GAME 1

The Conversation Board Game

A2-B1 · 2 to 4 players · 20 minutes · a die and a coin for each player

1. Put your coins on START. Take turns to roll the die and move.
2. Answer the question on your square in at least two sentences.
3. **The follow-up rule:** the player on your left asks you one follow-up question. Answer it before the next player rolls.
4. No die? Flip a coin: heads, move 1; tails, move 2. The first player to reach FINISH wins.

25 What do you always forget?	26 **30 seconds** Talk about your city without stopping.	27 What did you want to be as a child?	28 What do you never leave home without?	29 What are you looking forward to this month?	30 **FINISH** Ask the winner one last question
24 Where did you go on your last holiday?	23 What makes you laugh?	22 Tell us about a good teacher you had.	21 **Go back 3** Then answer that square again with a new answer.	20 What do you usually do on your birthday?	19 What is a habit you want to start?
13 What can you cook really well?	14 What do you do when you can't sleep?	15 What was your first job?	16 **Your question** Ask any player any question.	17 What is the best present you have ever received?	18 How do you get to work or class?
12 Where would you like to live for one year?	11 **30 seconds** Talk about your week without stopping.	10 What did you do last weekend?	9 What food could you eat every day?	8 Who do you call first when you have good news?	7 What was the last series you watched?
1 **START** Roll and go	2 What did you have for breakfast today?	3 Where do you usually go on Saturday morning?	4 What is the best thing about your job or your studies?	5 Which app do you open first in the morning?	6 **Go back 2** Then answer that square again with a new answer.

FOLLOW-UP QUESTIONS

Why? · When was that? · Who with? · What happened next? · How did you feel? · Would you do it again?

Free for classroom use. Share the link, not the file: **esllaboratory.com**

GAME 2

Roll Two Dice

B1-B2 · pairs or groups of 3 · 15 to 25 minutes · two dice

1. Roll two dice. The first die gives the row (the topic), the second die gives the column (what you do).
2. Talk for one minute about that square. Your partner times you on a phone.
3. Your partner asks you one question, then rolls. Already used that square? Roll the second die again.

1st die ↓ 2nd die →	1 Tell a story	2 Compare	3 Give advice	4 Give your opinion	5 Predict	6 Describe
1 **Work**	A day at work when everything went wrong	Working from home and working in an office	Advice for a friend starting their first job	Should everyone have a four-day work week?	Which jobs will disappear in the next 20 years?	Your ideal boss
2 **Food**	The best meal you have ever eaten	Eating at home and eating out	Advice for a tourist about food in your country	Is it OK to use your phone at the dinner table?	What will people eat in 2050?	A dish from your childhood
3 **Travel**	A trip that didn't go to plan	Traveling alone and traveling with friends	Advice for a visitor coming to your city	Are cheap flights good or bad for the world?	Your next trip: where and what you'll do	The most beautiful place you have seen
4 **Money**	Something you bought and regretted	Paying by card and paying in cash	Advice for a student who wants to save money	Should children get money for doing housework?	Will people still use cash in ten years?	The best thing you have ever spent money on
5 **Technology**	A time technology let you down	Life with a smartphone and life without one	Advice for a friend who is always on their phone	Is it OK to let AI write your work emails?	What will your phone do in ten years?	An app you couldn't live without
6 **People**	A time a friend surprised you	Your life now and your parents' life at your age	Advice for a friend who has just moved to a new city	Is it better to have many friends or a few close ones?	How will families be different in 30 years?	The funniest person you know

Language for each column

1 Tell a story
It happened when ... / In the end, ...

2 Compare
... is more ... than ... / ..., while ...

3 Give advice
You should ... / If I were you, I'd ...

4 Give your opinion
I'm not sure, but ... / On the other hand, ...

5 Predict
I think ... will ... / ... probably won't ...

6 Describe
It looks like ... / What I like about it is ...

GAME 3

Speaking Tic-Tac-Toe

A2 to C1 · 2 players or 2 teams · 10 minutes a grid · a pen and a phone timer

1. Choose the grid for your level. Player X chooses a square and talks about the topic for 30 seconds without stopping.
2. Player O times on a phone. A pause of more than three seconds, or a word in your own language, and the square stays empty.
3. Did you make it? Draw your X or O in the square. Three in a row wins, then swap who starts.

A2-B1

My morning	A good neighbor	Weekends
My phone	Food I hate	A place I love
Shopping	Last summer	My dream home

B1-B2

A rule I would change	Working from home	A skill I want to learn
Social media	A bad habit	The best age to be
Living abroad	Tourists in my city	Money and happiness

B2-C1

An unpopular opinion I hold	Is honesty always the best policy?	AI at work
A decision I'd make differently	Fame	Lying to be polite
Cities in 2050	What school should teach	Kindness or success?

NEED MORE TIME? KEEP GOING WITH What I mean is ... Another thing is ... For example, ... The thing is, ... Let me think ...

GAME 4

Speaking Battleships

A2-B1 · pairs · 15 minutes · Present perfect and past simple

1. In **My grid**, secretly tick six things you have really done. Don't show your partner.
2. Take turns to ask about a square: *Have you ever slept in a tent?* Mark your partner's answer in **My partner's grid**: X for yes, a dot for no.
3. **Yes, I have** is a hit, and you ask one past simple question about it: *When did you do that? Where were you?*
4. The first player to find all six of the partner's experiences wins.

MY GRID

	1	2	3	4	5
A	slept in a tent ◯	met a famous person ◯	won a prize ◯	broken a bone ◯	sung karaoke ◯
B	missed a flight or a train ◯	cooked for more than ten people ◯	found money in the street ◯	fallen asleep in a meeting ◯	ridden a horse ◯
C	swum in the sea at night ◯	forgotten a friend's birthday ◯	driven on the other side of the road ◯	locked yourself out ◯	been on TV or the radio ◯
D	read a whole book in English ◯	stayed up all night ◯	lost your keys ◯	given a speech ◯	eaten something you couldn't name ◯
E	run more than 10 km ◯	written a review online ◯	grown your own vegetables ◯	taken a class online ◯	changed your career ◯

MY PARTNER'S GRID

	1	2	3	4	5
A					
B					
C					
D					
E					

Have you ever ...?

Have you ever lost your keys?

Yes, I have. / No, I haven't. / No, never.

Then the story: past simple

When did you lose them?

I lost them last May.

~~When have you lost them?~~

My partner's six experiences

SQUARE	WHAT	WHEN, WHERE, WHO WITH

GAME 5

Sneak It In

B1-C1 · groups of 3 to 6 · 15 minutes · cut on the dashed lines

1. Cut out the cards. Each player takes three cards and keeps them secret.
2. Choose a topic below and talk as a group for five minutes. Use your three phrases so naturally that nobody notices.
3. Think you heard a secret phrase? Say **Sneaky!** Right: you get the card. Wrong: you lose a point. Each phrase nobody catches is a point for you.

TOPICS: The perfect weekend · The worst trip you have taken · Things that annoy you at work · Your city in ten years · Cooking at home

SECRET PHRASE **to be honest** what I really think is *To be honest, I prefer winter.*	SECRET PHRASE **it slipped my mind** I forgot *I wanted to call you, but it slipped my mind.*	SECRET PHRASE **to cut a long story short** here is the end of the story *To cut a long story short, we missed the bus.*
SECRET PHRASE **I'm not a big fan of** I don't really like *I'm not a big fan of long meetings.*	SECRET PHRASE **it's not my cup of tea** it's not the kind of thing I like *Jazz is not my cup of tea.*	SECRET PHRASE **to be fair** here is the other side *To be fair, the hotel was cheap.*
SECRET PHRASE **that rings a bell** that sounds familiar *His name rings a bell.*	SECRET PHRASE **off the top of my head** without checking *Off the top of my head, it costs about $50.*	SECRET PHRASE **the last straw** the final problem that makes you lose patience *The cold coffee was the last straw.*
SECRET PHRASE **out of the blue** suddenly, with no warning *She called me out of the blue.*	SECRET PHRASE **a blessing in disguise** a bad thing that turned out well *Losing that job was a blessing in disguise.*	SECRET PHRASE **to call it a day** to stop working for today *It's six o'clock. Let's call it a day.*
SECRET PHRASE **it's on the tip of my tongue** I almost remember the word *Her name is on the tip of my tongue.*	SECRET PHRASE **no wonder** that explains it *You slept for three hours? No wonder you're tired.*	SECRET PHRASE **at the end of the day** the most important thing is *At the end of the day, it's your decision.*
SECRET PHRASE **to take it with a pinch of salt** not to believe it completely *I take online reviews with a pinch of salt.*	SECRET PHRASE **I could do with** I would like or need *I could do with a holiday.*	SECRET PHRASE **as far as I know** I think this is true, but I'm not sure *As far as I know, the shop opens at nine.*

GAME 6

4-3-2 Fluency Rounds

B1-C1 · groups of 4 · 20 minutes · a phone timer

1. Take a story card. Write up to ten key words in the notes box, no full sentences. Two minutes to plan.
2. Tell your story to partner 1 in four minutes. Then change partners and tell the same story in three minutes, then to partner 3 in two minutes.
3. When you listen, ask one question at the end, and don't help the speaker find words.
4. After round 3, answer the questions at the bottom of the page.

1 The best day of the last twelve months	2 A time you got lost	3 How you met your best friend	4 A job you would never do again
5 A meal you will never forget	6 A time you changed your mind	7 The worst journey of your life	8 A small decision with big results

Round 1
4 minutes
NEW PARTNER

Round 2
3 minutes
NEW PARTNER

Round 3
2 minutes
NEW PARTNER

MY TEN KEY WORDS

LANGUAGE FOR TELLING A STORY

It all started when … At first, … Then, out of nowhere, … The funny thing was … In the end, … Looking back, …

Pairs speak at the same time: A tells B while C tells D. Then change partners: A and C, B and D. Then A and D, B and C.

AFTER ROUND 3

What did you leave out in round 3 that you said in round 1?

Which sentence came out faster each time?

Which word did you need and not know? Look it up now.