

Games and activities  
for the junior  
Indonesian language  
classroom

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## **Preface:**

**This booklet is the result of a congress session at the MLTAV Congress 1990. The session was designed to allow people to give ideas of activities they use with beginner classes to other teachers. I have drawn many of these together and added more as I have collected them from a wide range of people. I hope that you will find this little book valuable in your classroom. If you have any suggestions to add for future editions, please let me know.**

**Greg Worrell**

## **1. Aliens:**

**Vocabulary: numbers, colours, body parts**

**Each student in the class writes up a description of an alien giving the colour and number of each body part. For example, dua kepala merah, tiga mata biru ... in pairs they then take it in turns to read out their description for the partner to draw as they go along. When the drawing is finished, it is checked for correctness (and a laugh) they then swap roles and do the activity again.**

**Alternatively the teacher can describe the alien for the whole class to sketch and then display the results.**

## **2. Sedang apa (Song) :**

**Vocabulary : Verbs**

**Sedang apa?**

**Sedang apa?**

**Sedang apa sekarang?**

**Sedang apa sekarang?**

**This is sung to the tune of "Oh My Darling Clementine", students take turns in substituting a verb in place of "apa". Once this has been played a few times, challenge can be added by pointing to a student to give the next verb as each verse ends.**

### **3. Noughts and Crosses :**

**Vocabulary : various levels**

**Classes are divided into two teams ( O and X ), teacher draws a noughts and crosses grid on the board. Number each square. In turn each team nominates the square they want, they answer a question (cultural, vocabulary, grammatical) and if they are right they can have their O or X in the square.**

**You will need to have prepared a variety of questions which have corresponding numbers to the grids, in this way the level of difficulty of the game can be easily adapted to the class.**

### **4. Komik saya :**

**Vocabulary : greetings, names**

**Even after a week of Indonesian, students are able to write a comic strip conversation between two characters and to illustrate it. It can be between any 2 characters such as pens, animals etc., and can take up to 8 frames to tell the story.**

## 5. Bingo :

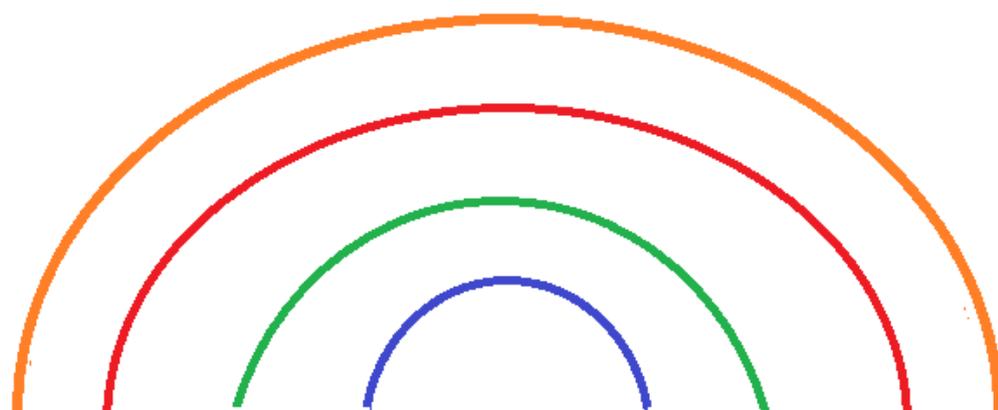
Vocabulary : numbers

Either using commercial bingo cards, or students ruling up their own grids and writing in their own numbers within a set range, numbers are randomly called out in Indonesian. Students cross them off as they occur in their grid. First one to get all numbers crossed off calls out “Bingo”, then has to read out the numbers in Indonesian for the rest of the class to check. If they are correct, they are the winner.

Hint: Have several lists of random numbers on hand, it saves having to think of numbers and keep a track of them as you play. This way there can be no chance of students thinking you are favouring one over the other.

## 6. The rainbow method :

This is useful for those students who do not understand word order when using adjectives and possessive pronouns. Put the English sentence on the board, followed by the Indonesian translation and mark in the rainbow using different coloured whiteboard markers as per the example.

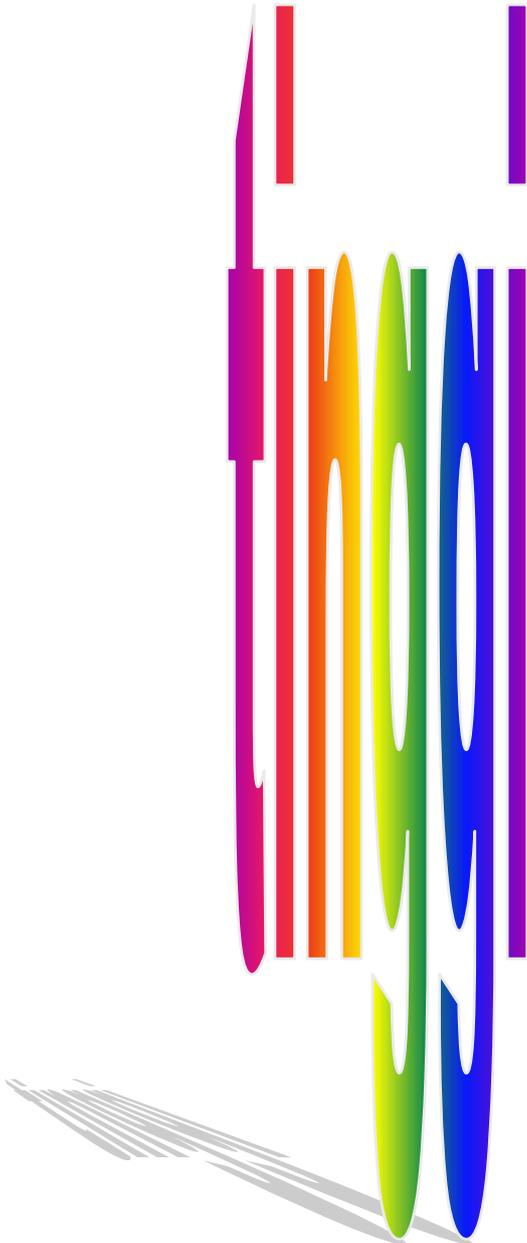


My uncle's father's name is John. Nama bapak paman saya John.

## 7. Adjectives :

When learning new adjectives get the students to draw the word in a shape which it represents. Display around the room.

e.g. tinggi

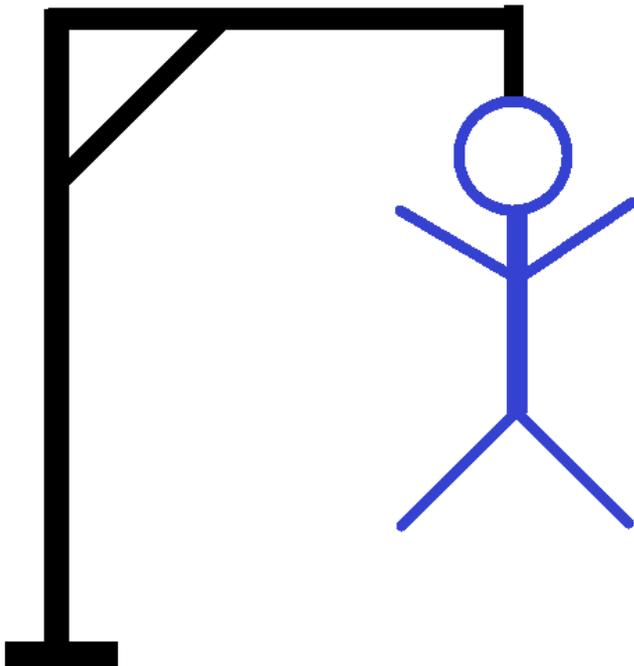


## 8. Hangman :

Vocabulary : Various

A word or sentence is marked on the board as a series of dashes, with a vertical line dividing each word. The students take it in turn to contribute a letter. The teacher (or student) at the board marks the letter if it appears in the sentence, but only once. If the letter appears three times, then it requires to be said three times. If the letter given is not able to be slotted in, then another part is added to the hangman. If a student can solve the sentence, they raise their hand and give the full sentence, if it is correct they are the winner, if it is incorrect another stroke is added to the hangman, and the game continues.

Hint: ensure that the class knows exactly what strokes make up the hangman. This avoids any problems like, "You haven't marked in the eyes, or the nose," etc.



## **9. Batik :**

**Batik can be safely done in the classroom using cold wax and fine paint brushes. The design is penciled onto material then gone over with the cold wax. When this sets the dye can be painted on with a brush. This isn't quite as good as the real thing, but doesn't need special equipment, and is much safer with a large group of students.**

**Students can make wall hangings, table clothes for special feast days, etc.**

**Cold wax is generally available through art suppliers.**

## **10. Blankety blanks :**

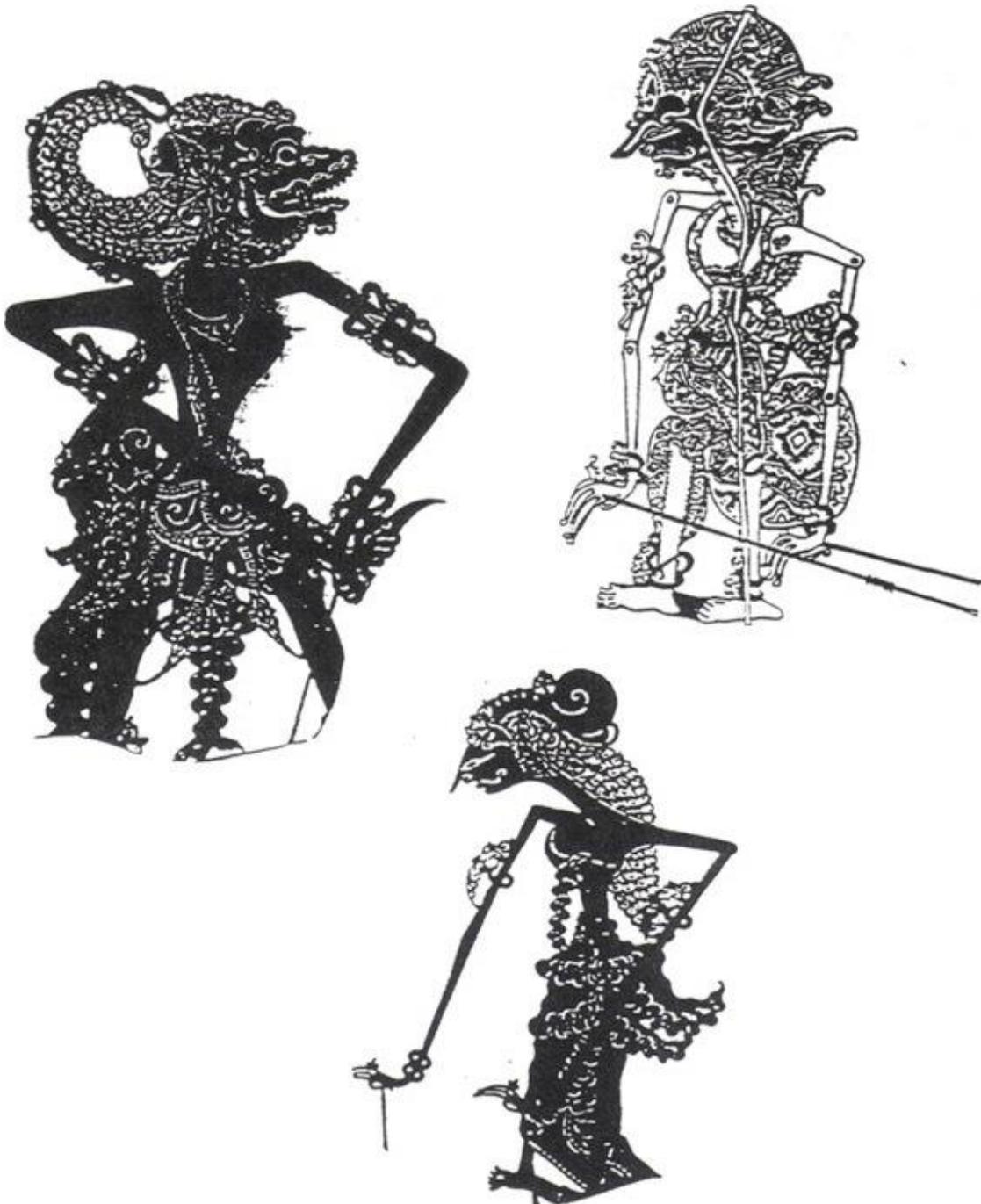
**Vocabulary : Various**

**Select three students to be the contestants; they sit at the front of the room. A 4th student is the compere and writes out a sentence with a word missing. Each of the contestants has to write out what they think is a suitable word to fill the gap. The rest of the class decides on which answer they think is best and the contestant/s with this answer get a point. The contestant with the most points wins. (The teacher can build up a collection of sentences with blanks written on cards for the compere to use).**

## 11. Wayang kulit :

To make your own Wayang kulit, you will need white card, dowelling, and split pins.

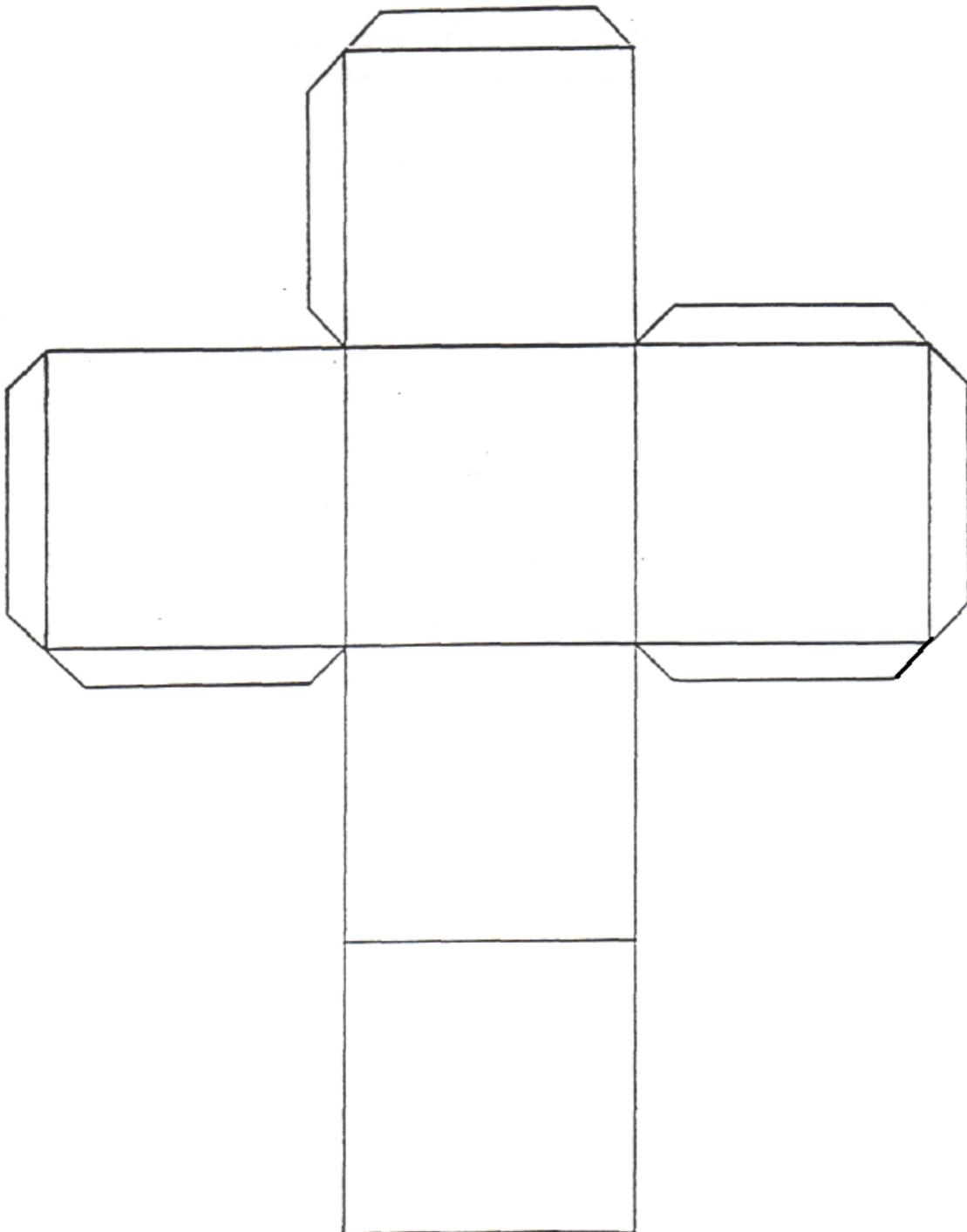
Get the students to draw or trace a wayang kulit design onto the card, cut it out and colour. If you wish to have moveable joints, then use a split pin at each joint and attach a piece of dowel to each arm. Students can then write their own plays and use the puppets to act them out.



## 12. Cube

Give each student a sheet with a cube drawn on. They have to write 6 sentences related to a topic nominated by the teacher, colour it in, cut it out and they can then be hung from the rafters for a great mobile display.

Topics can be simple ones like sentences about school, me, my family etc.



### 13. Mastermind

#### Vocabulary : Various

A four letter Indonesian word is thought of by the teacher, and a grid similar to-the one below is drawn on the board. Students offer suggestions as to what the word can be in turn. If they get the wrong word, but any of the letters correctly placed, a tick is placed at the top of that column. The game continues until someone comes up with the correct word.

A variation is to have 2 columns at the side as in grid 2, when the students get a letter/s in the correct place the corresponding number is written in the column 1. If a letter is correct but in the incorrect place, the number is written in column 2.

**Grid 1**

	v	v	
p	e	n	a
b	a	i	k

Word is 'naik'

**Grid 2**

Correct Place	Incorrect Place				
0	2	p	e	n	a
1	1	b	a	y	i
0	3	b	a	i	k

Word is 'naik'

#### **14. Family feud :**

**Vocabulary : Various**

A range of sentences are written out on a sheet with a word missing in each sentence. The students all complete the sheet, the results compiled as to the frequency of the answer, the top six most common answers are used in the game. Each answer is then given a points value as a percentage of 100, based on the number of responses it received. So if 25 students were surveyed and the most common response was "merah" with 15 students selecting it, then it would have a point value of 60.

Two teams of contestants are selected, the first contestant from each team is brought forward and asked the sentence, they each give an answer, the person whose answer has the most points gets the option of trying to guess the remaining answers. If the first team has 1 miss, then the second team gets the opportunity to guess the rest of the words. If the second team makes a mistake, the first team gets the points so far totaled, if they get them all correct, and then get all of the points.

This continues until one side reaches 200 points.

#### **15. Sentence building :**

You will need several sets of cards with the same words contained in each set. Divide the class into groups of 4-5, give each group a set of cards. Give them ten minutes to come up with as many sentences using all or some of the words on the cards. The winner is the team with the most sentences at the end of the time.

## 16. Tikus :

Vocabulary : Numbers

Students sit in a circle and start counting in Indonesian. Every time the number 7 (or whatever you nominate), multiple of 7, or number with 7 in it, is reached, the student must say "tikus" instead of the number. If they do not, or if they say the wrong number, they are out. The people who are out can assist as judges for the remainder of the game.

## 17. Hikori dikori dam (Hickory dickory dock) Nursery rhyme

Hikori dikori dam  
Tikus panjat jam,  
Jam bunyi satu  
Tikus pun jatuh  
Hikori dikori dam

## 18. Pak Susanto (Old Macdonald had a farm) Song

Vocabulary : animals

Pak Susanto tanian  
EI EIO  
Di tanian ada babi  
EI EIO  
Dengan oink oink sini  
Dan oink oink sana  
Sini oink sana oink  
Mana mana oink oink  
Pak Susanto tanian  
EI EIO

Other animals are substituted.

## **19. Si Ali berkata (Simon says) 1 :**

**Vocabulary : Body parts, Verbs**

Played in the same way as in English, where the teacher calls out "Ali berkata ..." (e.g. Si Ali berkata tangan ke atas kepala). If any student does not follow the direction they are out. If the teacher does not say "Ali berkata" first, any student who obeys the direction is also out.

## **20. Si Ali berkata (Simon says) 2 :**

**Vocabulary : Parts of the body**

An Indonesian mask is given to a student; various students in the class are indicated to call out an instruction such as "Ali berkata ...." They keep the mask until they get the instruction wrong. Then they give it to the person who got them out to wear, and the game continues.

## **21. Pass the parcel :**

**Vocabulary : Various**

The parcel is pre-wrapped in several layers of wrapping with Indonesian directions on each layer, e.g. "Orang yang suka makan nanas", "Orang yang tertinggi di kelas ini," etc.

Students sit around in a group with the parcel and pass it around while music is played, the person who has the parcel when the music stops has to read the instruction and give it to the person who fits the description best. The winner is the person who unwraps the final layer.

## **21. Word races :**

**Vocabulary : Various**

The class is divided into two teams which line up side by side. The teacher or a student stand at the front and says either an English or Indonesian word, the first of the pair at the front to give the correct translation get a point for their side. If neither gets the word correct, no points.

You can continue through the teams several times if you wish with the winner being the one with the most points.

If you want to play student against student, then the two lines are formed, and the student with the correct answer goes to the back of the line, the other sits down. Questions are asked until there is one student remaining.

The game can also be played using opposites (e.g. kaya -miskin), provide the appropriate word to complete a sentence, give a full translation of a sentence, etc.

## **22. Life-size bodies :**

**Vocabulary : Parts of the body**

When learning names for parts of the body, try outlining each student on butchers paper and labeling. This gives a life-size hanging for the room, library, etc. kids enjoy presenting themselves labeled in Indonesian for others to see.

## **23. Card game :**

**Vocabulary : Various**

You need three sets of cards (each set a different colour). Each set should have an equal number of cards, somewhere between 40-80. The list of Indonesian vocabulary is decided upon related to the students' knowledge. On two sets of the cards the same Indonesian words are listed so that you end up with 2 identical sets of cards, but on different coloured cardboard. On the third set, the English equivalent is listed to match the 2 sets. (It is useful to also write the Indonesian translation on the back to allow for correct judging).

This game is played by three people; two of the students sit opposite each other with the Indonesian words in front of them, face up, the third student sits in the middle with the English version cards. The third student calls out the English word, and the first of the other two to correctly find the translation puts the card to one side in a pile. The student who did not find the card first gives that card to the student with the English cards, and the game continues. The student with the largest pile of Indonesian cards is the winner.

This game can be played with small teams of players.

## **24. Number game :**

**Vocabulary : Numbers**

This game is similar to musical chairs and is best played outside or in the gym. Students move around the area in a large circle, the teacher calls out a number in Indonesian, and the students have to form groups of that number. Anyone not in a group is out.

**Hint:** This works well on the middle third of a basketball court, and gets the students to walk around the line. You can then get them to form their groups only in the corners for added difficulty.

## **25. Bargaining (role play) :**

**Vocabulary : Markets and bargaining**

**Divide the class into two groups, half are buyers, half are sellers. Each person is given an envelope containing role play instructions.**

**e.g. "You are a 'penjual' selling chickens. You want to sell your chickens quickly and take your sick child home. Enclosed are your chickens and some change."**

**"You are a poor becak driver, you must get fruit and rice to feed your family of 5 tonight. You have only Rp.500 to spend. It is enclosed."**

**Rules:**

**Students must only speak Indonesian, if not they are out. Once they become adept at the game add difficulties such as rotten fruit so that the buyer has to be wary.**

## **26. Heads :**

**Vocabulary : Various**

**Students are divided into groups of four, each person in each group is given a number from 1 - 4. The teacher reads out a phrase or word, and calls out the number of the student who is to answer. The first student of that number to raise their hand is given the opportunity to answer. If they get it wrong it goes to the next one of that number in the second fastest group to have a go. Points are allocated to the group for a correct answer. The winning group is the one with the most points at the end of the session.**

## **27. Blind man :**

**Vocabulary : directions, classroom objects**

**A blindfolded student is directed through a circuitous route of the classroom, directed by another student using only Indonesian instructions. The student is directed to some point where an object is hidden, and must be able to locate the object once the blindfold is removed.**

**Once the students are proficient at directions, several teams of players can start at various parts of the room. Once they are in position the object is hidden, and the first team to be guided to find the object is the winner.**

## **28. Babi (Pig) :**

**Vocabulary : Numbers**

**You need two sets of cards number from 1 - ?? depending on the number of students in the class. Each student is given a card, so that there will be two students with 1, two with 2 and so on. You need to have an odd number of students for this game. One student is selected as the 'babi' and stands in the middle of a circle. The rest of the students look at their numbers and place them face down on the ground. The babi calls out a number, the two students who have that number have to run around the outside of the circle and back to their places, the last one back becomes 'babi', and 'babi' takes their place and number.**

## **29. Memory game :**

**Vocabulary : Various**

**On a smart board or overhead projector, display a selection of items whose Indonesian names are known to the class. After a minute or so, hide the items and get the students to write down in Indonesian as many of the items as they can remember.**

**30. Round robin sentences :**

**Vocabulary : Various**

Students sit in a circle and one student gives the first word to start an Indonesian sentence, the next student repeats the word and adds an appropriate word, and so on. Students are out if they mess up the word order, or cannot add an appropriate word.

**31. Board race :**

**Vocabulary : Various**

The class is divided into two teams in lines. The teacher gives a word in English and the first of the pair at the front to write the correct translation scores a point for their team. After each word the front pair move to the back of the line.

**32. Cloze with a difference :**

**Vocabulary : Nouns, adjectives & verbs**

Find a piece of writing at a level suitable to the class and go through and remove the nouns, verbs and adjectives. Using this piece of writing as the guide, ask the class to write down their own words as you call out noun, verb, adjective depending on what has been removed from the passage. When they have listed all of their words, give them a copy of the passage to fill in their words as they listed them. Many funny stories result from this exercise.

**33. Siapa saya? :**

**Vocabulary : various**

The teacher or student thinks of a person/place or thing. The class is given the opportunity to ask 20 questions in turn to see if they can guess who/what the object is.

### 34. Jam berapa sekarang? :

Vocabulary : Time

Students are divided into teams of about 5. The teams are lined up in rows. The teacher thinks of a time and allows a member from each team in turn to ask a question such as:

“Sekarang jam enam?”

The teacher will respond with *Ya*, *Belum* or *Lewat*. If the time was not correctly guessed, the next team gets the chance to ask. It continues until a team gets the correct time.

### 35. Snap :

Vocabulary : Animals or Numbers

You will need to purchase (or make) sets of snap cards, a set for each group of 4-5 students. The cards must have either animal pictures or numbers on them. The cards are dealt out equally between the players, face down. The person to the right of the dealer lays down their top card face up in the middle, then next person follows and lays their top card face up. When a pair is matched the first student to correctly call out the name of the animal, or number in Indonesian, takes the pile of cards and places them under their cards. The game continues until one person has all of the cards.

With beginners it is a good idea to appoint one person as a judge in each group, with a list of the vocabulary to ensure that a fair game is played.

This game can be adapted to suit any noun, if you make up your own cards. Ideally there are 4 of each noun, with at least 8 sets of each.

### **36. Tell the truth :**

**Vocabulary: Various**

**Students are divided into groups of three. Each group is given a photo of a person whom they have to describe. One person has to give a truthful description, one a completely false description, the other a description with two or three faults. The basis for the description is based upon the following:**

**possible age**

**sex**

**clothing**

**colour**

**physical attributes (parts of the body)**

**country of origin**

**Presented by each student as a written exercise for submission, as well as an oral presentation. During the oral presentation the rest of the class has to determine which member of the group is telling the truth, the lie and the partial truth, while they look at the photo.**

### **37. Treasure hunt :**

**Vocabulary : Directions, objects, prepositions**

**Plan a treasure hunt course with all of the clues in Indonesian. Use clues such as, "Berjalan lima belas meter ke utara, belok ke kiri dan ada kursi biru". So they would go to the blue chair for the next clue. Alternatively, "Di mana ada banyak buku? Pergi ke sana." So they would go to the library and so on.**

**To allow many students to participate, they could start in different parts of the course and work in pairs. At each clue point there is a word. The students have to write down the word and where they found it. The result is an Indonesian sentence. The winners are the first back with the correct sentence and all of the locations of the clues correct.**

### **38. Card game :**

**Vocabulary : Various**

**You need three sets of cards (each set a different colour). Each set should have an equal number of cards, somewhere between 40-80. The list of Indonesian vocabulary is decided upon related to the students' knowledge. On two sets of the cards the same Indonesian words are listed so that you end up with 2 identical sets of cards, but on different coloured cardboard. On the third set, the English equivalent is listed to match the 2 sets. (It is useful to also write the Indonesian translation on the back to allow for correct judging).**

**This game is played by three people, two of the students sit opposite each other with the Indonesian words in front of them, face up, the third student sits in the middle with the English version cards. The third student calls out the English word, and the first of the other two to correctly find the translation puts the card to one side in a pile. The student who did not find the card first gives that card to the student with the English cards, and the game continues. The student with the largest pile of Indonesian cards is the winner.**

**This game can be played with small teams of players.**

### **39. Bribe chart :**

**Have up on the wall of your room a chart listing all of the students in the class. When you have any activity you can award points for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> on the chart. At the end of term you can have some prize for the person(s) with the most points. This is a great incentive for kids to go home and learn vocabulary for particular games.**

#### **40. Siapa saya :**

**Vocabulary : Personal**

**One student stands at the front of the class facing the board. The teacher indicates a pupil to greet the first student with a suitable greeting and ask how they are. The first student must respond correctly, and give the enquirer's name. If this is guessed correctly, another student is asked to say hello, and how are you. If the identity of the enquirer is not guessed correctly then the enquirer goes to the front and the game continues.**

#### **41. Memory game :**

**Vocabulary : Various**

**The teacher selects vocabulary to be used in the game. For example you might use animals. The teacher then selects a setting for the game relevant to the vocabulary used. For animals you might use "Di sirkus", "Di kebun binatang," etc.**

**Students sit in a circle with the teacher. The teacher starts the game with the setting and the vocabulary type. In this example it would be "Di sirkus ada gajah". The student to the right of the teacher has to repeat this sentence and add an animal "Di sirkus ada gajah dan singa". The next student repeats the sentence and adds an animal, and so it goes. If a student says the incorrect sequence, or adds an inappropriate word, they are out. You continue until there is one student left, the winner.**

**This can be used with objects in the classroom, items of clothing in a shop, etc.**

## **42. Number game :**

**Vocabulary : Numbers**

**Divide class into two teams, number each member in each team from 1 -?? The teacher calls out a number in Indonesian and the 2 students who are that number have to run to a marked point and back to line as soon as they hear their number. The first back to line scores 2 points for their team. The other scores 1 point.**

**Once students are adept at numbers, use different ranges to increase level of difficulty.**

## **43. Match it races :**

**Vocabulary : Various**

**As you cover new vocabulary, get the students to write the English and Indonesian on small pieces of paper and keep them in envelopes by category, for example, adjectives. You can then have races at any time with the winner being the first one to correctly match the English to the Indonesian words in that particular envelope.**

## **44. Ke mana? :**

**Vocabulary : Various**

**The class is divided into two teams, the teacher gives a sentence such as "Saya ke pantai". The first person on team one has to repeat the sentence and change the destination. The first person on the second team repeats the changed sentence and adds a changed destination of his own. This continues until a team cannot repeat the last sentence, or cannot give a destination which has not been given before.**

#### 45. Match the picture :

Vocabulary : Various

For this activity you need 2 sets of cards with the same pictures. Enough cards for one per student. This activity can be used at various levels depending on the questions that the students are capable of asking.

Say you have a class of 26. You need to come up with thirteen different pictures, but ones that are similar. For example, you may draw 1 set with a hill on them, the second set may have two hills, the third set may have a dog on the two hills, the fourth may have one hill and a cat, the fifth may have one hill and two cats.

What the students have to do is go around and find the person with their matching picture. Beginners can use phrases like "Ada anjing" meaning "Is there a dog?" or "Ada dua anjing?" meaning "Are there two dogs?" They keep asking their question until they meet someone who responds with "Ada!" They then have to ask another question to check that the second feature on the cards are the same, for example, "Ada pohon?"

More advanced students can ask questions such as "Ada anjing di bawah pohon?"

#### 46. Kancil :

Vocabulary : Nouns

To play this game you need to prepare a set of picture cards (about 12) which are about A4 size each. Laminate if possible. The cards are put out on the floor face up. A student is selected to be *kancil*. The teacher or a student calls out the name of one of the pictures and the *kancil* has to quickly crawl to that picture. If the incorrect picture is selected, or it takes too long, the next student becomes *kancil*.