**Game: Angry Cat**

This is a speaking game for any number of players.

Players sit in a circle and take turns in speaking.

The first player says “I’ve got an angry cat”.

The second player thinks of an adjective beginning with b and says “I’ve got an angry, (eg beautiful) cat”.

The game continues in this way with players taking turns to speak. Each player repeats the previous sentence and adds a new adjective (in alphabetical order).

If a player makes a mistake or cannot think of a new adjective, he/she is out.

The game continues until only one player (the winner) remains.

**Game: Categories**

This is a writing game for any number of players.

Appoint a leader.

Players draw a table with five or six columns/categories, eg:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| food | sport | transport | animal | clothes |
|   |   |   |   |   |

The leader chooses a letter, eg: C.

Players write a word in each column, beginning with the letter, eg:

cheese, cricket, car, cow, cardigan

The leader awards points for each answer: a correct answer = 1 point, an original answer (that no other player has) = 3 points.

The game continues with new letters. The player with most points wins.

Note: categories can be easy (as above) or more challenging (eg: adverbs, prepositions, phrasal verbs, etc.)

**Game: Disappearing sentence**

This is a word game for any number of players.

Appoint a leader.

Write a long, complicated sentence on the board or on a piece of paper. (Eg: *The beautiful blonde actress, Jane Miles, looked up suddenly towards the top-floor balcony of her daughter’s mansion, just in time to see her favourite five-year-old grandson, Benny, leaning dangerously over the iron railings, waving frantically and about to fall!*)

Players take turns to delete 1, 2 or 3 *consecutive* words from the sentence.

The remaining sentence must continue to make grammatical sense. (Punctuation can be changed.)

The last player able to delete words is the winner.