

## Unité 8 – Jeux de classe

### Jacques a dit...

**Focus:** This game is to practise giving and obeying orders.

### Jeu :

The teacher gives a series of fairly rapid orders to the students. Only those orders preceded by *Jacques a dit...* must be obeyed. Each time a student follows an order not preceded by *Jacques a dit...*, s/he must sit down. The last student left standing is the winner.