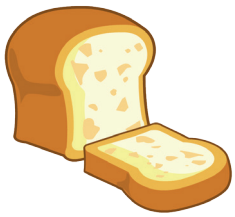
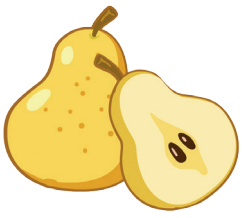
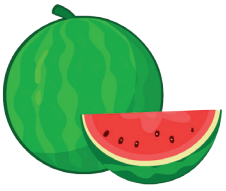
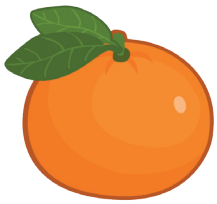
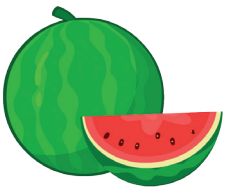


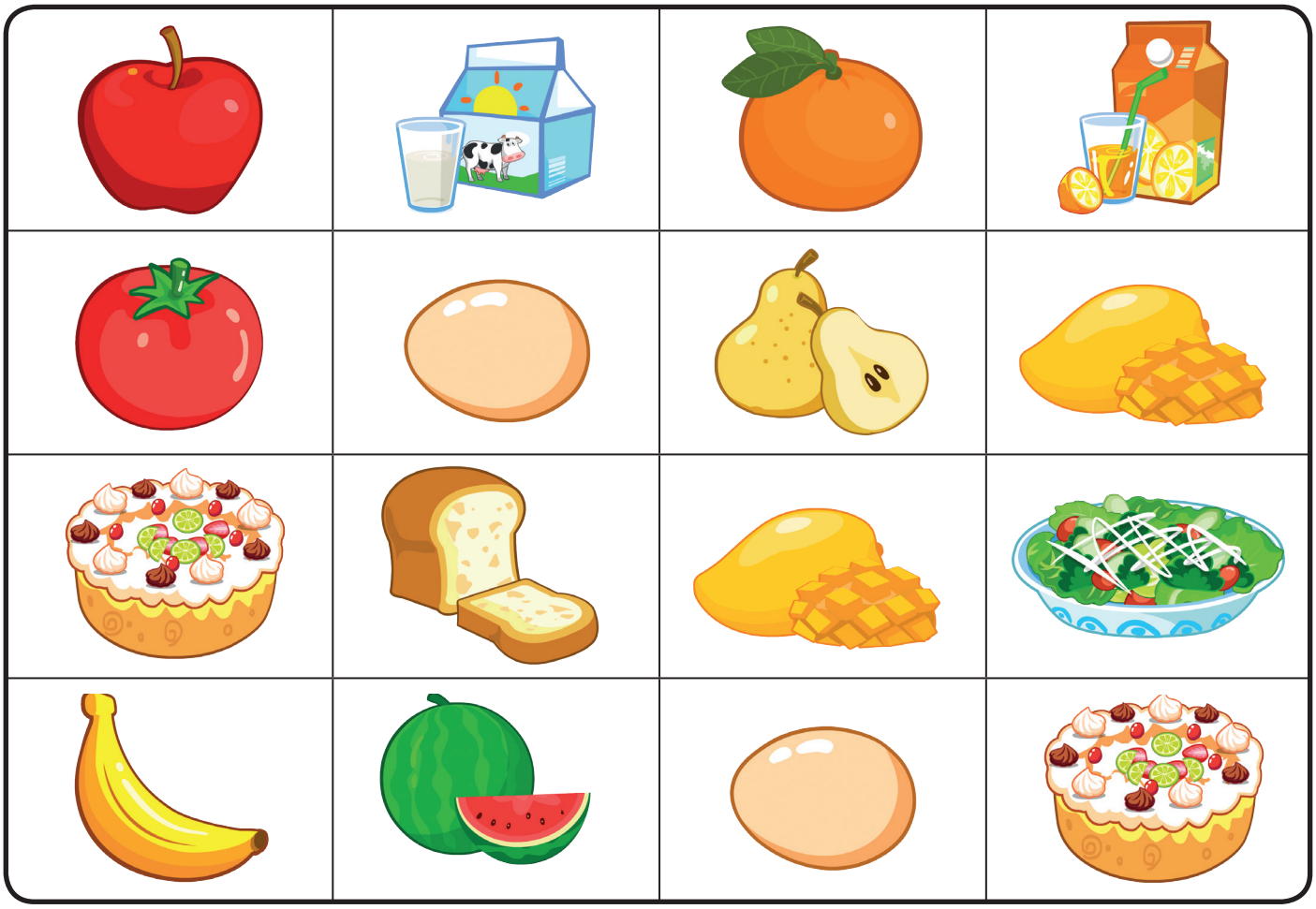


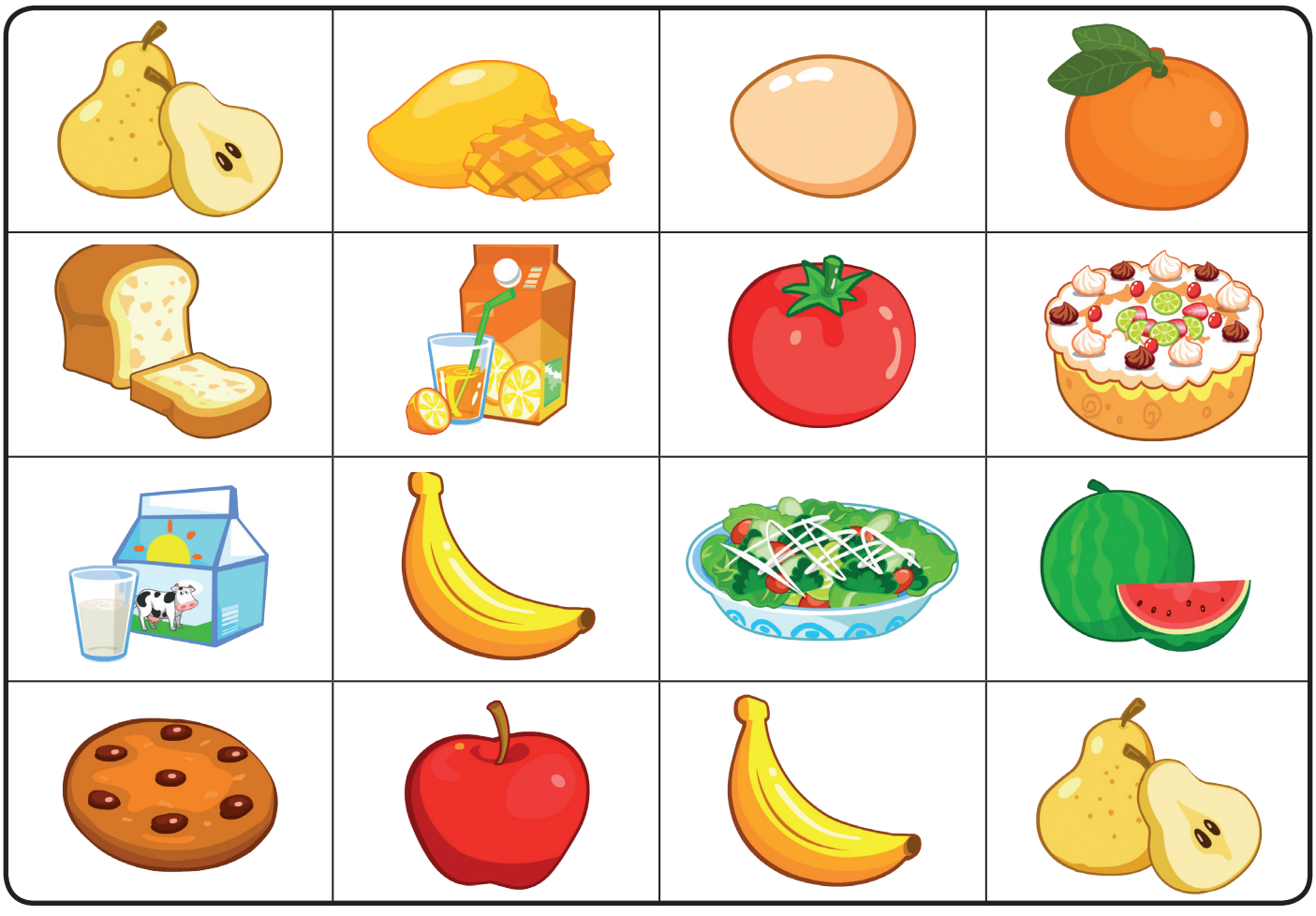
		
		

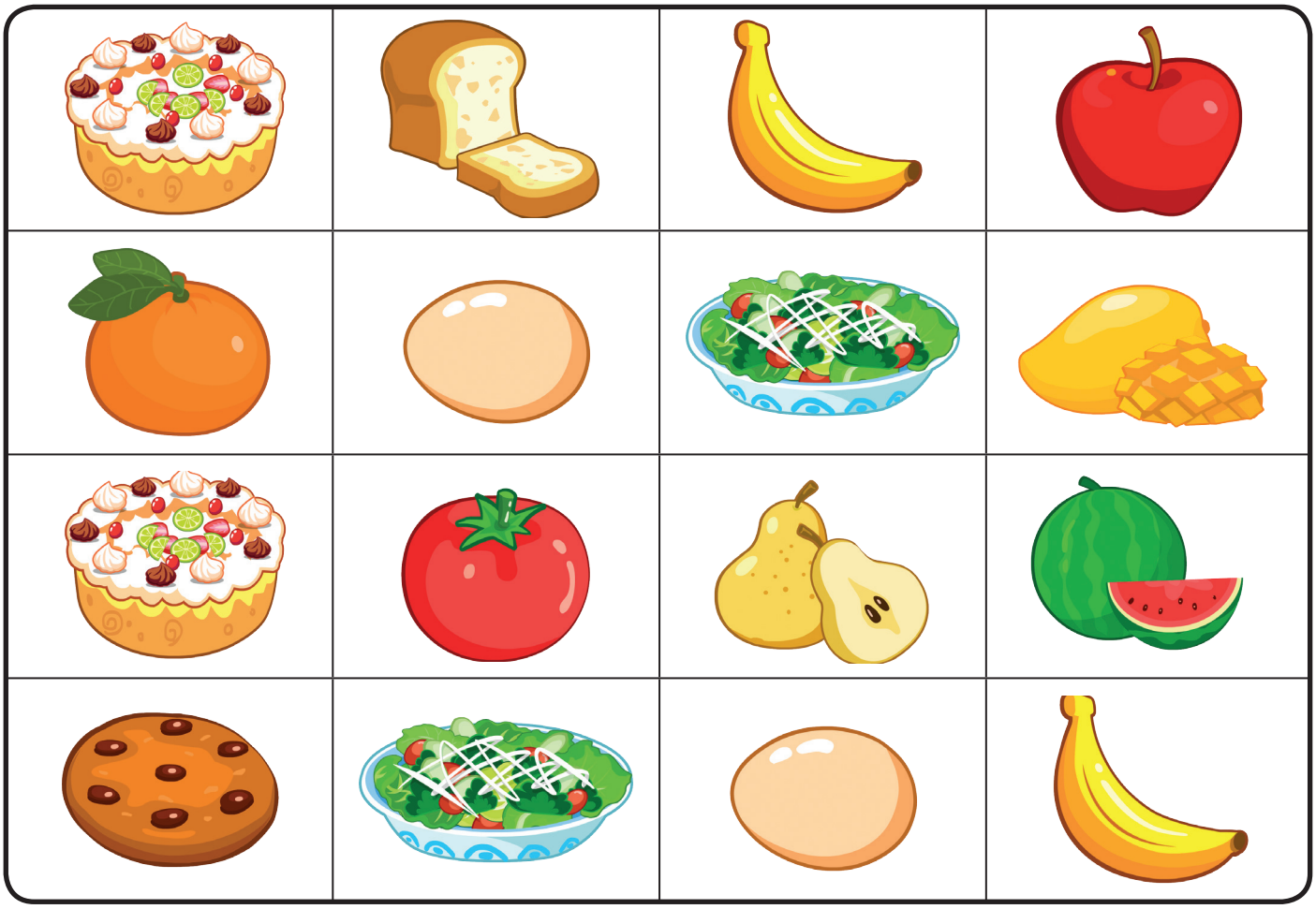
		
		
		

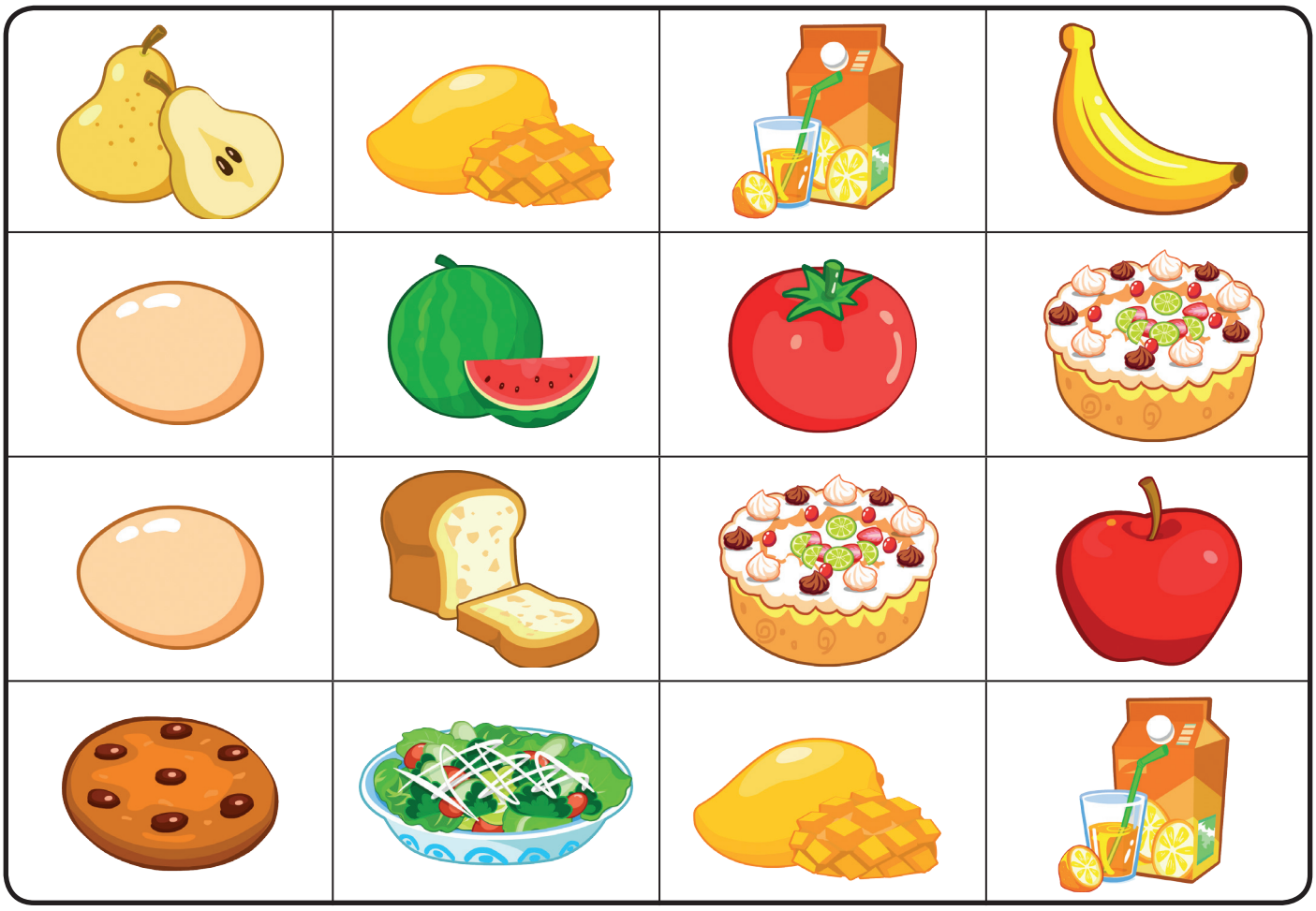
			
			
			
			

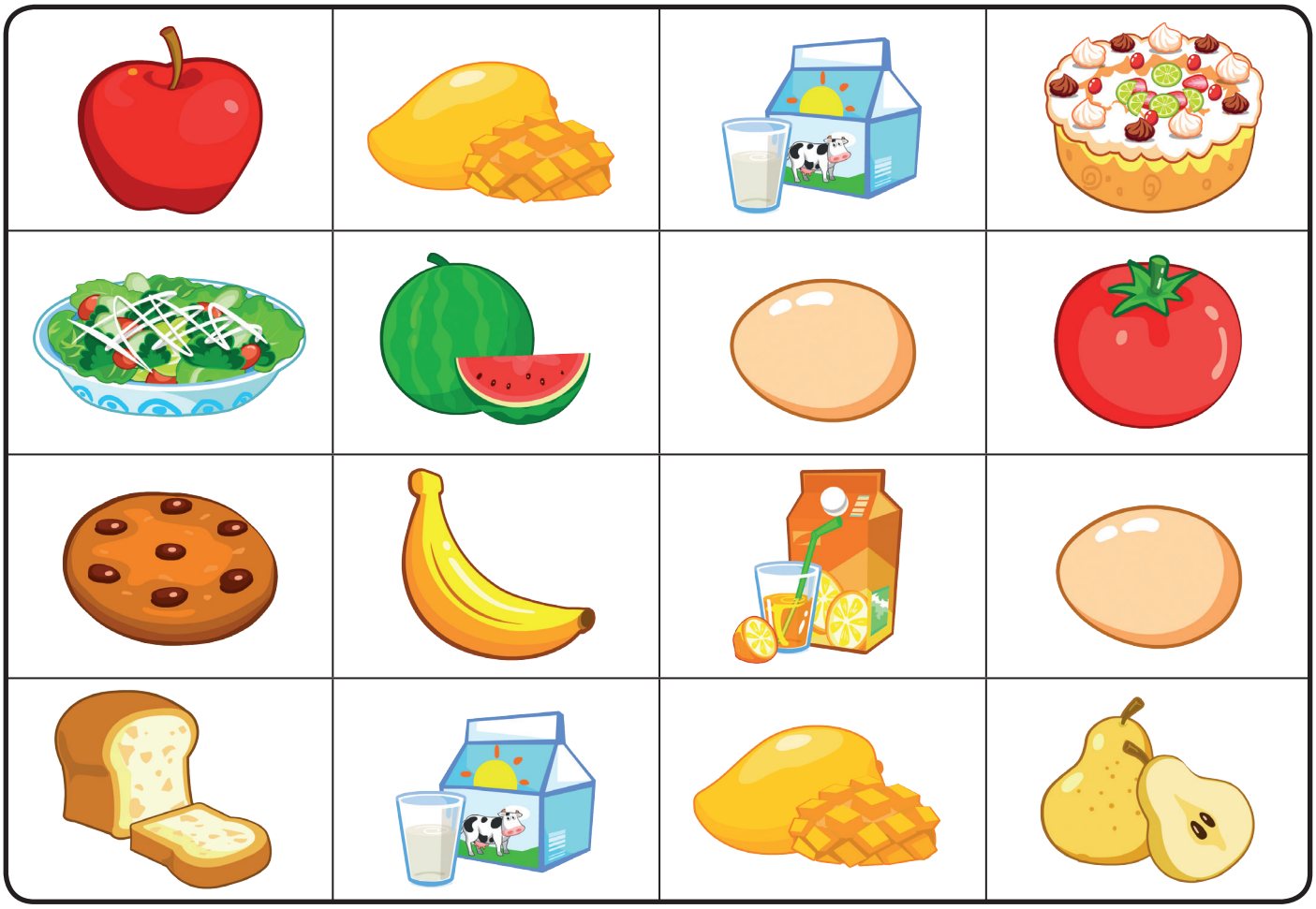
			
			
			

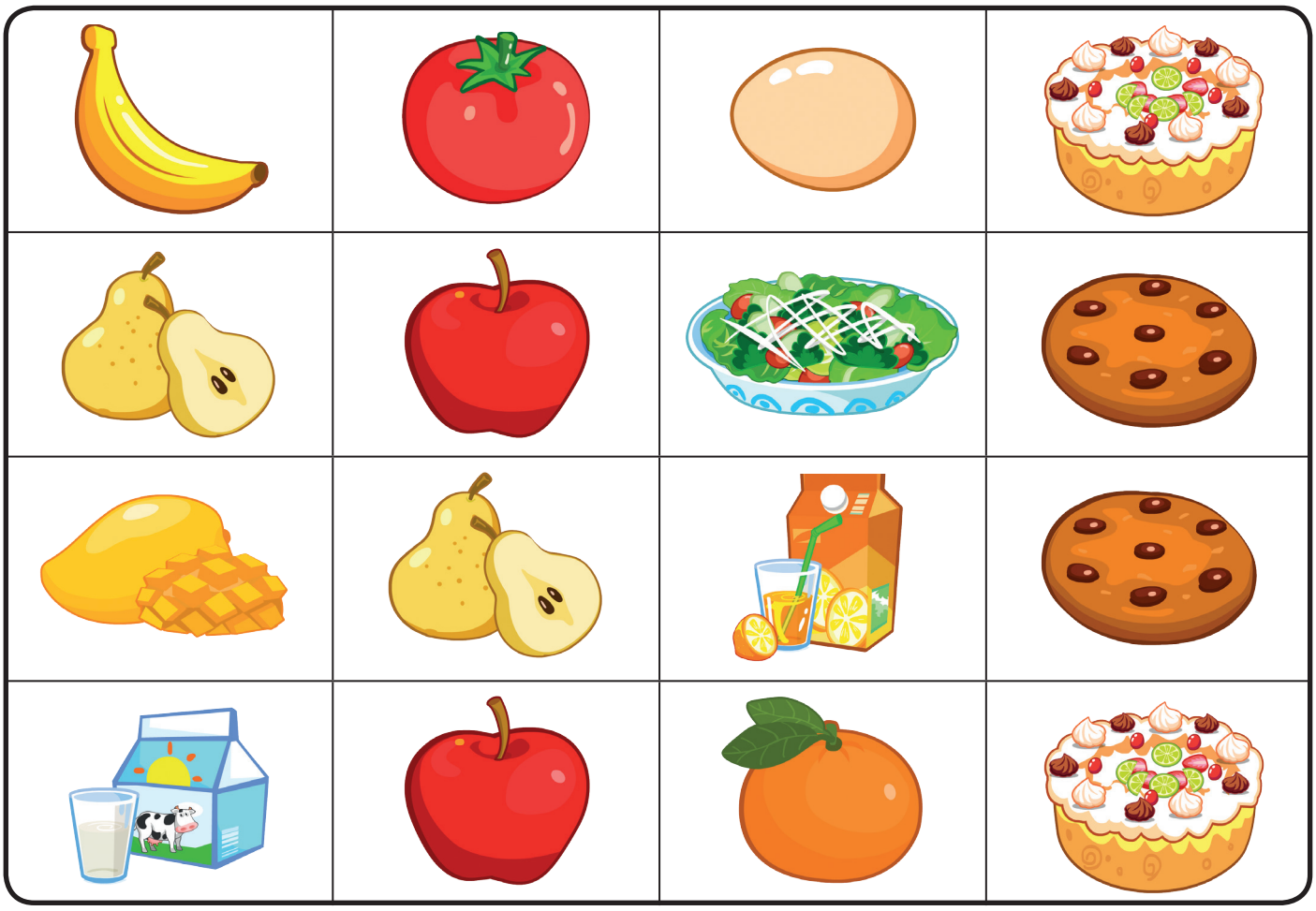


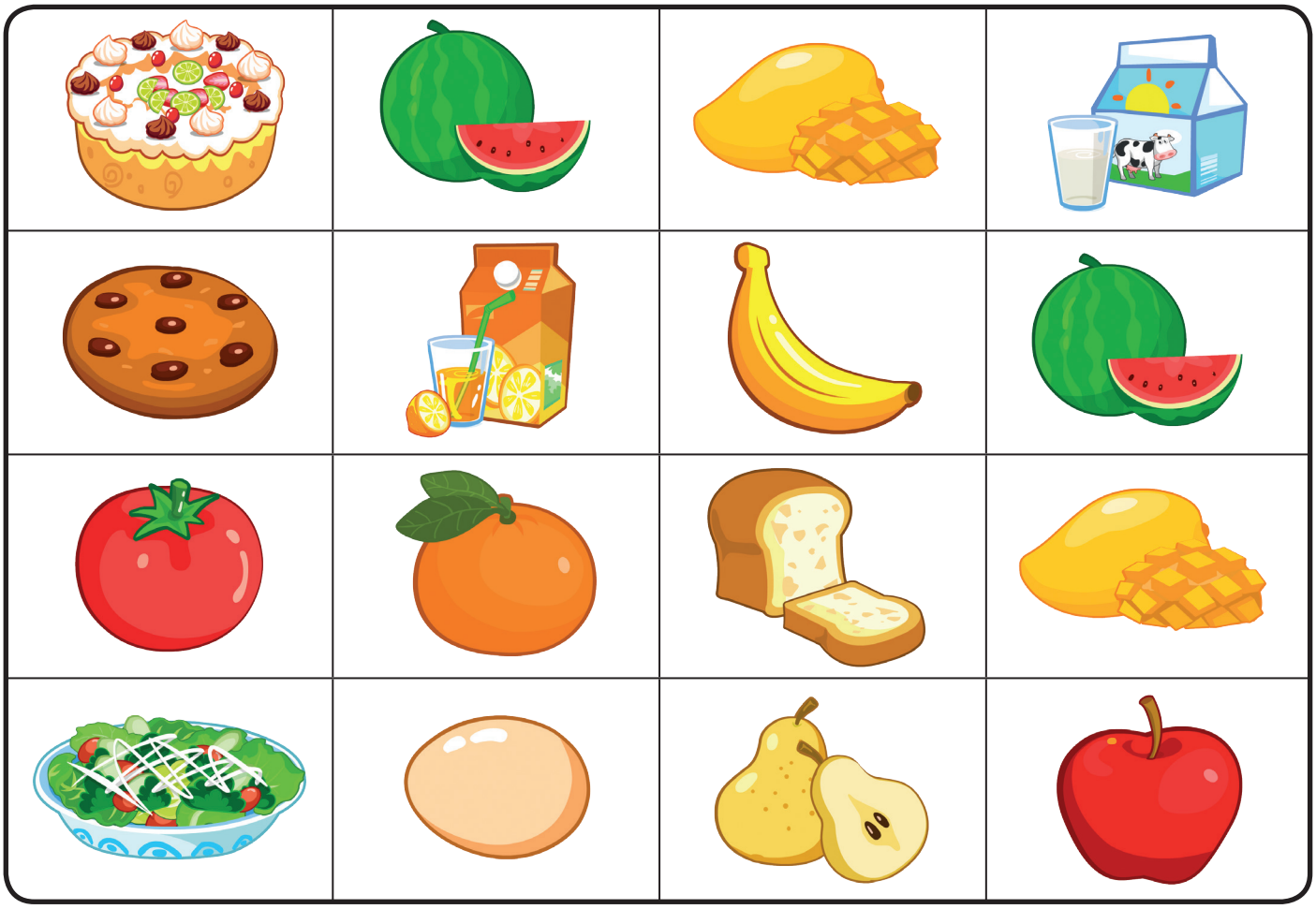


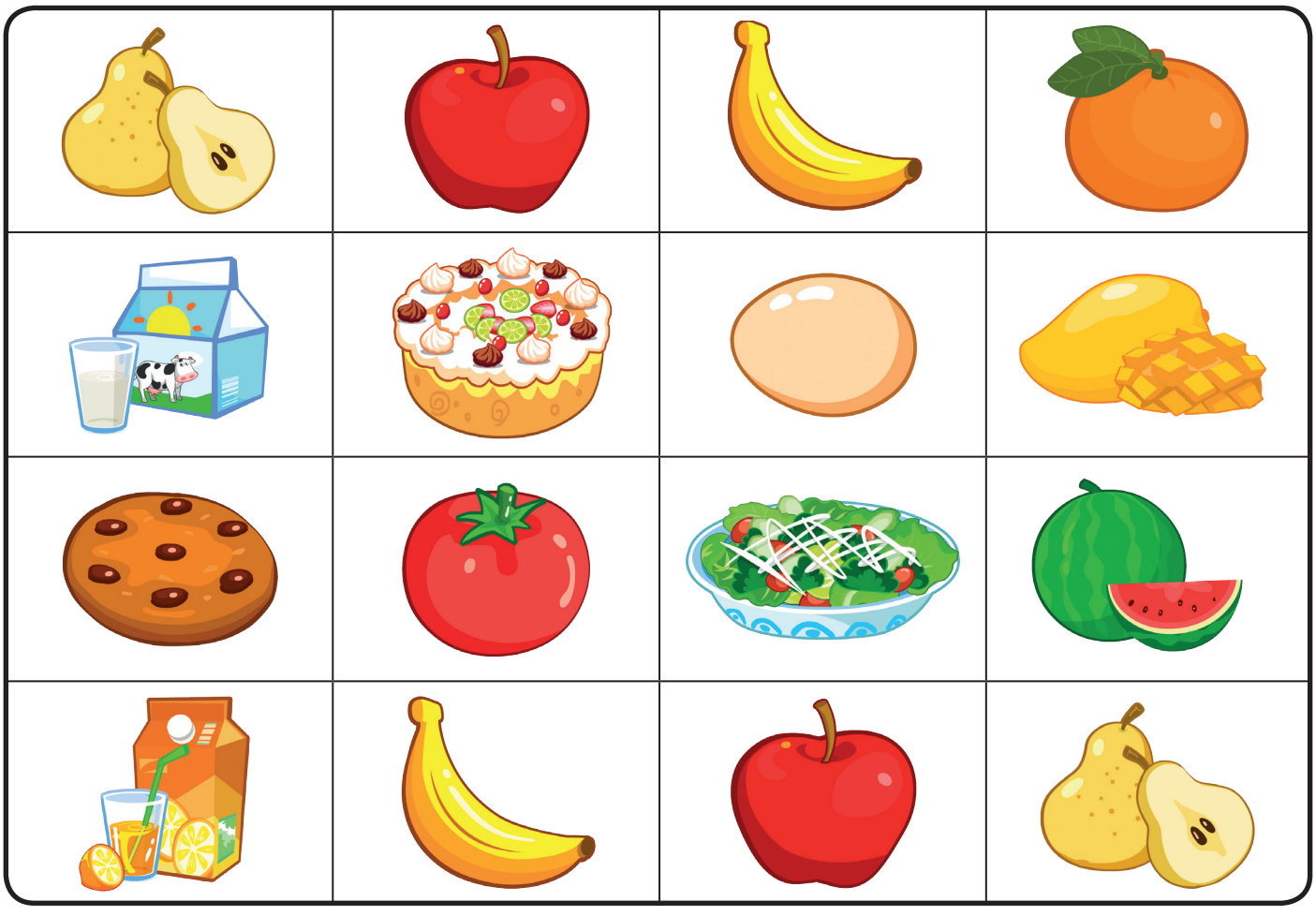












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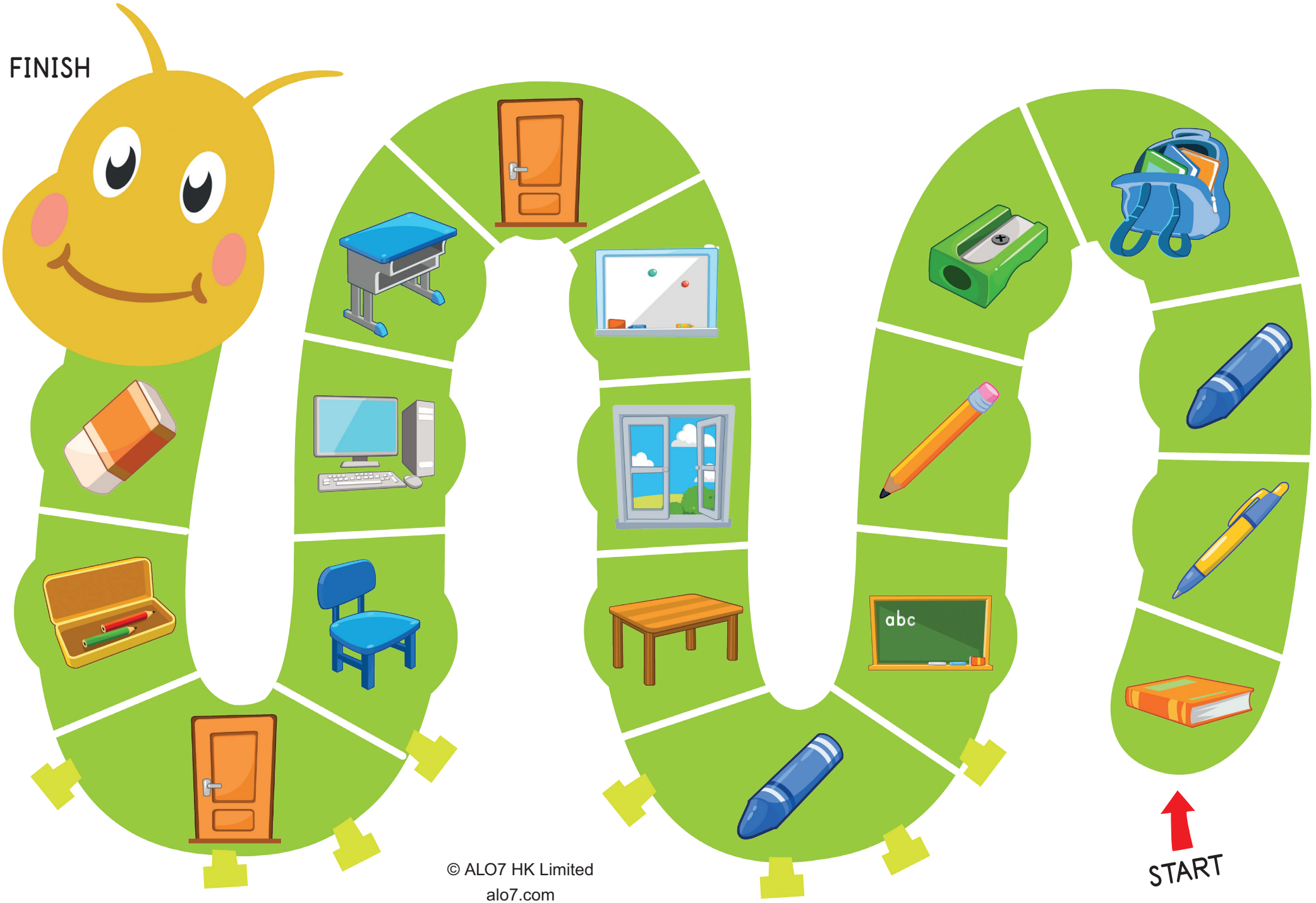

START

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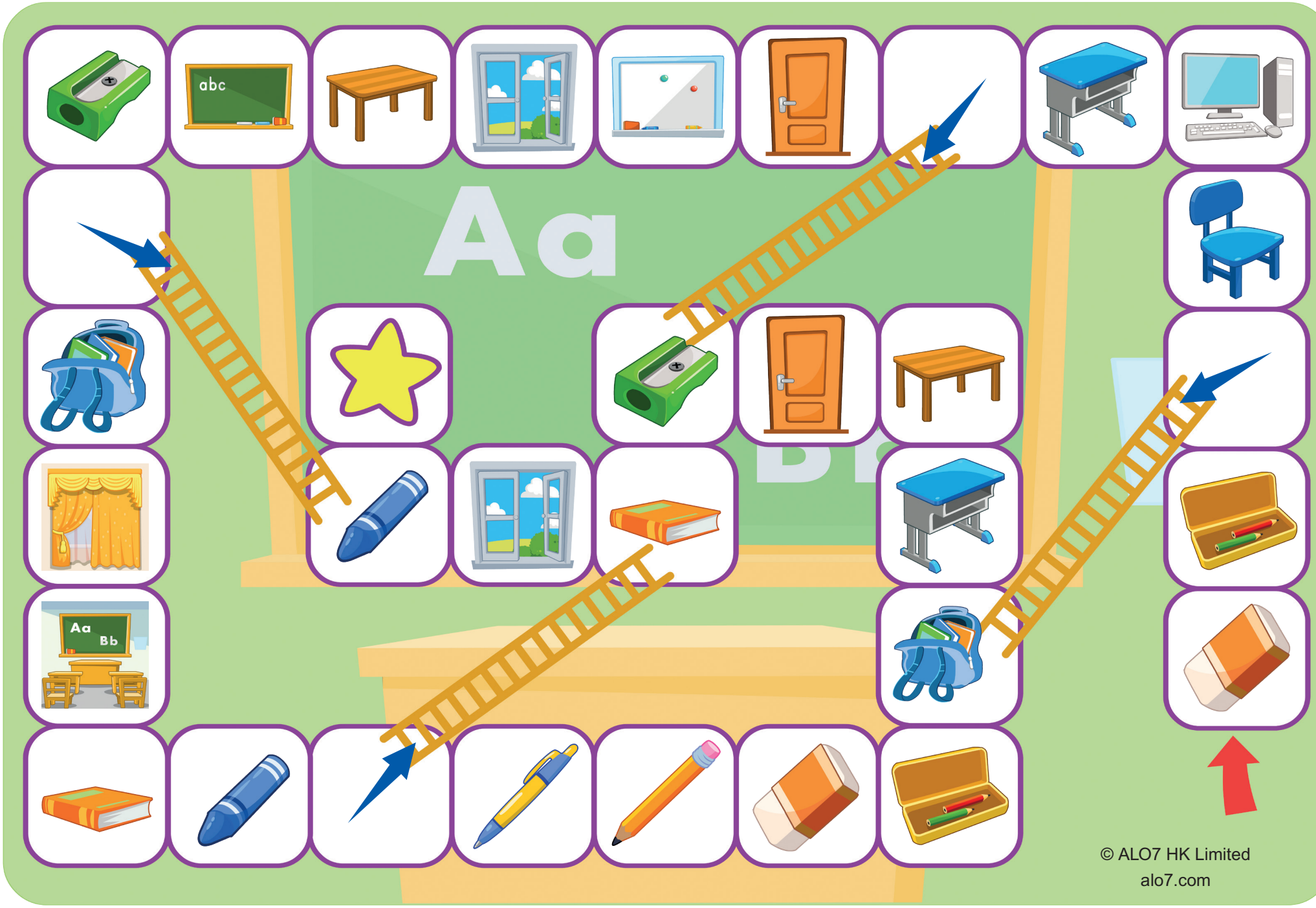

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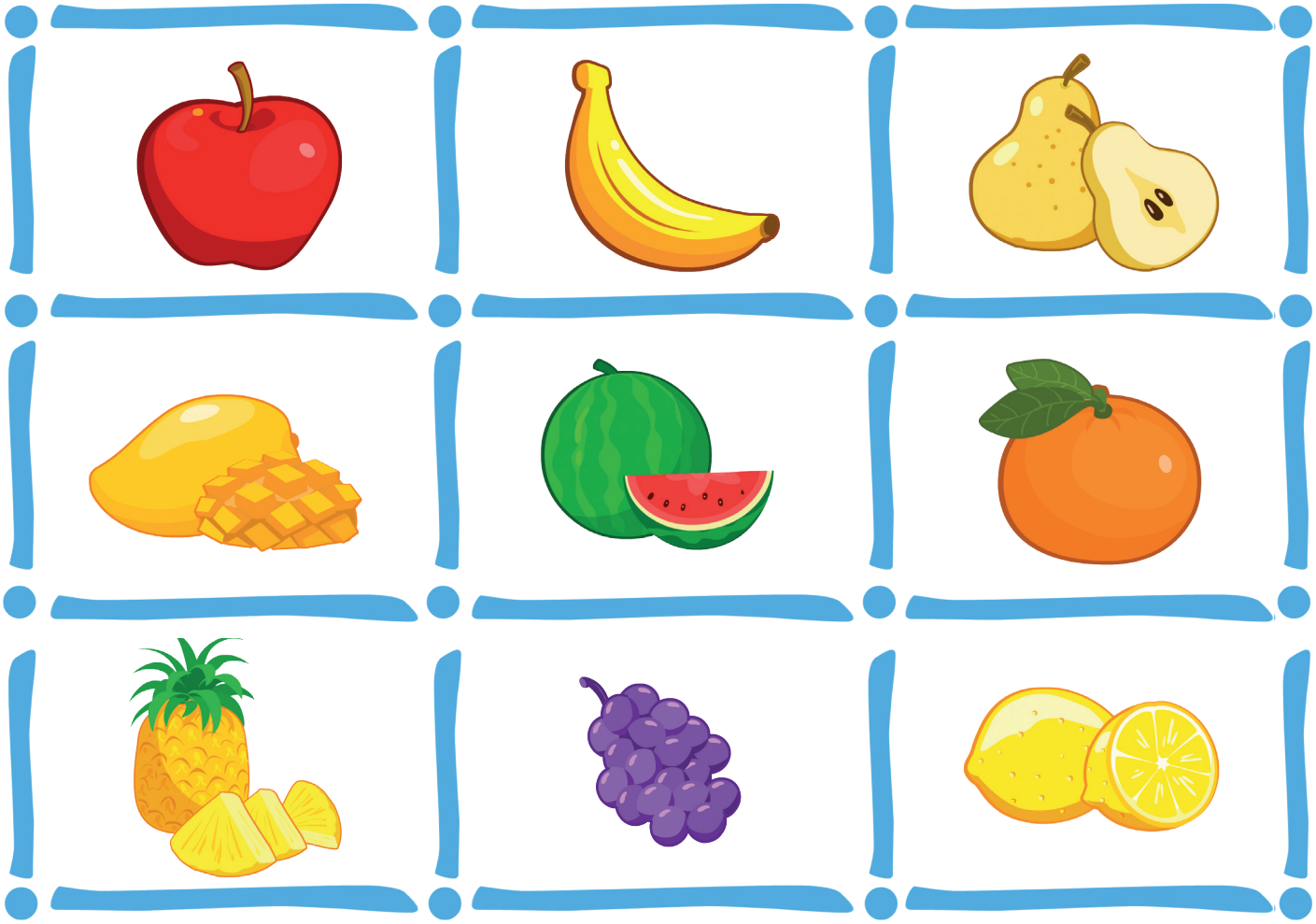

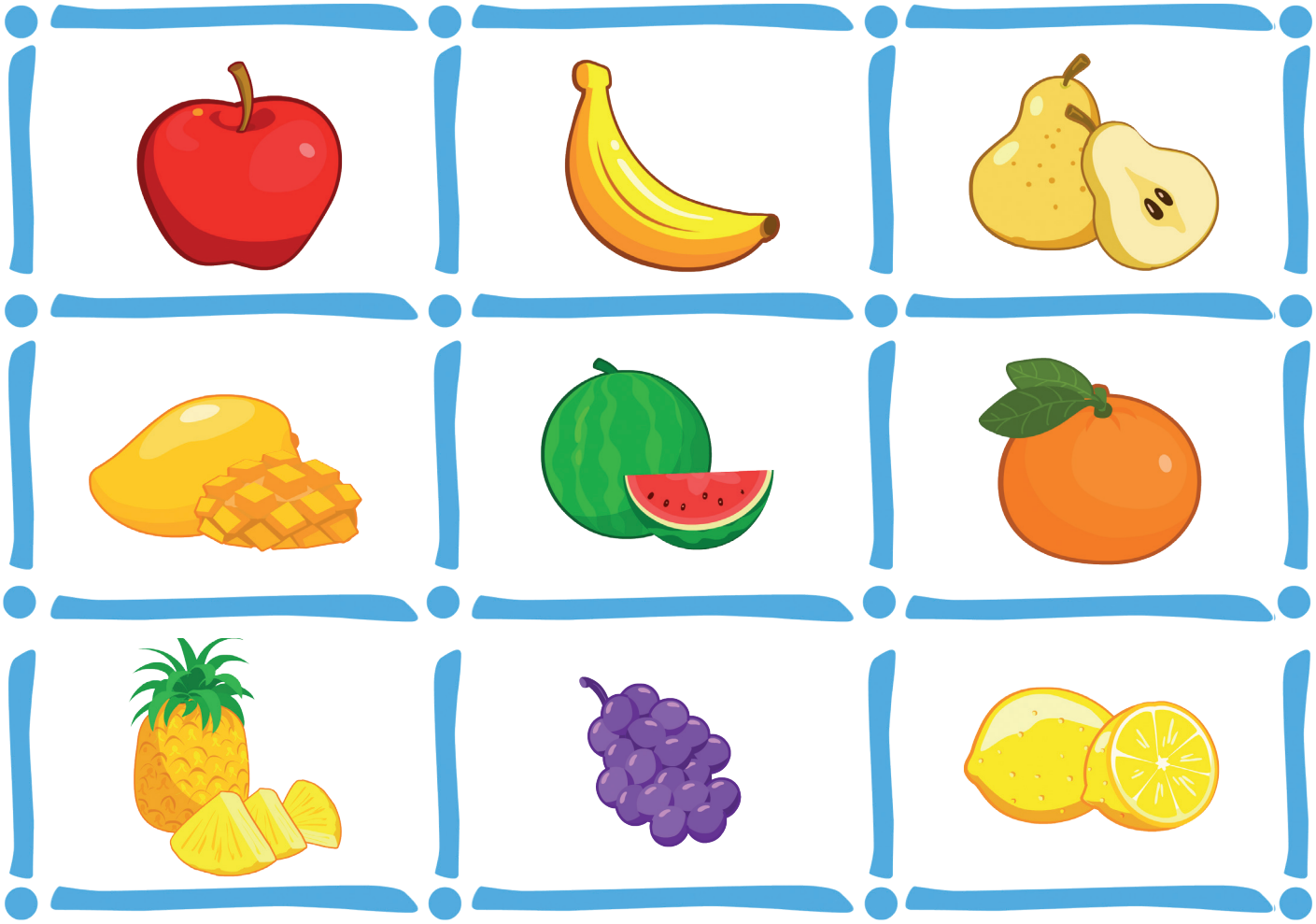

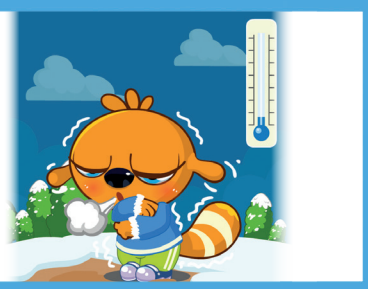

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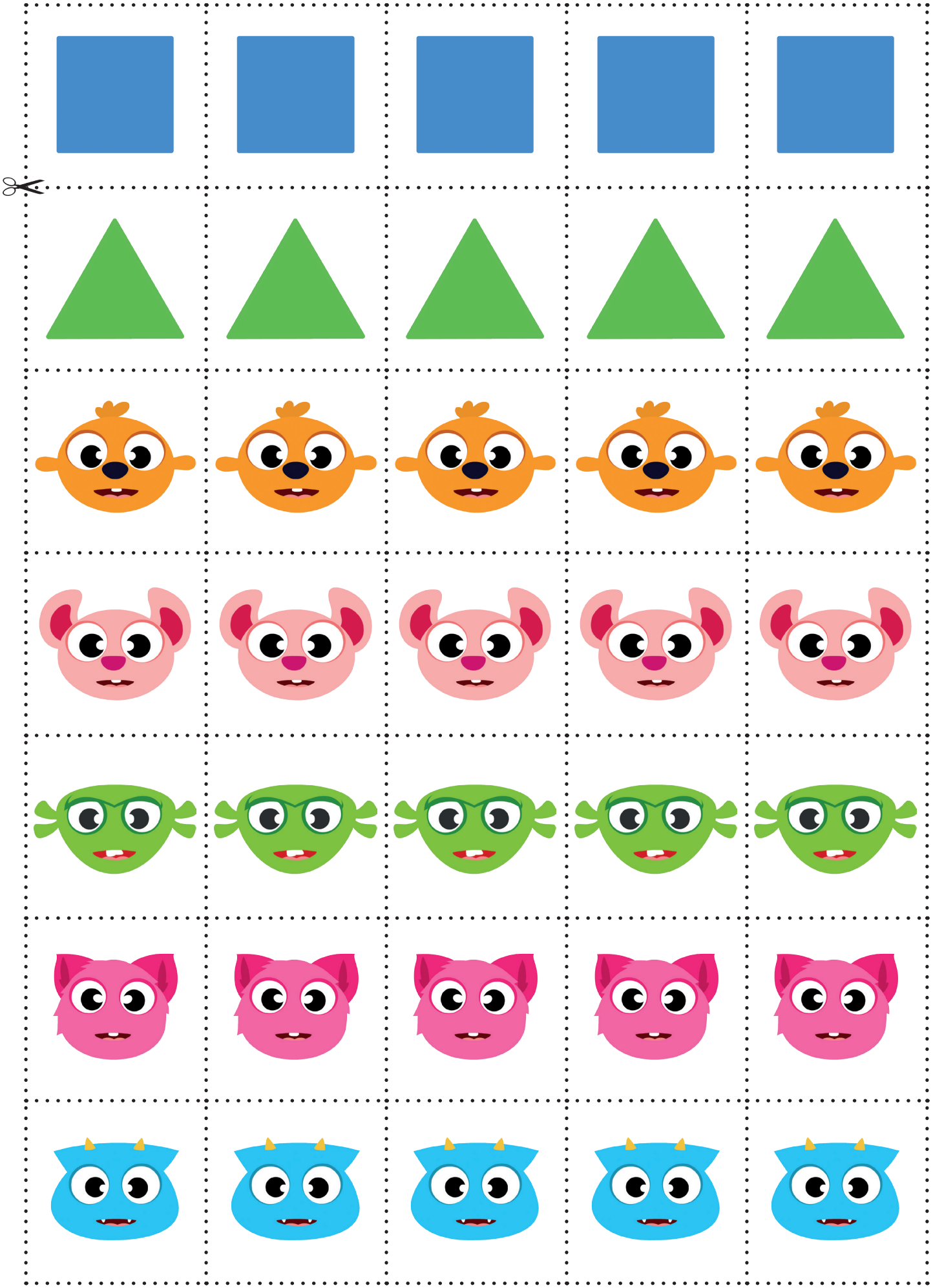

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