

## 1. Last Man Standing

This game is fast-paced, but allows students some time to think. It also encourages peer learning, as students will pick up on words they hear others speaking. To play the game, grab a ball and have all the students form a circle. Name a category or theme, such as things found in a kitchen, food, professions, and so on.

Begin by tossing the ball at a student. That student will shout a word related to the theme and throw the ball to another student. As each person catches the ball, they need to come up with another word that fits the theme. If they repeat a word that has already been said or can't think of a new one within a few seconds, they are out and must sit on the sidelines. Don't worry, they'll still be learning!

Take things up a notch with a different version of "Last Man Standing." Instead of naming a theme, each student gives the next student another theme. For example, you might start off with "something red." The first student to catch the ball could say "strawberry" and then choose another topic and throw the ball to the next student. This makes the game much more difficult, since students cannot think of a word until they know what their theme is.

