



ACTIVITY WORKSHOP

Collaborate • Innovate • Engage

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Presenter / Facilitator



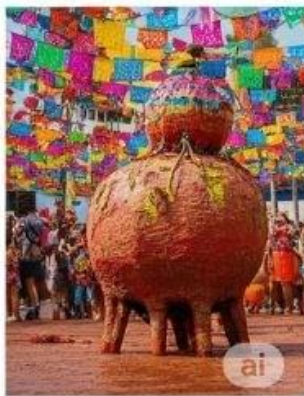
Wall walk

Description: It's an activity where students walk around the classroom looking at images or text to complete a task.

Set up: The teacher will put up the images or text on the walls around the classroom. The teacher will hand out the worksheet to go with the activity. Students can be tasked to do the activity alone/pairs/groups.

Why: Breaks routine.
Boosts energy levels.
Encourages kinesthetic learners. (Learning through physical movement.)

Good for: Vocabulary lessons and Topic Teaching and Reviewing.



Word Bank

- Diwali (India)
- Oktoberfest (Germany)
- Yi Peng Lantern Festival (Thailand)
- La Tomatina (Spain)
- Holi Festival (India)
- Rio Carnival (Brazil)
- Saint Patrick's Day (Ireland)
- Day of the Dead (Mexico)
- Venice Carnival (Italy)
- Harbin Ice & Snow Festival (China)

— Your Answers

1. **Picture 1:** _____
2. **Picture 2:** _____
3. **Picture 3:** _____
4. **Picture 4:** _____
5. **Picture 5:** _____
6. **Picture 6:** _____
7. **Picture 7:** _____
8. **Picture 8:** _____
9. **Picture 9:** _____
10. **Picture 10:** _____

Bonus Question: Which of these ten festivals would you most like to visit one day, and why?

1



2



3



4



5



1: Day of the dead

2: Diwali

3: Harbin Ice

4: Holi Festival

5: La Tomatina

6



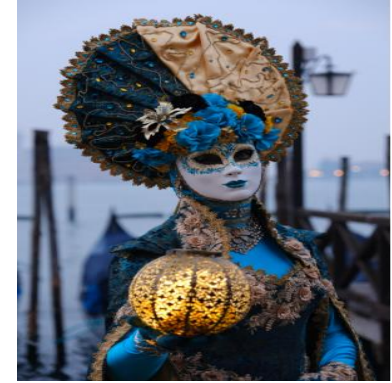
7



8



9



10



8: Saint Patricks' Day

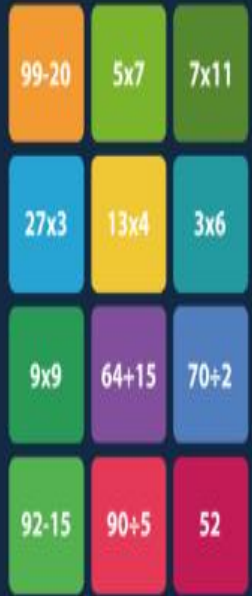
7: Rio Carnival

6: October Fest

9: Venice Carnival

10: Yi Peng Lantern Festival

Memory



Game

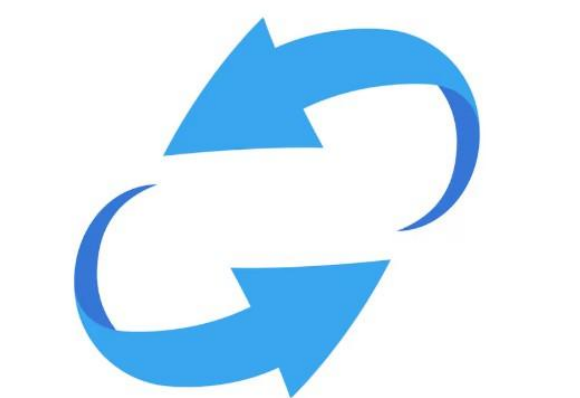
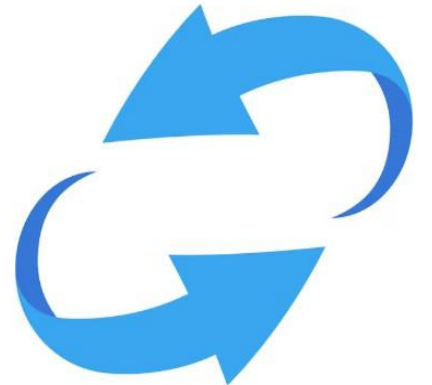
Description: A memory game is a simple card or matching game where players turn over face-down items to find matching pairs. The main goal is to remember where specific pictures or objects are located on a board or table to collect the highest number of pairs and win the game.

- **Setup:** Shuffle a set of paired cards and lay them face down in a grid on a flat surface.
- **Turns:** Players take turns flipping over any two cards so everyone can see the pictures.
- **Matching:** If the two cards match, the player keeps the pair and takes another turn.
- **Mismatch:** If the cards do not match, they are turned back face down in their exact same spots.
- **Winning:** The game ends when all cards are claimed, and the player with the most pairs wins.

Why: Builds focus and concentration skills.
Boosts short-term and visual memory.
Enhances pattern recognition and visual discrimination.

Good for: Vocabulary





Find someone who ...

Walks to school	Has been on a rollercoaster	Has played chess	Has curly hair	Knows a knock knock joke
Can do a cartwheel	Is wearing something red	Can do a magic trick	Can play an instrument	Has a pet
Has a button on their shirt	Went to summer camp	FREE	Favorite subject is science	Has a birthday this month
Was born in a different city	Likes to dance	Has a sister	Has been on an airplane	Plays a sport
Likes sushi	Is the youngest sibling	Favorite color is green	Is left-handed	Likes winter more than summer



Description: Players must walk around the room, talk to one another, and find different people who match the specific descriptions on their card. The goal is to be the first person to fill a set of boxes in a row (horizontally, vertically, or diagonally) or complete the entire card (blackout) and shout "**Bingo!**"

Set up: Hand out the Bingo card.

No Self-Signing: A player cannot sign their own bingo card.

One Sign Per Person: To force maximum mingling.

Mingle Only: Players must talk to each other directly; passing cards around the room is forbidden.

Why: Builds classroom community.
Encourages total inclusivity.
Boosts communication skills.

Good for: Reviewing work and classroom finishers.

Any Questions?

