**Hatchy Patchy**

1. Set up the chairs in a circle, so that there is one less chair than number of people, i.e. the person standing in the centre of the circle has no chair.

2. The teacher tells everyone (in Language) to close their eyes. The person standing in the centre of the circle must close their eyes too.

3. The teacher walks around the circle quietly and secretly taps one person on the shoulder. Then tells students to open their eyes (in Language).

4. The person in centre asks everyone in the circle one by one a question in Language (eg What's your name? Where are you from? or whatever questions and answers the students happen to be learning in the unit of work they are currently studying).

5. Everyone in the circle one by one answers the question in Language, except the person who was tapped on the shoulder by the teacher. That person answers the question by saying “hatchy patchy”. (Instead of saying “hatchy patchy”, you could use a word/phrase in Language, e.g. the word for “run run”, “run fast” or “hurry”).

6. At that point everyone must change seats. No-one is allowed to take the seat immediately to the left or right of their seat in the circle.

7. The person left standing without a seat becomes the person in the middle for the next round. Return to step 2 above.

**Airline Aisles**

1. Choose a theme for the game, eg animals, body parts, verbs.

2. Students get into teams and arrange their chairs in lines.

3. Teacher or one student stands at the front of the teams. He/She
   a) says a word in Language to be translated into English or
   b) says a word in English to be translated into Language or
   c) acts out a word

4. The person who is in the front seat of the line for their team, tries to call out the correct answer first, to get one point for their team.

5. The person in the front seat for that round then moves to the back seat. Everyone else moves forward one seat. So the front row now has a new seat of competitors. Return to step 3 above.

**“Statues” (Geoff Anderson and Ron Wardrop’s Animal and Number Game)**

The students listen for the animal that Ron is playing on the didge, and they act that out, eg if they hear kangaroo, they jump around. When the didge stops, a teacher calls out a number in Wiradjuri. The students must then quickly get into groups of that number. The teacher counts to 5 in Wiradjuri and hits the sticks while they do this. Anyone not in a group of the correct number is out.