

Table 1*A Summary Of Language Learning Game Collection Texts*

Title	Author	#	Sections	Learner Lvl	Duration	Skill (RWSL)	Group Size	Materials	Control	Ling structure	Ling Lvl	Comments
Index Card Games for ESL	Clark	6	Matched Pairs, Sound and Spell, Scrambled Sentences, Categories, Cocktail Party, Who's Who					x		x	2 3 4 5	Few games, but many specific examples of content. Available in other languages.
Games for Second Language Learning	Dorry	73	Number, Spelling, Vocabulary, Structure-practice, Pronunciation, Rhyming, Misc.	x			x	X ty pe			1 2 3	Index table by "type" and level
Play Games with English	Granger	125	No sections. Entries are categorized by specific language structures and areas such as vocabulary, numbers, etc.							x	2 3	Indexed by language structure. Generally an emphasis on English-specific structures such as verb tenses.
101 Terrific Tips for language Teachers	Iacofano	101	No sections	x				x			2 3 4 5	No index, sample activities are often language-specific
Keep Talking: Communicative fluency activities for language teaching	Klippel	123	Questions & Answers, Discussions & Decisions, Stories & Scenes	x	x	x	x	x		x	4 5	Emphasis on fluency. Summary table provided. Extensive sample materials. Also includes non-linguistic social goals.
101 Word Games for students of English as a Second or Foreign Language	Mccallum	101	Vocabulary, Number, Structure, Spelling, Conversation, Writing, Role Play and Dramatics	x				x			2 3 5	Indexes by level, age, and suitability for Homework

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New Ways in Using Communicative Games in Language Teaching	Shameem & Tickoo	94	Learning Communication Strategies, Learning content Matter, Learning From One Another, Developing Skills in Discourse, Developing Fluency (Attributed to Nation & Thomas, 1988)	x	x			x		x	2 3 4 5	Not all activities are games, but most are entertaining or at least engaging.
Games for Language Learning	Wright, Betteridge and Buckby	101	Picture, Psychology, Magic Tricks, Caring & Sharing, Card & Board, Sound, Story, Word, True/False, Memory, Q&A, Guessing & Speculating, Misc.	x	x	x		x	x	x	2 5	Peculiar organization. Index to structures, types of communication
Let's Play Games in Chinese	Yao & McGinnis	61	Popular American, Television Game Shows, Simple Vocabulary, Aural/Oral Vocabulary, Reading Vocabulary, Writing Vocabulary, Semantic Vocabulary, Basic Sentence Generation, Grammatical Pattern, Timeword-Oriented, Question-Asking Practice, Reconstruction-Drawing, Recollection, Basic Description and Narrative, Role-Playing, Group Story, Intermediate and Advanced Narrative, Card Games.	x	x	x	x	x			2 3 4 5	Chinese-Specific. Subject Index.