

## KABOOM INSTRUCTIONS



We need to have sticks with numbers on them (the same numbers we will have on the board;)

We have 2/4 sticks with the word "KABOOM" written on them.

We put all the sticks in a jar/bag so that the students will not be able to see the numbers or the kaboom word.

We will either play projecting the board on the screen or giving the students a physical board to play in teams/pairs.

They will have to pick a stick and name the object/say a sentence with that object (we will adapt this to the moment in which we are working with the game) out loud. In order to make the game accesible to all our students, they will have a vocabulary handout available (vocabulary keyring) and/or the structure they will have to use so that they can still participate even if they don't remember the vocabulary. The objective of the game is for everybody to be practising their English as well as reviewing/learning the vocabulary.

If they get a "Kaboom" stick, the team who gets it loses all their sticks and have to start over.

The objective of the game is to have the biggest number of sticks.

You could also add sticks saying "miss a turn" or "wild" so they can choose any number they want, for example.

This game can be easily adapted in many different ways and encourages students to practise their English, work cooperatively, work on learning strategies ...