



LANGUAGE GAMES CATALOGUE



Learning languages the playful way!



TITLE	PAGE	LEVEL	TYPE	LANGUAGE AIMS	TOPIC
Bis	3	A1	Card game	Vocabulary and language structures	food, clothes, means of transport, household items and daily actions
Picture Bingo	4	A1	Bingo	Vocabulary and language structures	animals, colours, shapes, food, household and school items, toys, clothes, nature, weather and means of transport
Verb Bingo	5	A1	Bingo	Grammar and syntax	daily actions, school, sport, free time
Pack your bag	6	A1	Bingo	Vocabulary and language structures	clothes
Preposition Island	7	A1	Board game	Grammar and syntax	prepositions of place
My Shopping List	8	A1 - A2	Bingo	Vocabulary and language structures	shopping and food of the English-speaking world
The animal kingdom	9	A1 - A2	Bingo	Vocabulary and language structures	animals
Time Dominoes	10	A1 - A2	Dominoes	Vocabulary and language structures	time of the day
Fairy Tales in Games	11	A1 - A2	Board game	Vocabulary and structures	vocabulary and structures included in five fairy tales: Peter Pan, Alice in Wonderland, The Jungle Book, The Bremen Town Musicians and Hansel and Gretel
Who's Who?	12	A2	Card game	Vocabulary and structures	physical descriptions
Super Bis	13	A2	Card game	Grammar and syntax	questions and answers
English Paperchase	14	A2	Card game	Culture and interdisciplinary topics	knowledge of the English-speaking world
That's my job!	15	A2	Board game	Vocabulary and structures	jobs
Adjectives and Opposites	16	A1 - B1	Card game	Vocabulary and structures	adjectives and opposites
The Great Game of Numbers	17	A1 - B1	Bingo	Vocabulary and structures	cardinal and ordinal numbers
Famous people	18	A2 - B1	Card game	Vocabulary and structures	famous people of the English-speaking world
The Story Maker	19	A2 - B1	Card game	Grammar and syntax	vocabulary, verbs and syntax development
Question Chain	20	A2 - B1	Card game	Grammar and syntax	mini dialogues
The Busy Day Dominoes	21	A2 - B1	Dominoes	Grammar and syntax	verb tenses
Let's Party!	22	A2 - B1	Dominoes	Grammar and syntax	verb tenses
Questions and Answers	23	A2 - B1	Board game	Grammar and syntax	vocabulary, pronouns and adverbs in questions
How are you?	24	A2 - B1	Board game	Vocabulary and structures	human body and health
Play for the planet	25	A2 - B1	Board game	Vocabulary and structures	the environment
Around the City	26	A2 - B1	Board game	Culture and interdisciplinary topics	urban features, shops, places in town and services, means of transport, road signs and road safety
Sentence Maker!	27	A2 - B1	Board game	Grammar and syntax	verb tenses
English Championship	28	A2 - B1	Board game	Culture and interdisciplinary topics	knowledge about the English-speaking world
Roundtrip of Britain and Ireland Roundtrip of the U.S.A.	29	A2 - B1	Board game	Culture and interdisciplinary topics	knowledge about British culture knowledge about American culture
Triboo	30	A2 - B1	Board game	Culture and interdisciplinary topics	Science, History, Geography, Sport, Entertainment, Art and Literature
The Great Verb Game	31	A2 - B2	Card game	Grammar and syntax	verb tenses
Games to learn Chinese	32	HSK1-3			

Learning through play has a remarkable power. ELI understood the importance of games when it became a pioneer in this field, aware that **play is a real activity with a purpose and an organisation based on the structured work of language experts and native speakers.**

In order for playful activities to be efficient and useful for educational purposes, it is **not** enough to say “let’s play” or to improvise. **Games must always respect certain characteristics.**

First of all, **they have to remain games**, without losing their essence: they must remain entertaining and fun, rather than becoming a test ‘disguised’ as a game. Secondly, they must be intuitive and based on a simple structure both for the teacher, who will have to explain them, and for the students, who will benefit from the advantages of this method more than anyone else. Students can enjoy themselves while unconsciously acquiring language skills!

Once this valid and irreplaceable tool is reworked according to the educational needs, it can be used continuously, without age limits. In fact, the incredible importance of games is that even adults somehow become children again through play, and via games they are able to regain the ease of learning that is typical of childhood.

Playing a game is a naturally motivating activity during which a sort of “magic” happens and, surprisingly, *learning a foreign language becomes not only possible but even easier!*

While students navigate within a school context, they unfortunately experience a series of **fears** (of making mistakes, forgetting something, not knowing what to say, judgement, a grade, a test, an exam...), elements that create obstacles and disturbance and **slow down the natural and instinctive learning process; these obstacles disappear when playing games.**

We can therefore say that **we learn when we are relaxed and not judged**: in fact, our brain is most receptive when we are well and the **positive emotion helps memorization and stimulates motivation to learn more and more.**

Some psychologists and education specialists were the first to notice the educational importance of the role of play, finding that we learn better, with less effort and also faster, during playful moments, at the height of fun.

The educational benefits of play and games become even more evident when the subject of study is a foreign language.

In fact, what is known as the *Rule of Forgetting*, written by the brilliant American linguist and researcher Stephen Krashen in 1983, showed that when students play, they focus their attention and energy precisely on the playful activity and therefore use the language only as a tool to achieve their goals and to complete the game. This distraction from language content makes students forget that the basis of that activity is actually the acquisition of a new language. It is precisely for this reason that anxiety levels decrease, the *affective filter* is lowered and, as a result, better language learning (the basis of a lasting acquisition) occurs.

Studies have shown that **temporary learning, through fun, turns into permanent acquisition.**

We can therefore sum up this important concept with a quote by Benjamin Franklin, the inventor of lightning rods, but also an American writer and politician of the 18th century: **“Tell me and I forget, teach me and I remember, involve me and I learn”.**

ELI educational games feature **simple and intuitive instructions** included in a teacher’s booklet with a vast range of suggestions for games and activities to play **in the classroom, at home or during online classes or courses.**

The teacher’s booklet contains all the necessary material in order to simplify the work of the teacher who **can use this tool immediately** without wasting time looking for further information about the game itself.

In the teacher’s booklet there is often interesting extra information that acts as a starting point for arousing students’ curiosity and expanding their personal cultural knowledge.

All of the game instructions are available and can be downloaded on the website:

www.elilanguagegames.com

BIS



WHAT IS IT?

Bis is a simple, effective and fun card game, based on observation and matching pictures and words.

LANGUAGE AIMS

The game allows students to learn and memorise basic, everyday English vocabulary in a fun and engaging way. The words relate to a variety of lexical topics: *food, clothes, means of transport, household items and daily actions.*

CONTENTS

The game includes **132 cards** divided in pictures (red cards) and words (blue cards).

DISTANCE LEARNING

Thanks to its simple structure with pictures and words, the game can be played in a variety of ways other than the original ones, such as describing the picture cards or forming sentences with the words mentioned on the word cards. For this reason, it can also be used during online classes and courses.



English:
Bis
9788885148284

French:
Bis
9788881480722

German:
Bis
9788881480739

Spanish:
Bis
9788881481743

Italian:
Bis
9788881481750

PICTURE BINGO



WHAT IS IT?

Picture Bingo is based on the fun, well-known game of observation and matching.

LANGUAGE AIMS

The game helps students learn and memorise 100 basic English words in a fun and enjoyable way. The words relate to a variety of lexical topics: *animals, colours, shapes, food, household and school items, toys, clothes, nature, weather and means of transport.*

CONTENTS

The game includes **100 cards** with a picture on one side and the corresponding word on the reverse side, and **36 boards** with six pictures on one side and the six corresponding words on the reverse.

DISTANCE LEARNING

Dividing the game into multi-image boards and reversible cards with pictures and words allows for an alternative use of the material also during online classes and courses, such as assigning the correct name to each picture shown on the board or asking students to form a sentence by using all of the pictures on the board.



VERB BINGO



WHAT IS IT?

Verb Bingo is based on the traditional game of bingo and allows students to memorise 66 basic English verbs in a quick, fun and pleasant way.

LANGUAGE AIMS

The game can be used to organise fun activities to practise memorisation skills or as an educational tool for language revision and reinforcement. The verbs relate to a variety of lexical topics: *daily actions, school, sport and free time.*

CONTENTS

The game includes **66 illustrated cards** and **36 boards**. Each card has a simple and clear picture of an action on one side and the corresponding verb on the reverse side. Each board has six illustrated actions on one side and the six corresponding verbs on the reverse.

DISTANCE LEARNING

Dividing the game into multi-image boards and cards with a picture on one side and the verb on the other allows for an alternative use of the material, such as assigning the correct name to each picture. In this way the game becomes an excellent tool that can also be used during online classes and courses.



English:
Verb Bingo
9788853611758

French:
Bingo Verbes
9788853611765

German:
Verben Bingo
9788853611772

Spanish:
Bingo de los verbos
9788853611789

Italian:
Tombola dei verbi
9788853611796

PACK YOUR BAG



WHAT IS IT?

Pack your Bag is a card game in which the players have to pack their 'suitcase' and try to obtain all of the items on their list. The game can also be used for playing bingo.

LANGUAGE AIMS

The game helps with the learning process, revision and correct use of vocabulary and language structures related to clothes, presenting them in the stimulating context of holidays.

CONTENTS

The game includes **66 photographic cards** and **36 boards** with the **lists** that can also be used for playing bingo.

DISTANCE LEARNING

The photographic cards and the multi-image boards can easily be used in different variations of the game, such as indicating in which situations you can use the items in your 'virtual suitcase'. For this reason, the game can also be used during online classes and courses.



English:
Pack your bag
9788853619266

French:
Faisons la valise
9788853619273

German:
Wir packen
unseren Koffer
9788853619280

Spanish:
¡Haz la maleta!
9788853619297

Italian:
Prepara la valigia
9788853619303

PREPOSITION ISLAND



WHAT IS IT?

Preposition Island is a board game which helps with the learning process, revision and correct use of prepositions of place.

LANGUAGE AIMS

The game develops understanding and encourages the formation of sentences with prepositions of place.

CONTENTS

The game includes **66 cards** including 58 with pictures and sentences and 8 with prepositions of place: *above*, *under*, *behind*, *in front of*, *between*, *next to*, *inside*, *on*. It also includes **60 gold coins** and **an illustrated playing board** of 'Preposition Island'. The pirates' galleon is anchored on 'Preposition Island', and by looking at the pirates, the players have to form sentences that require a particular preposition of place in order to win the treasure.

DISTANCE LEARNING

The cards and the playing board that is full of interesting details, can become an excellent material to use during online classes and courses, for example by describing all of the details included in the playing board scene.



English:
Preposition Island
9788853613622

French:
L'île des
prépositions
9788853613639

German:
Die Insel der
Präpositionen
9788853613646

Spanish:
La Isla de las
Preposiciones
9788853613653

Italian:
L'isola delle
preposizioni
9788853613615

MY SHOPPING LIST



WHAT IS IT?

My Shopping List helps with the learning process, revision and correct use of vocabulary and linguistic structures related to shopping.

LANGUAGE AIMS

This fun game allows students to learn and memorise English vocabulary for food and drinks and language structures related to buying and selling.

CONTENTS

The game includes **66 photographic cards** and **36 boards** with shopping lists and **bingo cards** on the reverse side.

DISTANCE LEARNING

The traditional structure of bingo with multi-image boards and photographic cards makes this game an excellent tool for online classes and courses. Students can describe the pictures included on the boards or use all of the ingredients included on their lists in dialogues.



English:
My Shopping List
9788853613677

French:
Faisons les courses !
9788853613684

German:
Lasst uns einkaufen!
9788853613691

Spanish:
¡Vamos al mercado!
9788853613707

Italian:
La lista della spesa
9788853613660

THE ANIMAL KINGDOM



WHAT IS IT?

The animal kingdom is a card game where players have to identify, name and collect as many animals as possible on their list. The animals relate to a variety of categories: *household pets, animals of the savannah, farm animals, forest animals, polar animals, mountain animals, sea animals, jungle animals*, and include different features: *with two legs, with four legs, with fins, with wings, with ears, with horns, with a tail, with hooves, with fur, with feathers*, but also *carnivores, herbivores, invertebrates, mammals...* Using the multi-image boards, the game can be also used for playing bingo.

LANGUAGE AIMS

The game helps with the learning process, revision and correct use of vocabulary and language structures related to animals, and expands students' vocabulary via the presentation of animals within a stimulating and fun context: Where do they live? What do they look like? What do they eat?

CONTENTS

The game includes **66 photographic cards** and **36 boards** with lists of animals and bingo cards on the reverse side.

DISTANCE LEARNING

The photographic cards and the reversible boards are perfect tools to make this game an excellent resource to use during online classes and courses. For example, students can include the animals in sentences that describe their habits or they can assign the correct name to each picture included in the bingo boards.



English:
The animal kingdom
9788853622815

French:
Le monde animal
9788853622822

German:
Die Welt der Tiere
9788853622839

Spanish:
El reino de los animals
9788853622846

Italian:
Il regno animale
9788853622808

TIME DOMINOES



WHAT IS IT?

Time Dominoes presents learning to tell the time in a fun and engaging way.

LANGUAGE AIMS

The game allows students to learn and memorise the time and practise the English structures for asking and telling the time.

CONTENTS

The game includes **48 domino cards**: each card has a picture of a clock showing the time on one half and a time in the written form on the other. By correctly matching the cards, the players complete the domino pathway.

DISTANCE LEARNING

The domino cards with pictures of clocks showing different times make it possible to use this game in an alternative way, for example by showing the picture and asking students to tell the time and then asking them to include this information in a mini-dialogue. In this way, *Time Dominoes* becomes an excellent tool to use during online classes and courses.



English:
Time Dominoes
97888853628121

French:
Les dominos des heures
97888853628138

German:
Das Uhrzeit-Domino
97888853628145

Spanish:
El domino de las horas
97888853628152

Italian:
Il domino delle ore
97888853628169

FAIRY TALES IN GAMES

A1 - A2



WHAT IS IT?

Fairy Tales in Games is an educational and fun game which combines the telling of five traditional fairy tales with learning basic English vocabulary and grammar.

LANGUAGE AIMS

The game allows students to memorise the wonderful and engaging contents of the selected fairy tales and to learn or revise the vocabulary and grammar elements included in each fairy tale: *Peter Pan*, *Alice in Wonderland*, *The Jungle Book*, *The Bremen Town Musicians* and *Hansel and Gretel*.

CONTENTS

The game includes **132 cards**: 125 cards with questions and answers (25 cards for each fairy tale), 7 special cards, **a playing board** with 5 paths, **counters, coins, and a dice**.

DISTANCE LEARNING

The playing board full of details and the cards with multiple-choice questions make this game an excellent, fun and stimulating tool which can be easily used during distance learning. During online classes and courses, the teacher can coordinate the game and the related educational activities by moving the counters along the playing board.



English:
Fairy Tales in Games
9788853630124

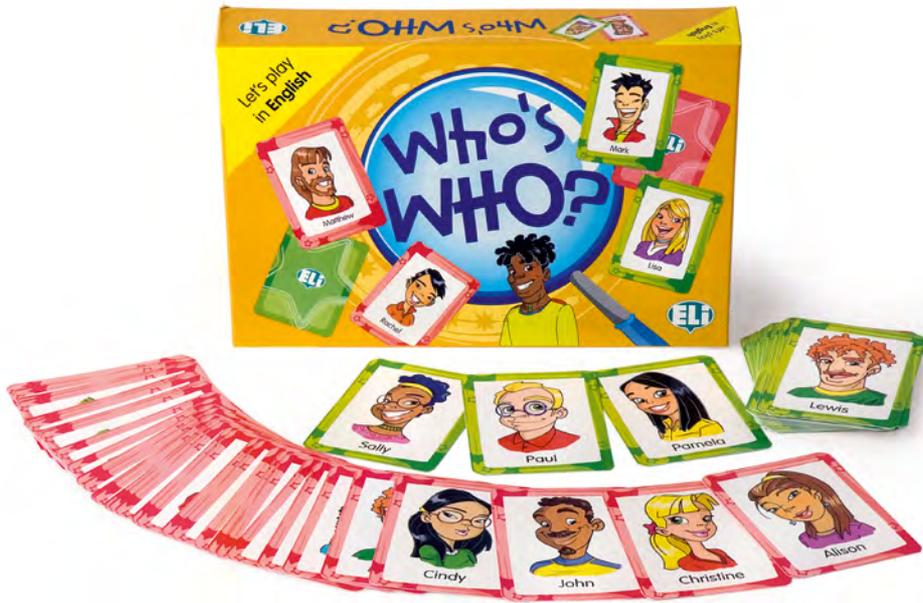
French:
Jeu de fables
9788853630131

German:
Das Märchenspiel
9788853630148

Spanish:
El juego de los cuentos
9788853630155

Italian:
Fiabe in gioco
9788853630162

WHO'S WHO?



WHAT IS IT?

Who's Who? is a fun card game of deduction and investigation, designed to stimulate students as they learn vocabulary and basic grammar structures.

LANGUAGE AIMS

The game allows students to revise vocabulary and language structures related to physical descriptions by asking questions to guess the secret character.

CONTENTS

The game includes **66 cards** divided into two equal packs distinguished by different colours that represent the 33 characters. Each card presents a character with particular physical details: a man or a woman, different coloured eyes, different coloured hair, facial hair such as a beard or moustache, glasses or particular accessories (earrings, a necklace) and so forth. Some characters are very similar except for a few particular details.

DISTANCE LEARNING

The cards with pictures of characters make this game an excellent tool that can also be used during online classes and courses, for example, students can provide a detailed description of the character shown on the cards, pointing out any differences or similarities with another character.



English:
Who's Who?
9788853611703

French:
Qui est-ce ?
9788853611710

German:
Wer ist das?
9788853611727

Spanish:
¿Quién es?
9788853611734

Italian:
Chi è?
9788853611741

SUPER BIS

A2



WHAT IS IT?

Super Bis is an effective and fun card game, based on matching questions and answers.

LANGUAGE AIMS

The game allows students to learn and practise English grammar and sentences in a fun and engaging way via questions and answers relating to everyday situations.

CONTENTS

The game includes **132 cards** divided into questions (red cards) and answers (blue cards). Each card presents a fun, illustrated situation and a sentence (question or answer).

DISTANCE LEARNING

The clear and detailed pictures on the cards allow the game to be played using the full potential of each card. For example, students can describe all of the details shown in the picture or they can answer the written question or say which question the answer written on the cards refers to. This version of game play makes it possible to use *Super Bis* also during online classes and courses.



English:
Super Bis
9788853625892

French:
Super Bis
9788853625908

German:
Super Bis
9788853625915

Spanish:
Super Bis
9788853625922

Italian:
Super Bis
9788853625939

ENGLISH PAPERCHASE



WHAT IS IT?

How well do you know Britain and the English-speaking world? Find out by playing this great game with its monuments, places, people and products from around the English-speaking world. Each card has five clues and each clue has a score: become the champion!

LANGUAGE AIMS

The game allows students to expand their English vocabulary, improve their knowledge of English culture and develop logical thinking skills.

CONTENTS

The game includes **66 photographic cards** and **66 clue cards**. Each card contains five clues to identify the corresponding photographic cards from the most difficult to the easiest one.

DISTANCE LEARNING

The questions with clues can also be easily used during online classes and courses, as well as the photographic cards that can be an excellent tool to start a conversation or as a starting point for learning to describe what the picture is showing.



English:
English Paperchase
9788853619310

French:
Piste à suivre
9788853619327

German:
Schnitzeljagd Deutsch
9788853619334

Spanish:
¡Sigue la pista!
9788853619341

Italian:
Segui l'indizio
9788853619358

THAT'S MY JOB!



A2

WHAT IS IT?

That's my job! is a board game based on matching pictures, words and sentences related to jobs.

LANGUAGE AIMS

The game allows students to learn and memorise English vocabulary and language structures in a fun way by matching jobs to their corresponding activities.

CONTENTS

The game includes **132 cards** divided into two packs: the illustrated cards immediately communicate their meaning, while the cards with the name of the jobs stimulate memorisation and help with matching pictures and words. The sentences on the **playing board** allow students to develop vocabulary and language structures and to describe the skills of each job. It also includes **a dice**.

DISTANCE LEARNING

By modifying the use of the cards and the playing board, this game can also be used during online classes and courses, for example, by asking students to describe the details of the illustrated cards or what the characters are doing. The cards with the information related to the jobs can also be used as a starting point to create mini-dialogues.



English:
That's my job!
9788853625946

French:
C'est mon métier !
9788853625953

German:
Das ist meine Arbeit!
9788853625960

Spanish:
Esta es mi profesión
9788853625977

Italian:
È il mio lavoro!
9788853625984

ADJECTIVES AND OPPOSITES



WHAT IS IT?

Adjectives & Opposites is a very simple, useful and enjoyable card game, based on observation and matching illustrated adjectives with corresponding opposite adjectives.

LANGUAGE AIMS

The game allows students to learn, memorise and practise 130 commonly-used English adjectives in a fun and engaging way.

CONTENTS

The game includes **130 illustrated cards** divided into two packs identifiable by the colour on the reverse side. Each card has very clear and detailed pictures with the adjective shown below. It also includes **a Joker card** and **a Surprise card** to make the game more dynamic and fun.

DISTANCE LEARNING

These cards are the perfect tool to use during online classes and courses: the super-detailed pictures can be described to stimulate observation skills and to develop speaking skills. It can also be used as a starting point to identify who are the fastest students to remember the opposite of the adjective shown.



English:
Adjectives
and Opposites
9788853628176

French:
Adjectifs
et contraires
9788853628183

German:
Adjektive und
ihre Gegenteile
9788853628190

Spanish:
Adjetivos
y contrarios
9788853628206

Italian:
Aggettivi
e contrari
9788853628213

THE GREAT GAME OF NUMBERS



WHAT IS IT?

The Great Game of Numbers is an enjoyable and useful game to practise cardinal and ordinal numbers.

LANGUAGE AIMS

The game allows students to learn, memorise and practise English cardinal and ordinal numbers in a fun and engaging way.

CONTENTS

The game includes **132 cards**: 100 cards with cardinal numbers from 1 to 100, 20 cards with numbers from 0 to 100, 000 (hundreds and thousands), 12 cards with ordinal numbers from 1st to 12th. It also includes **36 boards** for playing different versions of bingo.

DISTANCE LEARNING

Learning to pronounce and to write numbers won't be a problem anymore even during online classes and courses. The cards, randomly picked by the teacher, can be a fun way to create an imaginary path where each student takes turns to pronounce or correctly write the number shown on the card. In an alternative version the students can create their own personal board using all 132 numbers included in the game to play an innovative version of bingo where "first" is not only the winner but also one of the numbers picked.



English:
The Great Game
of Numbers
9788853628015

French:
Le grand jeu
des nombres
9788853628039

German:
Das große
Zahlenspiel
9788853628046

Spanish:
El grand juego
de los numeros
9788853628053

Italian:
Il grande gioco
dei numeri
9788853628060

FAMOUS PEOPLE



WHAT IS IT?

Famous People is a useful and fun card game, based on matching illustrated cards with famous English people and their corresponding identity cards.

LANGUAGE AIMS

The game allows students to learn, memorise and practise high-frequency English language structures to identify and present a character in a fun, easy and engaging way.

CONTENTS

The game includes **132 cards**: 66 illustrated cards with pictures and 66 cards with brief identify information.

DISTANCE LEARNING

These cards are a valid tool also during online classes and courses because they provide a vast range of potential uses. Each picture of a famous person becomes an important conversation topic and each identity card is a prompt to learn who the characters are, what important things they have done, and in which sector they have made themselves known.



English:
Famous People
from the English-
speaking world
9788853630025

French:
Francophones
célèbres
9788853630032

German:
Deutschsprachige
Persönlichkeiten
9788853630049

Spanish:
Famosos que
hablan español
9788853630056

Italian:
Personaggi italiani
9788853630063

THE STORY MAKER



WHAT IS IT?

The Story Maker is a fun card game to form sentences and create stories with single illustrated language elements. *Characters, animals, places, items* and *actions* have been carefully selected to provide an array of possible combinations.

LANGUAGE AIMS

The game allows students to expand vocabulary, learn grammar, use verbs and develop sentences. It helps students to practise a variety of language structures and also stimulates their imagination by making sentences and creating stories.

CONTENTS

The game includes **132 cards** divided into five differently coloured decks. Each deck corresponds to a group of words: 20 purple cards with characters, 20 green cards with animals, 20 orange cards with places, 20 red cards with commonly-used items, 42 blue cards with high-frequency verbs. Each group contains two help Joker cards. The game also includes 60 **reward tokens**, **a dice** indicating the narrative genre, and **a dice** indicating the verb tense.

DISTANCE LEARNING

Distance learning won't be a problem with this game. The telling of an invented story doesn't require any physical proximity and the detailed cards are the perfect tool to support students in creating their stories. The game modes and the different versions included in the teacher's booklet can also be used during online classes and courses without any limitations.



English:
The Story Maker
9788853629975

French:
La Boîte à Histoires
9788853629982

German:
Die Erzählwerkstatt
9788853629999

Spanish:
El Creahistorias
9788853630001

Italian:
Il Creastorie
9788853630018

QUESTION CHAIN



WHAT IS IT?

Question Chain is a very useful card game to practise speaking and communication skills via mini-dialogues with commonly-used English language.

LANGUAGE AIMS

The game facilitates the learning and reinforcement of the question form, verb forms and basic English vocabulary. Moreover, it introduces some commonly-used idiomatic expressions.

CONTENTS

The game includes **132 cards** divided into two decks of two different levels of difficulty: orange cards with an asterisk for level A2, and light blue with two asterisks for level B1. Each card has an answer on the top part and a question on the lower part.

DISTANCE LEARNING

The questions and the answers included on each card can be a starting point to create mini-dialogues also during online classes and courses. The cards can be used in an alternative way, allowing the students to guess which question leads to an answer or which answer to provide to the question written on the card. Also, the characters shown on each card can be used to revise or learn vocabulary related to physical description.



English:
Question Chain
9788853604682

French:
Questions
à la chaîne
9788853604699

German:
Kettenfragen
9788853604729

Spanish:
Preguntas
encadenadas
9788853604712

Italian:
Domande a catena
9788853604705

THE BUSY DAY DOMINOES



WHAT IS IT?

The Busy Day Dominoes is a fun and enjoyable game that presents the daily actions of the likeable character, Granny Fixit, from the moment she wakes up, to the moment she goes to bed. The aim of the game is to match the pictures and the sentences, conjugating the verbs in the correct form.

LANGUAGE AIMS

The game helps students memorise and conjugate 48 high-frequency English verbs (regular and irregular verbs) in the present, past and future forms.

CONTENTS

The game includes **48 domino cards** divided in two parts: each card has an enjoyable illustration on the left-hand side and a description on the right-hand side with a verb in the infinitive form. Students complete the domino path by matching the pictures and the corresponding sentences correctly.

DISTANCE LEARNING

All of the domino cards can also be used in an alternative way during online classes and courses. The pictures are the perfect tool to learn to describe what we do every day. The sentences with the verb indicated within brackets in the infinitive form can replace the usual instruction of "conjugate the verb... in the present form," making this activity more dynamic and fun.



English:
The Busy Day
Dominoes
9788853625847

French:
Les Dominos
de La Journée
9788853625854

German:
Das Tagesablauf-
Domino
9788853625861

Spanish:
El dominó
de cada día
9788853625878

Italian:
Il domino
della giornata
9788853625885

LET'S PARTY!



WHAT IS IT?

Who wouldn't want to join a party in the garden? *Let's party!* presents a range of planning activities for a birthday party. The aim of the game is to match pictures and sentences while conjugating verb tenses correctly.

LANGUAGE AIMS

The game allows students to learn and reinforce 48 regular and irregular English verbs by conjugating them in the present, past and future forms.

CONTENTS

The game includes **48 domino cards** divided into two parts: each card has an illustrated action on the left-hand side and a sentence with the verb in the infinitive on the right-hand side. By correctly matching each picture and the corresponding text, the students can complete the domino pathway.

DISTANCE LEARNING

The domino cards can be used without limitation also during online classes and courses. The accurate and detailed pictures are an excellent tool to stimulate observation skills and can also be used to learn to describe what is shown on the cards. Also, the right-hand side with the written sentences can be a very useful resource to practise verbs and can be a starting point to conjugate verbs in whichever form the teacher requests.



English:
Let's party!
9788853604736

French:
Faisons la fête!
9788853604743

German:
Lasst uns feiern
9788853604774

Spanish:
Todos de fiesta!
9788853604767

Italian:
Festeggiamo!
9788853604750

QUESTIONS AND ANSWERS



WHAT IS IT?

Questions and Answers is a useful board game to revise pronouns and adverbs in questions in an alternative way, all in the fun context of a fun fair.

LANGUAGE AIMS

The game is designed to stimulate conversation, learning and the use of vocabulary and language structures. It is perfect both as a board game to play at home with friends and as an educational tool to revise and reinforce language in the classroom.

CONTENTS

The game includes **66 illustrated cards** with 66 elements from the playing board. The playing board shows a detailed fun fair, full of useful elements to stimulate observation skills and to guess a specific card. The dice with the words *who, what, where, how, when, which* marks the path of the questions that can be asked upon each throw of the dice.

DISTANCE LEARNING

As with our other board games, *Questions and Answers* was initially designed to be used in the classroom, but the cards and the playing board make this game an educational tool that is also adaptable during online classes and courses. The playing board is perfect for learning to describe a very detailed picture and the cards can be used to learn new words, but also to create a 'virtual' treasure hunt.



English:
Questions
and Answers
9788853611659

French:
Questions
et Réponses
9788853611666

German:
Fragen und
Antworten
9788853611673

Spanish:
Preguntas y
Respuestas
9788853611680

Italian:
Domande e risposte
9788853611697

HOW ARE YOU?



WHAT IS IT?

How are you? is a board game with an illustrated playing board where players move along the path and have to reach the finish line by overcoming a series of trials relating to the body, well-being and a healthy lifestyle, such as simple physical exercises.

LANGUAGE AIMS

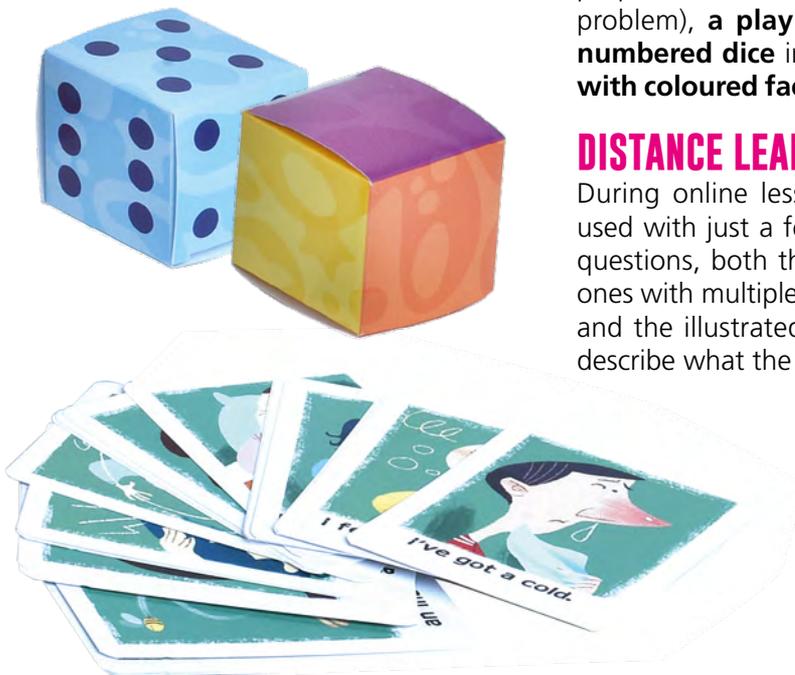
The game helps students to learn, revise and correctly use vocabulary related to nutrition and a healthy lifestyle.

CONTENTS

The game includes **132 cards** divided into six categories: yellow cards (draw the illustrated item), green cards (mime a state of health), blue cards (say the illustrated word), orange cards (answer a question), red cards (answer true or false), purple cards (ask what type of doctor cures a particular health problem), **a playing board** with a track of 100 spaces, **a numbered dice** in order to advance along the board, **a dice with coloured faces** (yellow, green, blue, orange, red, purple).

DISTANCE LEARNING

During online lessons and courses, all of the cards can be used with just a few changes to the game. For example, the questions, both the ones with true or false answers and the ones with multiple choices, can be asked during online lessons and the illustrated cards can be a tool to prompt players to describe what the pictures show.



English:
How are you?
9788853622761

French:
Comment ça va ?
9788853622778

German:
Wie geht's?
9788853622785

Spanish:
¿Qué tal estás?
9788853622792

Italian:
Come stai?
9788853622754

PLAY FOR THE PLANET



WHAT IS IT?

Play for the Planet is a board game with an illustrated playing board where players move along a path that contains information about an eco-friendly lifestyle in order to reach the finish square.

LANGUAGE AIMS

The game allows students to practise vocabulary related to the environment: recycling, renewable energy, organic agriculture and food. The understanding and sharing of this information in order to play the game, help to make the learning process, revision and correct use of English language structures and vocabulary, a fun and enjoyable experience.

CONTENTS

The game includes **60 photographic cards**, **72 game cards**, a **playing board** with 100 spaces and a **dice**.

DISTANCE LEARNING

Thanks to all of the elements and features on the cards, the game is also a perfect educational tool to use during online classes and courses. The 60 photographic cards are excellent to stimulate observation and descriptive skills. The 72 question cards can be the starting point for a fun quiz game that can be played remotely.



English:
Play for the planet
9788853622860

French:
La planète en jeu
9788853622877

German:
Der Planet steht
auf dem Spiel
9788853622884

Spanish:
El planeta en juego
9788853622891

Italian:
Il Pianeta in gioco
9788853622853

AROUND THE CITY



WHAT IS IT?

Around the City is a lively board game based on the observation of illustrations and the exploration of lexical themes related to the city.

LANGUAGE AIMS

The game allows students to learn, memorise and develop their knowledge of lexical sets related to *urban features, shops, places in town and services, means of transport, road signs and road safety.*

CONTENTS

The game includes **132 cards** divided into six decks with a variety of activities, plus one deck of penalty cards. It also includes **a playing board** and **a dice**.

DISTANCE LEARNING

Although the game was designed to be played in the classroom, most of the cards (both the multiple-choice ones and the true or false ones) don't require a physical presence, so they can be used to create a fun activity based on questions and answers also during online classes or courses.



English:
Around the City
9788853626011

French:
Un petit tour en ville
9788853626028

German:
Unterwegs in der Stadt
9788853626035

Spanish:
Por la ciudad
9788853626042

Italian:
Un giro in città
9788853626059

SENTENCE MAKER!



WHAT IS IT?

Sentence Maker! is a fun board game that helps with the learning process, revision and correct use of verb tenses.

LANGUAGE AIMS

The game helps students to improve their comprehension and production skills and to form sentences using time expressions and different tenses: past simple, present simple, present continuous, future simple. It also expands English vocabulary related to everyday verbs.

CONTENTS

The game includes **a playing board** with 66 spaces (each space shows a verb in the infinitive), **66 cards** with time expressions, **a numbered dice** in order to advance along the board, **a dice with personal pronouns**, a dice showing one affirmative, one negative, one interrogative and one continuous form and **counters**.

DISTANCE LEARNING

Despite the typical features of a traditional board game, *Sentence Maker!* can also be used as a tool for alternative learning during online classes and courses. The cards with time expressions and the verbs included in the playing board can be useful prompts to form correct and complete sentences.



English:
Sentence Maker!
9788853616746

French: Inventons
des phrases
9788853616753

German:
Bau den Satz!
9788853616760

Spanish:
Con tus palabras
9788853616777

Italian:
L'inventafrase
9788853616784

ENGLISH CHAMPIONSHIP

A2 - B1



WHAT IS IT?

English Championship can be used by the teacher in the classroom or at home to challenge friends in a fun test of general knowledge to figure out who is more familiar with the English language and culture of the English-speaking world via questions about history, culture and traditions, geography, civics, common expressions, nature and free time.

LANGUAGE AIMS

The game helps to familiarise students with the language and culture of the English-speaking world, to expand their range of vocabulary and knowledge via interesting questions. It also helps with the learning process, revision and correct use of language and grammar structures related to specific topics.

CONTENTS

The game includes **a playing board** with a track marked with the five colours of the Olympic rings: red for Culture (art, music, cinema, literature); green for Geography; black for History (traditions, school, social education and road safety); yellow for Healthy Living (free time, food for a healthy diet and lifestyle, sport); blue for Nature (science, animals, technology, astrology). It also includes **132 cards** divided into two different levels of difficulty: red cards for easier questions and blue cards for more difficult questions, **a dice** and **60 coloured counters**.

DISTANCE LEARNING

All of the cards can be easily used, without changing them, to create a fun and engaging quiz game. Therefore, *English Championship* maintains the goal for which it was designed, even if it is used during online classes and courses.



English:
English
Championship
9788853613721

French:
Championnat
de Français
9788853613738

German:
Deutsch-
Meisterschaft
9788853613745

Spanish:
Campeonato
de español
9788853613752

Italian:
Campionato
d'Italiano
9788853613714

ROUNDRIP OF BRITAIN AND IRELAND ROUNDRIP OF THE U.S. A.

A2 - B1



WHAT IS IT?

Roundtrip of Britain and Ireland and *Roundtrip of the U.S.A* are original and fun games that allow players to expand their knowledge related to British/American-speaking culture, just like during a real trip.

LANGUAGE AIMS

The games allow students to become familiar with the language and culture of the English-speaking world, to expand their vocabulary and the correct use of grammar structures: *definite and indefinite articles, high-frequency verbs, interrogative and negative forms, tenses, numbers up to 100*. An additional benefit is that these games promote learning and using commonly-used idiomatic expressions.

CONTENTS

The games include **a playing board** with a map of Britain and Ireland/the United States with a path to discover cities, monuments, festivals and traditions, **132 cards** divided into two packs for level A2 and level B1 with questions about history, culture, geography, grammar, riddles, idiomatic expressions, lexical choices and **two dice**.

DISTANCE LEARNING

All of the cards and the questions can be used without limitations even during online classes and courses. The playing boards can also be a starting point for finding out more about the English-speaking world and its most characteristic locations.



English:
Roundtrip of Britain
and Ireland
9788853604637
Roundtrip of the
U.S.A.
9788853622907

French:
Voyage en France
9788853604644

German:
Die Rundreise
9788853604675

Spanish:
Viaje por España
9788853604668

Italian:
Viaggio in Italia
9788853604651

TRIBOO



WHAT IS IT?

Triboo is a useful and challenging game based on the exchange of questions and answers, using keywords and clues to guess in the English language.

LANGUAGE AIMS

The game allows students to learn and revise vocabulary, cultural and interdisciplinary elements of the English language.

CONTENTS

The game includes **132 cards** divided into six decks corresponding to six vocabulary and disciplinary categories: *Science, History, Geography, Sport, Entertainment, Art and Literature*. Other contents: **a playing board, a dice, 15 counters**.

DISTANCE LEARNING

The cards for matching words and pictures make this a perfect and useful tool during distance learning situations. The pictures can stimulate students' descriptive skills and the questions with suggestions do not require the physical presence of students in order to be used. Therefore, this game is also perfect during online classes and courses.



English:
Triboo
9788853630070

French:
Triboo
9788853630087

German:
Triboo
9788853630094

Spanish:
Triboo
9788853630100

Italian:
Triboo
9788853630117

THE GREAT VERB GAME

A2 - B2



WHAT IS IT?

The Great Verb Game is a very useful card game, based on observation, using 100 illustrated verbs.

LANGUAGE AIMS

The game allows students to learn, memorise and practise English grammar and sentences in a fun and engaging way by conjugating 100 commonly-used verbs and forming sentences in a variety of situations.

CONTENTS

The game includes **132 cards**: 100 blue cards with an illustrated action and the corresponding verb in the infinitive, 21 green cards with subject pronouns, 8 yellow cards with verb tenses, 3 red cards with the affirmative, the negative and the interrogative form.

DISTANCE LEARNING

Thanks to its structure, this game is also excellent during distance learning situations. The only difference when used during online classes and courses is that only the teacher can handle the game components. All of the cards can be used by showing them to the players, who have to conjugate the verb written in the infinitive form and represented in the picture, following the instructions on the cards that the teacher shows on each player's turn.



English:
The Great
Verb Game
9788853628077

French:
Le grand
jeu des verbes
9788853628084

German:
Das große
Spiel der Verben
9788853628091

Spanish:
El Gran
Juego de los Verbos
9788853628107

Italian:
Il grande
gioco dei verbi
9788853628114

GAMES TO LEARN CHINESE

These games are based on a rigorous linguistic scale of progression and can be used to integrate any textbook. Also, thanks to the various ways they can be used, they are suitable for many different learning levels and different age groups.



9788853623348

PLAYING WITH NUMBERS

HSK 1

A simple but extremely effective game to learn Chinese numbers from 1 to 100. They are represented on the playing cards both as numbers and ideograms (as well as pinyin) allowing students to learn in an easy and fun way. The game includes **100 cards**: each card has the number written on one side and on the other side, the number is represented with an ideogram and pinyin; **36 cards** similar to bingo cards with numbers on one side and ideograms on the other. The **teacher's booklet** in 5 languages is a useful tool for the teacher and the students. It also includes some curious facts about the meaning of numbers in China.



9788853623362

THE GAME OF VERBS-NOUNS

HSK 2

This game allows students to discover new ideograms and create simple sentences with word-matching. It is based on matching pairs that are easily recognizable thanks to the superb illustrations and the identifying marks included in the packs. The game includes **132 cards** divided into two packs: 66 verbs and 66 nouns. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and provides the meaning of the matches.



9788853623355

GUESS THE JOB

HSK 2-3

The game includes **three packs of 40 cards** each. The first pack has colourful illustrations of 40 jobs, the second, their Chinese equivalent (ideogram and pinyin), while the third pack has simple sentences that explain the different jobs. It also includes 12 cards with the correct matches. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and provides the translation of each ideogram.



9788853623379

QUESTIONS AND ANSWERS

HSK 3

In this game, as well as creating an association between the image and the corresponding sentence, it is also possible to master structures and vocabulary related to situations of everyday life. The game includes **two packs of cards, each with 60 cards**. The first pack contains the questions, while the second one has the answers. Both packs are beautifully illustrated and guide the students in making the right pairings. This allows students to learn Chinese in a relaxing and enjoyable way. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and provides the translation of each sentence.



9788853624406

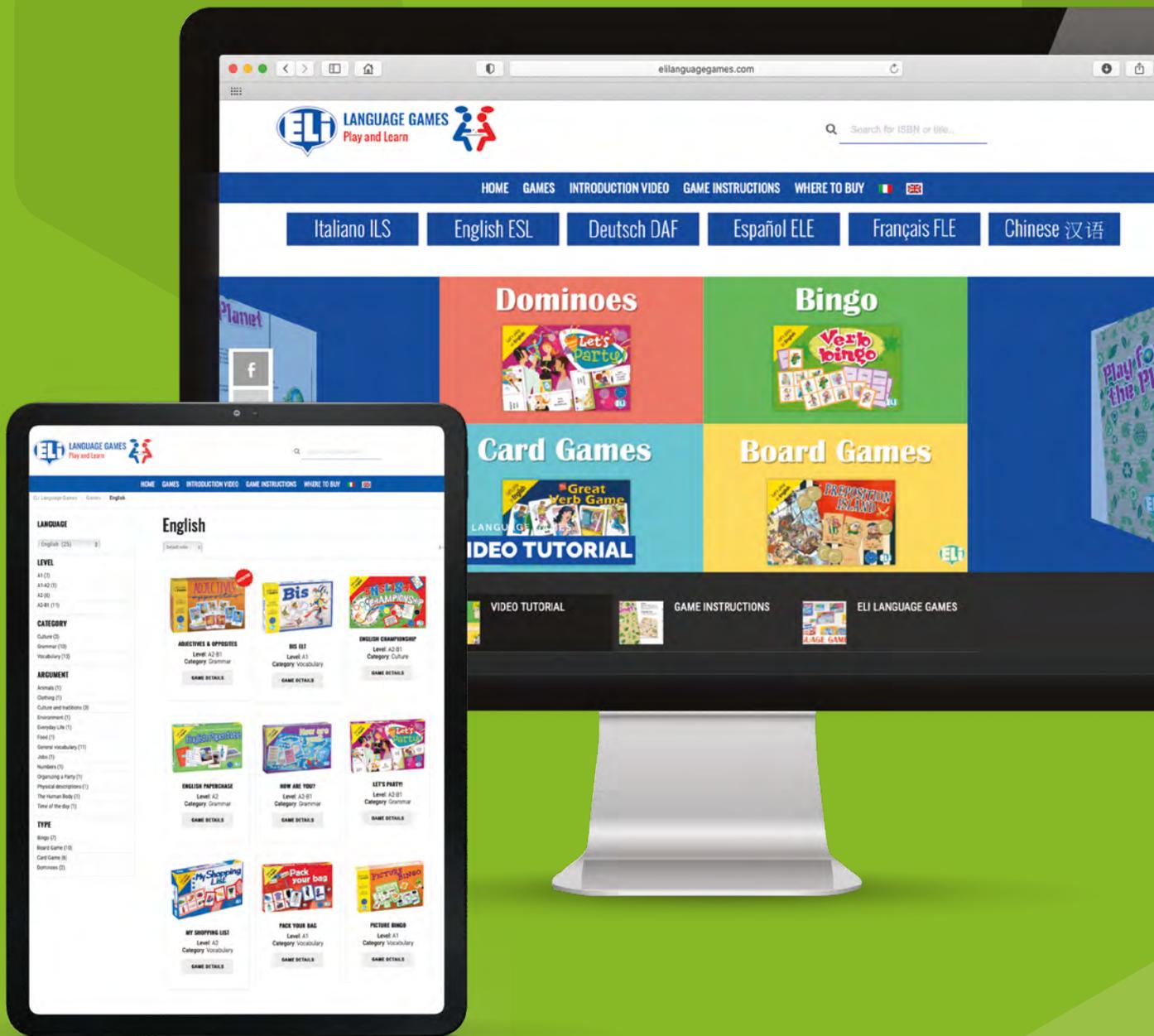
TRAVELLING IN CHINA

HSK 3

This game is an effective tool to expand students' vocabulary: numbers from 1 to 100, nouns, verbs, commonly-used adjectives, classifiers. It also helps to familiarise students with the Chinese culture and promotes the learning of commonly-used idiomatic expressions. The game includes **a playing board** with an itinerary around China and 140 numbered spaces. It also includes **132 playing cards** divided into six packs of 22 cards each, easily identifiable thanks to the different colour of the reverse side, a **coloured dice** and a **numbered dice**. The **teacher's booklet** in 5 languages helps the teacher and the students to play the game and gives interesting, fun information about locations on the itinerary. It also contains the translation of the sentences and the Chinese characters.

For further information, please visit www.elilanguagegames.com

ELI LANGUAGE GAMES WEBSITE



Visit www.elilanguagegames.com to find out more about our games, instructions, teacher's guides and video tutorials.

Select the language, choose the appropriate level and the topic you want to focus on, for example, food, jobs, animals etc.

Open the Game web page... and enjoy it with your students!

Watch the introduction video of all ELI Language Games in English!





www.elionline.com
www.elilanguagegames.com

For orders and requests for information,
please send an email to:
international@elionline.com