

PLAY AND PRACTICE - GRADED  
GAMES FOR ENGLISH LANGUAGE  
TEACHING

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Games can serve several purposes in the second-language classroom. They can make a restless class concentrate or 'wake up' an apathetic group. They are also useful for review and have the advantage of getting students involved in using the target language without the nervousness of a test situation or the routine of using the textbook.

PLAY AND PRACTICE is therefore a worthwhile reference book for all teachers. Although many of the games described are probably already known to you, the authors have organized their material well. The 98 games listed in the contents are divided into sections according to the main language skill(s) used. The necessary level of proficiency (roughly basic, intermediate and advanced) is also indicated. Preceding the description of each game is a section that states the purpose of the game, the vocabulary or structures required and the material which the teacher must prepare. An index of purposes tells the teacher what specific items (alphabet, numbers, greetings, adjectives, etc.) can be practiced by each game.

The authors make no attempt to classify the games by age groups or school levels, perhaps feeling that it is up to the individual teacher to decide if a given game will be too childish to hold the interest of his students. It is noted, however, that this is a book of suggestions, not "unalterable rules", so the teacher has the option of adapting the games to fit his particular situation.

In conclusion, PLAY AND PRACTICE is a handy book to have to consult while making your lesson plans or in class when you suddenly need a change-of-pace activity.

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