

# eslactive

## Target Practice

Tags: [advanced](#), [beginner](#), [grammar](#), [intermediate](#), [kids](#), [vocabulary](#)

In the Target Practice ESL game, students complete different English language challenges depending on which area of the target they hit.

 2+  10-20 mins  Beanbag (or similar); Prepared A4 Papers; Sticky Tack/Tape

### Setup

Prepare a set of A4 papers (use recycled paper!), with different challenges according to your target language. If you have a set of vocabulary flashcards, these could also work well for low-level students.

Add points to each paper – this motivates students to actually hit the challenges. With kids, you might also want to include some special areas that correspond to small prizes like sweets.

The number of papers you need depends on the space you're playing in, but twelve is usually sufficient.

Clear a space that runs the complete length of the classroom. Stick the papers on the floor to form a square/circular target at one end of the classroom.

Students can play this game individually, or in two teams.

### Game

1. Students take turns throwing the beanbag onto the paper target from the other side of the classroom.
2. After each throw, the student has to do the challenge written on the paper it lands on.
3. One option is to remove a paper once it has been hit and have an extra challenge if no paper is hit (better with vocabulary challenges). Or just make sure that challenges can be repeated (better with larger classes).

4. Students win points for themselves or their team based on where the beanbag lands. The student/team with the most points at the end of the game wins.

### Target Language

The Target Practice ESL game is a fun, active warmer or review exercise. It is designed primarily for kids, but could definitely be used in a more relaxed adult class too.

Adapt the game to any vocabulary or grammar simply by altering the challenges. As such it is suitable for any level, beginner, intermediate or advanced. Check out our [Challenge Generator](#) for question/challenge ideas. Alternatively, using pictures/flashcards is a good way to practise vocabulary with lower levels.

There are a number of variants that could be played depending on the equipment you have available. For example throwing balls into buckets, or a ring toss game.

If you have a large class, try setting up other similar games at the same time (e.g. [Jenga](#), [Beer Pong](#)). This way students won't have to wait for their turn, and they can swap when they are finished. For an extended class/day of games, what about a [Class Olympics](#)?