MC900089056[1]

**Introduction**

The games in this booklet are designed to be played during daily ten minute Welsh sessions. However, they can also be used as part of a longer Welsh lesson. All of the games listed are suitable to be used with any theme, vocabulary or sentence patterns. The games allow for pupils to extend their answers appropriately according to age and ability. Therefore, the same games that are played in the Foundation Phase can be used in Upper Key Stage 2. All resources needed are minimal and many of the resources listed will be provided with your scheme of work. The games can be led by the class teacher, pupils or *Helpwr Heddiw*. It is suggested that all flashcards, posters and other resources be kept in a daily Welsh box or *Bocs Helpwr Heddiw*  so that the resources are readily available, making the ten minute Welsh sessions less intrusive on the daily timetable and to reduce the amount of planning time required to set up the activities. Remember the games can be adjusted to suit the needs of your class and you can add your own games to the daily sessions if you wish.

We hope that you enjoy the games and activities listed in this booklet.

Diolch

**Contents**

Alibi 5

Bang-bang 5

Battleships 5

Bingo 6

Bowlen ffrwythau 6

Bucket Game 6

Budge / Doughnuts 7

Camau 7

Chain reaction / Walk and Talk 8

Charades 8

Chinese whispers 8

Crogwr 9

Extreme Bingo 9

Gêm yr Enfys 9

Graffiti Wall 10

Gêm y doctor 10

Hanner a hanner 11

Hiding the card game 12

Human Sentences 12

Lleisiau 12

Loop games 13

Mae Seimon yn dweud 13

Mr & Mrs 13

Mynd Amdani 14

Pass the parcel 14

Pictionary 14

Ping pong 14

Poison 15

Recognition Game 15

Sblat 15

Snap 16

Stomp 16

Tag / Rownd y byd 16

Talking Dice 17

Tarten Afal / Apple Pie 17

What comes next? 17

What’s missing? / Kim’s game 18

Word sort 18

Y Gadair Goch / Hot Seating 18

Zap 19

**Alibi**

Resources: None needed.

All children in the class work in pairs to make up an “alibi” eg ***Dw i’n mynd i’r sinema dydd Sadwrn am saith o’r gloch gyda ffrindiau.*** When all the alibis are ready, one pair is chosen to be on it. One of the pair leaves the class whilst the other sits on the hot seat. The rest of the class fire questions at the person on it e.g. ***Ble rwyt ti’n mynd? Pryd wyt ti’n mynd? Faint o’r gloch wyt ti’n mynd i....? Gyda pwy wyt ti’n mynd i....?*** The second partner then returns to the class and the same questions are to be asked. The whole class are the detectives and must check if the alibis match. The same game can be played using the past tense e.g. ***Ble est ti? Gyda pwy est ti? Sut est ti? Pryd est ti?***

**Bang-bang**

Resources: None needed.

Two children are selected from the class. Both children stand back to back (like a duel). Teacher gives a word or sentence in English. The first player of the two to shout out the answer and say bang bang at the end wins a point eg “I’m going to the cinema” gets the response “***Dw i’n mynd i’r sinema bang bang****!”.* The best from three rounds is the winner.

**Battleships**

Resources: All pupils need a mini whiteboard and pen.

As a class, think of vocabulary linked to a given theme eg hobbies / food / weather and list these on the class whiteboard. All pupils write down 3 words on their mini whiteboards. Pupils have to work in pairs and try to guess which 3 words their partner has written down.

Use the appropriate question;

Pets – ***Oes ci gyda ti?***

Hobbies / food – ***Wyt ti’n hoffi….? / Wyt ti eisiau....?***

Weather – ***Ydy hi’n….?***

Clothes – ***Wyt ti’n wisgo…?***

Remember to extend the sentence so that it is appropriate for your age group.

**Bingo**

Resources: Bingo cards provided in the scheme of work, whiteboard pens.

Each pupils will be given a laminated bingo card from a set eg hobbies / clothes / weather. The cards could be differentiated by using either words or pictures or both. Teacher or pupil calls out vocabulary and / or sentence pattern. If pupil has this on the their bingo card, cross it through with a whiteboard pen. The first person to cross off all of their board is the winner.

Language to be used in addition to set sentence pattern / vocabulary:

***Pawb yn barod*** Everybody ready

*Gwrandewch* Listen

***Llygaid i lawr*** Eyes down

***Tŷ*** House

*Mae.... wedi ennill* ... has won

**Bowlen Ffrwythau**

Resources: Vocabulary flashcards based on any theme.

Pupils stand in a circle and each one is given a name of a fruit eg afal, oren, banana. One pupil / *Helwpr Heddiw* stands in the middle and calls out one of the fruit words. Those pupils change places as quickly as they can whilst the person on it tries to steal one of their places. When ***Bowlen Ffrwythau*** is called, all the pupils change places at once. Other vocabulary could be used e.g. Hobbies, weather, clothes etc.

**Bucket Game**

Resources: Buckets or bags, balls or toys

Different coloured buckets are placed in front of the children. They are asked to ‘*Caewch eich llygaid’,* then the balls are placed under some of the buckets. The pupils are then told to *‘Agorwch eich llygaid’.* The class are then asked *‘Oes pêl o dan y bwced oren?’* the pupils then give their answer *‘Oes / Nag oes’.* The bucket is then lifted to reveal whether there was or wasn’t a ball under the bucket. This is done for each bucket. The buckets can also be used to reinforce prepositions. The class are split into teams. The *Helpwr Heddiw* calls out *‘Rhowch y bêl ar y bwced* ‘*,* Then a member from each team runs to their bucket and places the ball in the correct place.

**Budge / Doughnuts**

Resources: None needed.

For budge, pupils stand in two lines, facing each other. The pupils on the left have to ask pupils on the right questions. For doughnuts, pupils stand in two circles and the pupils on the inside circle ask the questions to the pupils on the outer circle. Only the pupils on the right are to answer. The questions can be chosen at random or a limited number of questions could be chosen before starting the game. Pupils have 3 minutes to ask and answer the questions. The class teacher will then shout “Budge!” and all pupils on the right must move along one place. The person on the end walks to the other end of the line. The process begins again until all pupils have spoken to all of their classmates. You could change which side asks the questions during the game if you wish.

**Camau**

Resources: None needed although question cards / posters could be used as an aid.

All pupils in the class to stand behind their chairs. Helwpr Heddiw will stand at the front of the class and calls out a question from the question cards. Helpwr Heddiw will choose someone to answer (could use lollipop sticks). If the person answers correctly, they take steps (camau) around the class and touch as many people out as they can along the way. The people who are touched out must sit down and the last pupil standing is the winner.

Eg ***Wyt ti’n hoffi nofio?***

***Ydw. –*** 1 cam

***Ydw, dw i’n hoffi nofio. -***  2 cam

***Ydw, dw i’n hoffi nofio ond dw i ddim yn hoffi rygbi. -*** 3 cam

***Ydw, dw i’n hoffi nofio achos mae’n wych ond dw i ddim yn hoffi rygbi achos mae’n sbwriel***  - 4 cam

***Ydw, dw i’n dwlu ar nofio Dydd Llun gyda ffrindiau achos dw i’n hoffi cadw’n heini ond mae’n gas gyda fi rygbi achos mae’n sbwriel. -***  5 cam

**Chain Reaction / Walk and Talk**

Resources: None needed although question cards / posters could be used as an aid.

All pupils should be seated at their desks. One pupil will stand up and walk to another person in the class. They will ask a question. If the person answers correctly, that person stands up and starts asking questions as well. Keep going until everyone is standing. The rest of the class can listen to see if the people that are on it are answering correctly and are extending their sentences appropriately.

**Charades**

Resources: None needed.

The class is split into two teams. One child from each team comes to the front and acts out as many words as possible within one minute linked to a given theme eg hobbies, pets. The rest of the team shout out what’s being acted and get one point for each correct answer.

**Chinese Whispers**

Resources: None needed.

This traditional party game can be used to practise sentence patterns, extended appropriately. Either play as a whole class game, or the class could be divided into teams and pass the message along their team in a race. To extend the game, pupils could add to the sentence as it is whispered around the circle.

Extension to Chinese Whispers

Aim of game is pass a question and answer along the team.

Divide class into two teams. Each team to have a small mascot. The mascot gets passed along the team. Each team has a Helpwr Heddiw as the first member.

Helpwr Heddiw will start each team with the first question. A third Helpwr Heddiw could be the starter saying ‘ Un, dau, tri bant â chi’. When asking the question the mascot is held and only passed on once the question is answered correctly. The Helpwr Heddiw moves along the team listening to the question and answer to ensure correct standard of question and answer.

The winning team is one that has passed the question along the quickest. Choose a new question and answer and start again. Keep a score.

**Crogwr / Hangman / Draw a face game**

Resources: None needed although pupils could have word / sentence cards to help them.

This is like hangman. Choose a word or sentence. Draw dashes on the whiteboard to represent the word. Pupils need to guess what letters are in the word in order to guess what the word / phrase is. Pupils ask ***Oes ‘a’ yn y gair?*** If there is an a in the word, fill it in and say ***Oes mae ‘a’ yn y gair.*** If there is no a, say ***Nag oes, does dim ‘a’ yn y gair*** and draw part of a face, name the parts of the face as you are drawing them on the board eg **Mae wyneb ar y bwrdd. Mae gwallt gyda’r wyneb. Mae un llygad gyda’r wyneb** etc. Pupils must guess the word before all parts of the face are drawn.

**Extreme Bingo**

Resources: Whiteboards and pens

Two topics are chosen such as *dillad* and *y tywydd.* The pupils choose four *dillad* and four *tywydd* and write them on their boards. The class then listen to the *Helpwr Heddiw* as they say sentences for example ‘ *Dw i’n gwisgo siwmper achos mae hi’n oer.’* Each time they hear a word on their list the pupils ticks or circles them. The first child to tick or circle all eight words is the winner.

**Gêm yr Enfys**

Resources: Hoops and / or colours flashcards.

Played in the hall or outside to teach colours. As the *Helpwr Heddiw* calls out the colours the pupils run to the correct coloured hoop. If the *Helpwr Heddiw* says ***enfys***the class can go to whichever colour they choose. Once the pupils are familiar with this they can then follow a sequence. The class stand in a line then the *Helpwr Heddiw* calls out 2 or 3 colours, for example ‘*Ble mae glas, melyn a gwyrdd?* They then have to run in the order the colours are called before going back to the line. This can also be played with flashcards, where the pupils run to the food or weather called out by the *HH.*

**Graffiti Wall**

Resources: Large poster sized paper [length of wallpaper is perfect] and large felt pens for each group.

One sheet of paper is given per group. Pupils are given the opportunity to write on the graffiti wall on a given subject eg personal questions, sentences they can write about themselves, vocabulary based on a theme. The groups move around the class in a carousel, reading others examples and adding examples. Keep the paper as a scaffold and stimulus for future work.

**Gêm y doctor**

Resources: bell for the doctor to ring in a new patient, receptionist’s area and a waiting room.

Participants: Receptionist, Doctor and a waiting room full of patients.

Having practised body parts and illness, appoint a doctor and a receptionist. Unseen by the doctor, the first patient points to a part of their body. The receptionist then calls the first patient saying ‘Dewch yma os gwelwch yn dda.’ Then an exchange takes place using enquiry questions.

Receptionist: Pwy wyt ti?

Patient: Sam ydw i.

Receptionist: Ble rwyt ti’n byw Sam?

Patient: Dw i’n byw yn Aberdâr.

Receptionist: Sut wyt ti Sam?

Patient: Dw i’n drist/sâl.

Receptionist: O trueni. Mae’r doctor yn barod nawr. Ewch at y doctor nawr Sam.

Patient: Diolch yn fawr.

Patient knocks the doctor’s door.

Doctor: Dewch i mewn.

Patient enters doctor’s surgery.

Doctor: Bore da/Prynhawn da. Pwy wyt ti?

Patient: Bore da/Prynhawn da Doctor Jones. Sam ydw i.

Doctor: Helo Sam. Beth sy’n bod? Oes pen tost gyda ti?

[The patient answers Oes if that is the right part. Nag oes if it is an incorrect guess. Doctor has three guesses. Higher level working would require full answers to questions asked]

As each guess is made the class calls out ‘un’ and then ‘dau’ until the last guess when they could say ‘Dim ond un ar ôl’.

1.Correct guess.

Patient: Oes, mae pen tost gyda fi.

Doctor: O trueni. Dyma foddion i ti.

Patient: Diolch Doctor Jones. Hwyl fawr.

Doctor: Hwyl fawr Sam. Pwy sy’n nesa?

Next patient registers with the receptionist and moves on to the doctor.

2. Incorrect after three guesses.

Patient: Nag oes, does dim pen tost gyda fi.

Class calls out ‘Sach i’r doctor’

Patient: Mae bola tost gyda fi. Hwyl fawr Doctor Sam.

The doctor ‘leaves’, along with the receptionist. A new doctor and receptionist are appointed.

**Hanner a Hanner**

Resources: Question cards.

Half the class are given question cards. All the pupils stand and all of the pupils with a question card must find someone without a card. The pupils with the cards ask their partner their question. If they answer correctly, they must give their partner the question card. That pupil then finds another person without a card, asks them the question and gives them the card.

**Hiding the card game**

Resources: Vocabulary flashcards based on any theme.

Helpwr Heddiw chooses a set of flashcards. Helpwr Heddiw will say each word and show the class, the class must repeat the words. One card is chosen by the Helpwr Heddiw and the rest of the class must guess which card this is.

Use the appropriate question;

eg pets – ***Oes ci gyda ti?***

Hobbies / food – ***Wyt ti’n hoffi….? / Wyt ti eisiau...?***

Weather – ***Ydy hi’n….?***

Clothes – ***Wyt ti’n wisgo…?***

Remember to extend the sentence so that it is appropriate for your age group.

**Human Sentences**

Resources: Laminated cards with one word from the target sentence in a very large font typed on each plus a card of its own for a ? or full stop. (words handwritten on individual whiteboards work too.)

A group of pupils stands at the front of the class and each one is given a card and told to turn it towards their tummy to hide it. At this point make sure that the sentence is jumbled up.

Class says “un, dau , tri dangoswch!” The group turn the cards to face the class. Teacher says e.g. “Bobl bach! Beth sy’n bod blant?” or similar. “Darllenwch y frawddeg.”eg **tywydd Sut ? mae’r heddiw.** Pupils then discuss what they need to move to get the words in the sentence in the right order.You can discuss a little of the phonics like the difference between Welsh sut and English sit as you go along.

**Lleisiau**

Resources: Flashcards

Model the pronunciation of vocabulary / sentences displayed on the flashcards. Encourage pupils to repeat using various voices e.g. Squeaky / deep / high / low / various accents etc.

**Loop Games**

Resources: Choose a loop game provided with the scheme of work.

Distribute the cards to each pupil in the class. The pupil with the start card reads their question out first eg *Beth ydy dy enw di?* The child with the answer reads out *...ydw* i and then reads out the question on their card. The cards work like dominoes with one pupil reading out a question, followed by another pupil reading their answer and then their question. This goes on until everyone in the class has read out their card and the game goes back to the first child. To turn this activity into a game, time the children and see if they can beat their best time.

**Mae Seimon yn dweud**

Resources: None needed.

*Helpwr Heddiw* or class teacher calls out instructions eg ***Mae Seimon yn dweud eisteddwch. Mae Seimon yn dweud dw i’n hoffi chwarae rygbi*** etc Pupils must act out the instructions. If the *Helpwr Heddiw* does not say *Mae Seimon yn dweud* before the instruction, the pupils must not act out the phrase. If they do, they are out and must sit down. Last pupil standing is the winner.

**Mr & Mrs**

Resources: None needed.

Two friends are chosen to test their knowledge of each other. One of the two leaves the class so that they can’t hear what is being asked in the class and the other sits on the hot seat. Pupils ask the person on the hot seat five questions about their friend using the third person eg ***Ydy Sara yn hoffi nofio****?* The pupil must answer in the third person. Then the first person is called back into class and asked the same questions but this time in the first person eg ***Wyt ti’n hoffi nofio****?* One point is given for each correct answer.

**Mynd Amdani**

Resources: None needed although question cards / posters could be used as an aid.

The class split into teams. A member of a team comes to the front of the class and decides whether they want to answer one, two or three questions—***un, dau, neu tri****?* They only get the points for their team if they answer all of their questions correctly.

**Pass the Parcel**

Resources: Variety of question cards, gift bag Questions could be levelled for lower and higher ability.

Place the sentence or question cards in the gift bag. Pupils pass the bag around the class to music. When the music stops, the pupil who is holding the bag takes out a question, reads it aloud to the class and then answers, extending their answers if possible.

**Pictionary**

Resources: Paper, pens, vocabulary cards.

The class is divided into two teams. One pupil from the first team comes to the front, reads a vocabulary card and draws the picture. The pupils on their team must guess what they have drawn. If they guess correctly, they win a point. If after three guesses they do not know what has been drawn, it can be passed on to the other team who can steal the point. The second team then sends someone to the front to draw their picture.

**Ping pong**

Resources: None needed.

Two pupils are selected to stand at the front of the class. Pupils face each other and must list vocabulary on a given subject. They could also say them as a part of a full sentence eg ***Dw i’n hoffi afal, dw i’n hoffi banana*** etc. The pupils bat their words / sentences back and forth until one of them either repeats a word or can’t think of another word.

**Poison**

Resources: None needed.

This game is used to drill parts of the body vocabulary. *Helpwr Heddiw* appoints one part of the body to have poison on it. *Helpwr Heddiw* then says and points to different parts of the body. Everyone follows and says the word and points at the part that is said. When the ‘poisoned’ part is said everyone must fold their arms very quickly - ‘plygu breichiau yn gyflym iawn’. If a pupil does touch or say their poisoned part they are out for one turn.

*Helpwr Heddiw* may use these pupils as checkers for the next game.

One rule—if you say someone else touched their poisoned part you are out instead of them.

Challenge—once the class has become proficient at the game, leave the poison on a part and spread it to another.

**Recognition game – *Gêm Adnabod***

Resources: Variety of flashcards or objects.

A list of vocabulary is drilled a few times using flashcards or objects.  As pupils become familiar with the vocabulary, the teacher does not say the word but just holds up the flashcard or item and the pupils say the word.  The class could be split into teams and compete to be the team which recognises most items.  Alternatively, the teacher could say a sentence, eg *Dw i’n hoffi ..., Dw i eisiau ..., Dw i’n gwisgo ...*  and hold up a flashcard or item for pupils to fill in the blanks.

**Sblat**

Resources: Flashcards for drilling vocabulary, any theme, e.g. hobbies / food / clothes / weather etc.

This game is useful to drill vocabulary and sentence patterns. Stick all the flashcards to the whiteboard. Split class into 2 teams. Helpwr Heddiw chooses 1 person from each team to come to the front and says “***Dewch yma Sarah***”. Helpwr Heddiw calls out “***nofio***” and the first person to put the hand on ***nofio*** and copy what Helpwr Heddiw has said, gets a point for their team. These players sit down and another 2 players are selected. This can then be extended to include full sentences eg “***Dw i’n hoffi nofio”*** or *“****Dw i’n dwlu ar nofio achos mae’n wych”.*** Remember to extend the sentence so that it is appropriate for your age group.

**Snap**

Resources: Word or picture flashcards based on any theme e.g. food / pets / weather etc. You will need two copies of each card.

Distribute the cards to each pupil in the class. One pupil / *Helpwr Heddiw* is on it. Pupils stand in a circle and hide their cards so that *Helpwr Heddiw* can’t see them. *Helpwr Heddiw* must try to find pupils with matching cards. *Helpwr Heddiw* asks ***Oes ci gyda ti?****.* If the pupil has the card, they answer ***Oes mae ci gyda fi*** and turn their card over to show the class. If they don’t have it they answer ***Nag oes, does dim ci gyda fi.*** Pupils turn over their card and show it to the class even if they haven’t got what’s asked. Once one pupil has shown their card, *Helpwr Heddiw* can ask another pupil the same question. If they have the same card, *Helpwr Heddiw* says snap and the pair sit down. If the second person asked doesn’t have the same card, the first person turns their card around so that *Helpwr Heddiw* can’t see it again. Winners are the last pair standing.

**Stomp / Stompsies**

Resources: Flashcards for drilling vocabulary, any theme, e.g. hobbies / food / clothes / weather etc.

This game is useful to drill vocabulary and sentence patterns. Lay all flashcards on the floor. Split class into 2 teams. Helpwr Heddiw chooses 1 person from each team to come to the front and says “***Dewch yma Sarah***”. Helpwr Heddiw calls out “***nofio***” and the first person to put the foot on ***nofio*** and copy what Helpwr Heddiw has said, gets a point for their team. These players sit down and another 2 players are selected. This can then be extended to include full sentences eg “***Dw i’n hoffi nofio”*** or *“****Dw i’n dwlu ar nofio achos mae’n wych”.*** Remember to extend the sentence so that it is appropriate for your age group.

Tag / Rownd y Byd

Resources: None needed although question cards / posters could be used as an aid.

All pupils should be seated at their desks. One pupil will stand up and walk to another person in the class. They will ask a question. If the person answers correctly, that pupil stands up and the first person sits in their chair. Keep going until everyone has had a turn. The rest of the class can listen to see if the people that are on it are answering correctly and extending their answers appropriately.

**Talking Dice**

Resources: Large pocket dice, flashcards.

Fill the dice with the flashcards based on a theme e.g. Foods / pets / weather. Pupils sit in a circle and in turn roll the dice. Pupils must say a sentence linked to the picture on the dice.

Eg Food— ***Dw i’n hoffi bwyta afal achos mae’n flasus.***

Pets—***Does dim ci gyda fi ond mae cath gyda fi o’r enw Kitty.***

Weather—***Dydy hi ddim yn heulog heddiw ond mae hi’n bwrw glaw.***

Remember to extend the sentence so that it is appropriate for your age group.

**Tarten Afal / Apple Pie**

Resources: None needed.

The class teacher chooses a word or phrase that is going to be said. One pupil leaves the class and then another pupil is selected to say the phrase. The first pupil comes back into the class and faces the wall. The selected pupil says the phrase in a funny / silly voice. The person on it has three guesses to guess who said the phrase. If the person guesses correctly, they stay on it for another game. If they were not correct, they sit down and the person who disguised their voice is on it instead. The person who is on it at the end of the game is the winner.

**What comes next? – *Beth sy’n dod nesa?***

Resources: Relevant flash cards or objects.

A list of vocabulary is drilled a few times using flashcards or objects.  The list must be kept in the same order each time it’s drilled.  As pupils become familiar with the list, the drill is stopped every few items and pupils are asked *Beth sy’n dod nesa?* to see if they can remember which item is next on the list.

**What’s missing? – *Beth sydd ar goll? / Kim’s game***

Resources: Relevant flashcards or objects.

A list of vocabulary is drilled a few times using flashcards or objects.  One item is removed, and the list is drilled again.  Pupils are asked, *Beth sydd ar goll?*  to see if they can remember which item is missing.

**Word Sort**

Resources: word cards based on a variety of topics eg weather / food / colours / clothes / hobbies.

Each pupil will need a card. Everyone will stand up and walk around, trying to find people who have a word in the same category as them. There is no right or wrong answer, as long as you can justify why you think you belong to a certain category. Once the pupils have sorted themselves into groups, all groups must work together to think of a sentence which includes all of the cards.Remember to extend the sentence so that it is appropriate for your age group.

**Y Gadair Goch / Hot Seating**

Resources: None needed. Can use flashcards as a prompt if required.

*Helpwr Heddiw* or one pupil is selected to sit on the hot seat at the front of the class. Pupils in the class must ask the person on the hot seat questions either at random or based on a given topic. The pupil will be encouraged to answer in as full a sentence as possible.

**Zap**

Resources: None needed although question cards / posters could be used as an aid.

All pupils in the class to stand behind their chairs / in a circle. Helpwr Heddiw will stand at the front of the class and calls out a question from the question cards. Helpwr Heddiw will choose someone to answer (could use lollipop sticks). If the person answers correctly, they can zap people out of the game. These people sit down. The last pupil standing is the winner. The longer the answer, the more zaps are allowed.

eg ***Wyt ti’n hoffi nofio?***

***Ydw. –*** 1 zap

***Ydw, dw i’n hoffi nofio. -***  2 zaps

***Ydw, dw i’n hoffi nofio ond dw i ddim yn hoffi rygbi. -*** 3 zaps

***Ydw, dw i’n hoffi nofio achos mae’n wych ond dw i ddim yn hoffi rygbi achos mae’n sbwriel***  - 4 zaps

***Ydw, dw i’n dwlu ar nofio Dydd Llun gyda ffrindiau achos dw i’n hoffi cadw’n heini ond mae’n gas gyda fi rygbi achos mae’n sbwriel. -***  5 zaps.