

1. **Concentration:** You need 2 sets of flashcards for this game. Place both sets face down on the floor. Children take turns in turning over 2 cards (saying the cards aloud in Northern Tutchone). If the cards match, then the child keeps the cards. If the cards are different the cards are turned back over again in their original places. The child with the most pairs at the end of the game is the winner.
2. **Charades:** Place the mini cards in a pile face down on the table or floor. One person takes the top card, and without showing it, tries to elicit the word from the other player without speaking. For example, if the card is “ge,” pretend to be a ge (rabbit) by hopping around the room. If the other player can guess the word in Northern Tutchone, it is his turn to take a card.
3. **Pictionary:** Good for reviewing vocab. Pick a child and show him/her a flashcard picture or whisper a word into his/her ear. The child draws the picture on the board and the first child in the class to guess the picture in Northern Tutchone gets to draw the next picture. This can also be played in teams with a point system.
4. **Spin the Bottle:** Sit the children in a circle with a bottle in the middle. The teacher spins the bottle. When it stops spinning the child it is pointing to is shown a flashcard and asked to say what it is in Northern Tutchone. If the answer is correct, then that child can spin the bottle. This is a good vocab review activity.
5. **Basketball:** Children take a shot at the trash can/box/etc. First show a flashcard to Child 1. If s/he answers correctly in Northern Tutchone, then s/he can have a shot at the basket. If the child gets the ball in the basket then s/he wins 2 points. If the child hits the basket without going inside, then s/he wins 1 point. The person who gets the most points is the winner. This can also be played in teams.
6. **Fish:** Before this game you need to have the children in pairs draw and cut out a picture of a fish for each pair. While they are doing that put 2 parallel lines of tape on the floor a few meters apart. Have children play in pairs – each child behind a different line, facing each other with the fish in the middle. The teacher shows Child 1 a flashcard and asks what it is in Northern Tutchone. If the child answers it correctly s/he can blow once to propel the fish forward. Next, the teacher asks Child 2 who can blow the fish back towards S2. The child who blows the fish over their opponent’s line is the winner.
7. **Rope Jump:** you need a rope for this one! Have the children stand behind each other in a line. Hold a rope (have a child hold the other end) at a height that the children should be able to jump over in front of the line of children (if the children are just little ones you can just lay the rope on the ground for them to jump over). On the other side of the rope spread out some flashcards and a box. Call out the name of one of the flashcards/objects in Northern Tutchone to the first child. S/he has to jump over the rope, pick up the correct flashcard and put it in the box. For other rounds you can hold the rope down low, so children have to crawl/roll under.
8. **Over-under:** Line up the child in two teams. Give the two children at the front each a flash card. When you say go, the first in line says the word in Northern Tutchone and passes the f/c over their head, the next child says the word in Northern Tutchone and passes the card under between their legs, the child kid over, then under, etc. The last child in the line races to the front to hand the f/c to the teacher and says the word in Northern Tutchone. The first team to do so gets a point.

9. **Backs to the Board Game:** This one is good for higher level kids. Make two teams and stand one child from each team in front of the board, facing away from it. Place a flashcard picture on the board (e.g. "hamburger") and the children have to explain that word to their team member (e.g. you can buy it in McDonalds, it's got cheese and ketchup in it). The first child out of the two standing in front of the board to guess the word in Northern Tutchone wins a point for his/her team.
10. **Ostrich Game:** This game is really good fun. You need some clothes pegs. Pair up children and peg a card onto each child's back. Both children face each other with hands behind backs waiting for the teacher to shout "Go!". At this point they must try to discover his/her partner's hidden flashcard without letting their partner see theirs. When the child finally sees his/her partner's card s/he has to shout it out in Northern Tutchone to become the winner. The children look like ostriches when playing this game.
11. **Phonetic "Slap":** You'll need two players for each game and two sets of flashcards labeled with vocabulary words. You should also indicate a target sound for each word, either by marking it at the top of the card, using color coding or any other method that works for you. Do this all on one side of the card and keep the other side blank. Children will start the game with the blank sides facing up. Players turn over their cards together. If the two cards share the same target sound, players should slap their opponent's pile. If the first person who slapped is able to give the correct pronunciation of the word in Northern Tutchone, they win both cards and add them to their hand. You can have children play for a certain amount of time or until one person has all the cards.
12. **Touch:** Spread cards on the floor or table face up. Name one of the cards in Northern Tutchone and the child places his hand on top of that card. If playing with just one child, slowly move your hand towards the card and the child must try to touch the card before you do! If playing with more than one child, the children can race to touch the card. Whoever touches the card first gets to keep it. To remove competition from the game, have one set of cards for each child.
13. **What's Missing?:** Spread a group of 5-10 cards face up on the floor or table. Review the cards together with the child. Tell her, "Close your eyes," and take away one of the cards. Next, say, "Open your eyes," and ask, "What's missing?" The child tries to guess which card is missing. They have to say it in Northern Tutchone to get it right.
14. **Fishing:** Make a fishing rod by attaching a magnet to a piece of string and then tying the other end of the string around a chopstick, unsharpened pencil, or ruler. Attach a paper clip to each mini card and then spread the cards out on the floor. Make a "pond" around them with a hula hoop or long piece of rope. Now it's time to fish! Say, "Can you catch a hudzi (caribou)?" The child can try to catch the hudzi by connecting the magnet to the paper clip. Each time you catch a card, name it in Northern Tutchone. At the end, count all the cards you have caught.