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The Games book is designed for teachers with adult learners of English. The twenty games in the collection are divided into two sections: ten for use with general English learners and ten more specifically for business English classes.

Teachers of business people will also want to use a number of the general English games; most classes will enjoy giving their views in The Sports Game (whether they are pro-sports or not), and have fun polishing their shopping language in The Department Store Game. And they'll probably have plenty to say about celebrities and others in The People Game, too.

However motivated and hard-working are, adult learners also enjoy the chance to play language in a more relaxed format, and this is a five element can be surprisingly productive, especially true for classes who have their own at the end of a hard day at work. "I'm glad to see you can't see me," said a manager as he loudly shouted out the answers during one of the games!

Each of the games in The Games book has a minimum starting level, but beyond that they are open-ended, allowing more advanced learners to come up with whatever they can. The language overview section lets you see at a glance whether your class is ready for a particular game and suggests what minimum-level learner can expect to come up with.

The games in The Games book can be used in several ways:

1. As a diagnostic test at the start of a course to see exactly what your learners' weaknesses are and how you can help, especially if you are teaching false beginners or a refresher course.

2. To practise a specific structure or topic that you have been teaching; blank cards at the start of the book allow you to personalise the material to fit your particular class.

3. To provide language you have taught in a more interesting way.