Король Л.
FUN WAYS OF PRACTISING COUNTRY AND NATIONALITY WORDS

Word roots dictation

The teacher reads out a list of words that originally come from a particular language, e.g. words that come from French and are now used in English, using their English pronunciation. The teacher should start with obscure ones and get more and more obvious until they reach words that are obviously connected to one language like "foie gras" or "pizza". Whenever anyone is sure what country those words came from, they can stop the teacher and guess. If they are right, you can then give bonus points to students who can explain what each word means (using nationality words), e.g. "Ballet is a French dance" or "Ballet is a French word for a kind of dance".

International brands dictation

This is similar to Word Roots Dictation above, but with a list of names of companies, products and maybe famous people for each country. Students can then identify what each one is ("Jambalaya is an American meat dish" or "Rolls Royce is a British car") for extra points. Please note that it can be very complicated to work out where products and people really come from in our globalized world, so you'll need to have the internet handy to double check and to give points for each answer that is true in any way, e.g. allowing "Mini is a British car" (because it was originally and is still made there) and "Mini is a German car" (because it is made by BMW).

I'll name five from that country

This is another game that can be played using brand names and names of famous people. Students are told the country or nationality word being practiced and then bid to be the team to try and name people and things from that country by claiming they can say more things than the other teams, e.g. "We can name four things from Belgium", "We can name seven things from Belgium", "We can name 15 things from Belgium", stopping when no one bids higher. If the team can actually name that many things, they get that many points. If not, they lose points and/ or sit out the next round. Before you explain the game, you will need to decide if teams that make mistakes (e.g. "Andre Agassi is a Swiss tennis player") can continue trying or have to stop there.

I'll name that country in five

This is similar to the game above, but with teams bidding down about how many clues they need to guess a country. Give one clue, e.g. "It's in Latin America", and then let teams bid with "We'll name that country in seven", "We'll name that country in three" etc until it reaches zero or there are no lower bids. Give the hints and score as in I'll Name Five From That Country above.

I'll name five different countries/ I'll name five of them

This is another bidding game similar to the ones above, but with students bidding up how many countries, things, people etc in a particular category they can come up with, e.g. by responding to "How many nationalities can you name that

end in 'ese'?", "How many countries can you name in Africa?" or "How many presidents and kings from around the world can you name, including what country they come from?"