

### 32. Slam

Sit the students in a circle and place some objects or flashcards in the middle of the circle. Tell students to put their hands on their heads. The teacher shouts out the word of one of the objects and the race to touch it. The student who touches it first gets to keep the object. The student who has the most objects at the end of the game is the winner. This works well with plastic fruit and stationery.

