

# Twelve Days of Christmas Game

\* Named as it was developed on 5<sup>th</sup> January and started off being based on the song – then became something completely different! Can be played at any time of the year.

I saw six sparrows on the sixth of January.  
Last Wednesday a footballer tripped over a sparrow.

## Resources

- Coloured thin card - 4 colours, playing card sized. E.g. 12 of each colour or as many as needed.
- Whiteboard / pens
- Dice
- Pens / paper

## How to play

1. Deal out the blank cards
2. Write the categories for each colour on the board:
  - People – e.g. a name, job-title, relation, etc. Include "I".
  - Object – e.g. cat, coffee, sparrow, cake
  - Day or date – e.g. Thursday, sixth of January
  - Numbers (in words)
3. Brainstorm for ideas from each category.
4. Ask for correct spellings if known – and write on board.
5. Nominate someone to write it on their card (check spelling).
6. When all cards are completed, shuffle and place face down.

## The game is then played in rounds as follows

1. Players each roll the die to see how many cards they must choose (see Dice Roll below). Each card selected should be a different colour. (For example, if the 'dice roll' tells the player to pick 3 cards these should all be different colours).
3. Players select correct number of cards. The die is passed to the next player.
4. When everyone has selected their cards, they must write a simple and complete sentence using the words on the cards (could work in pairs).
5. Players then read out their sentences – the class could vote for the best one, and points be given to make it more competitive/fun.
6. End of round. The game continues in rounds until all the cards are used up.

## Dice Roll

The number of cards to select should be adjusted by the tutor to suit the learners' levels and abilities. Here are some suggestions. (Use only one suggestion at a time!)

- Odd number – select 3 cards. Even number – select 2 cards.
- 1 – pick 1 card, 2 – pick 2 cards, 3 – pick 3 cards, 4 – pick 4 cards. 5 or 6 – roll again.
- Use colour stickers over the numbers (or a coloured dice) to decide which colour cards to pick up. (Tutor can decide how many dice rolls each student has). If the same colour is rolled twice – roll again).

