


eslactive

Catch And Count

Tags: [beginner](#), [kids](#), [numbers](#)

In the Catch And Count ESL game, students throw a ball around, continuing a count whenever it is caught.

 4+  5-10 mins  Ball

Setup

Students stand in a circle.

Game

1. The students throw the ball to each other, in a random order.
2. Whenever a student catches the ball, they must continue a count. The count can either be incremental (with the first student starting at one) or decremental (starting at a higher number).
3. This can become easy/boring even for beginner students, so encourage the students to build up the speed and see how fast they can go. You could also ask them to count multiples of a certain number (e.g. three, six, nine, twelve etc.).

As an extension to make the game more interesting, you could combine it with [Hot Potato](#) or [Time Bomb Hot Potato](#). In this case the student holding the ball when the music/timer stops has to complete a challenge. See our [ESL Challenge Generator](#) for suitable pre-made challenges.

Target Language

The Catch And Count ESL game is a basic warmer or review game for young, beginner level students. Use it to practise [numbers](#), or ordinal numbers.

It can also work well as a cross-curricular activity with school-age kids. After learning integer sequences in a maths class (e.g. geometric series, the Fibonacci sequence etc.), they could use them instead of a basic count.

For a very similar game to practise [irregular verbs](#), see [Catch And Conjugate](#).