Connect 4 Calling

Say it · Drop it · Connect 4!



Teacher Guide

Live online play on Zoom · offline games · printable paper boards · test your mic

Richard Sim ©

Welcome!

Connect 4 Calling is the classic Connect 4 game with an English twist. Each turn, a sentence appears from the word pack. To drop a token, a student **says the sentence out loud**, then taps a column. Connie the Chameleon is your guide.

Live online play includes a 1-year license for the teacher (students join free). Offline modes work forever.

Three ways to play

- **Play Online** – the teacher and the student each use their own phone, tablet or computer. Great for Zoom, Google Meet or any video call, and for two devices in the same classroom.
- **Play vs Connie** – one player against the computer (Easy or Normal). Connie reads her own sentences aloud, so it is good listening practice too. Works offline.
- **Pass & Play** – two players share one device. Works offline.

How to start

1. Unzip the folder and double-click **index.html**. It opens in Chrome, Edge, Safari or Firefox. Nothing to install.
2. Choose a way to play and a word pack. The board is always the classic **7 × 6** grid. Red goes first.
3. On your turn, **say the sentence**, then tap a column. Your token drops to the lowest empty space. Press 🔊 to hear the sentence first.
4. Get **four in a row** – across, up and down, or diagonally – to win. A full board with no four in a row is a draw. Press **Rematch** to play again.

 **Red goes first**

 **Yellow goes second**

No repeated sentences

Each sentence in the pack is used only once. When every sentence has been used, the pack starts again in a new order. A typical pack has 64 sentences, which is more than enough for one game (a game has at most 42 drops).

Playing live on Zoom

1. **Teacher:** open the game, press **Play Online → Create a game**. The first time, type your teacher license code (it starts with **C4C-**).
2. Choose the word pack and your options, then press **Create room**. You get a 4-letter **room code**, for example **KTRW**.
3. Say or type the code in the Zoom chat. If the game is on a website, you can also press 📋 **Copy link** and send the link.
4. **Student:** opens the game on their own device, presses **Play Online → Join a game**, types the code and their name. Students never need a license code.
5. When the student has joined, press **Start the game**. Take turns saying the sentence and dropping a token.
6. **Watch a game:** open a second tab, press Play Online → Watch a game, and type the code. Share this tab on Zoom so the class can follow along.

Tip: the easiest way to play on Zoom is often to share your own screen and play vs Connie, or Pass & Play, while the class calls out the sentences. Play Online is best when each student has their own device.

Teacher checks

Turn this on when you create the room. The student's drop waits until you tap ✓ **Yes – drop!**, ↺ **Try again** or ⏭ **Pass turn**. If Record to drop is also on, you can play the student's recording first.

Record to drop & Test your mic

Turn on **Record to drop** (Everyone, or Students only) when you set up the game. Players press the big red microphone button, say the sentence, listen back, then tap a column. A drop needs about 1 second of real sound.

No speaking, no drop: if the timer runs out, or the recording is silent or too short: 1st miss "Try again!", 2nd "Final warning!", 3rd the turn passes on.

Press 🎙️ **Test your mic** on the home screen (or the Play Online page) **before** a Zoom lesson. It records a few seconds and plays them back.

If the microphone does not work on a tablet

- **iPad / iPhone:** Settings → Safari (or Chrome) → Microphone → Allow or Ask. Or tap AA (or the lock icon) in the address bar → Website Settings → Microphone → Allow. If the game was opened inside Zoom, tap the menu and choose Open in Safari or Chrome.
- **Android:** in Chrome, tap the lock icon next to the address → Permissions → Microphone → Allow. If the game was opened inside Zoom or another app, open it in the browser instead.

• On a computer, click the lock or camera icon in the address bar and choose Allow.

The teacher can also allow typing the sentence instead for a player without a working microphone.

Word packs (A1–B1)

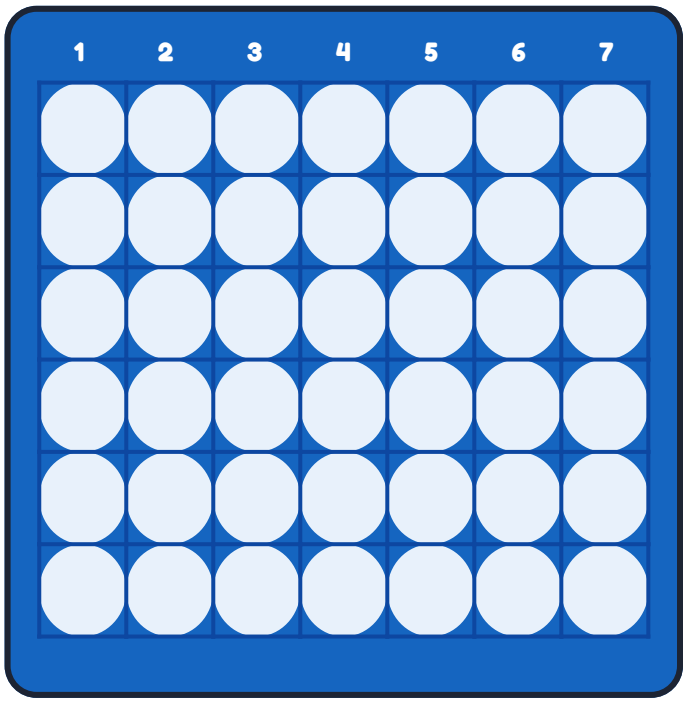
Pack	Level	Grammar	Sentences	Examples
Food & Likes	A1	like / likes / don't like	64	"I like apples." "I don't like pizza."
Animals & Can	A1	can / can't	64	"Dogs can run." "Birds can swim."
Clothes	A1	I'm wearing… / Do you have…?	64	"I'm wearing a hat." "She's wearing a dress."
Weather	A1–A2	It's sunny in…	64	"It's sunny in Bangkok." "It's rainy in Tokyo."
Daily Routines	A1–A2	Present simple	64	"I get up early every day." "She goes to school every day."
Right Now!	A2	Present continuous	64	"I'm swimming." "She's eating lunch."
Hobbies	A2	love / enjoy / hate + -ing	64	"I love dancing." "I don't like drawing."
Jobs	A2	He's a… / I want to be a…	64	"I'm a doctor." "She's a chef."
Yesterday	A2	Past simple	64	"Yesterday I played soccer." "Last week she ate pizza."
Around Town	A2–B1	Places + prepositions	64	"The café is next to the bank." "The bus stop is in front of the park."
Question Time	B1	Questions: can, ever, how often…	64	"Can you ride a horse?" "Do you like to swim in the ocean?"
Classic A–H	All	Letters + numbers: "C5"	64	"A1" "C2"
Letters & Numbers	A1	Tricky letters + teen / -ty numbers	64	"G thirteen (13)" "E thirty (30)"

My Words: type your own complete sentences, one per line (at least 8). Useful for the language you taught in that lesson.

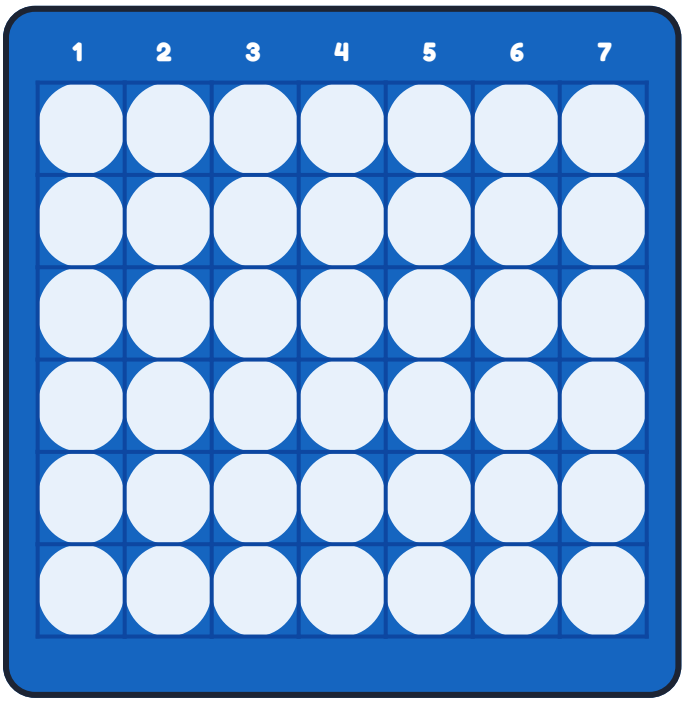
Printable paper boards

Use these 7 × 6 boards for a no-device version. Color four-in-a-row with red and yellow pencils or tokens. Call a sentence from the pack (or from My Words) before each drop. Make as many copies as you need.

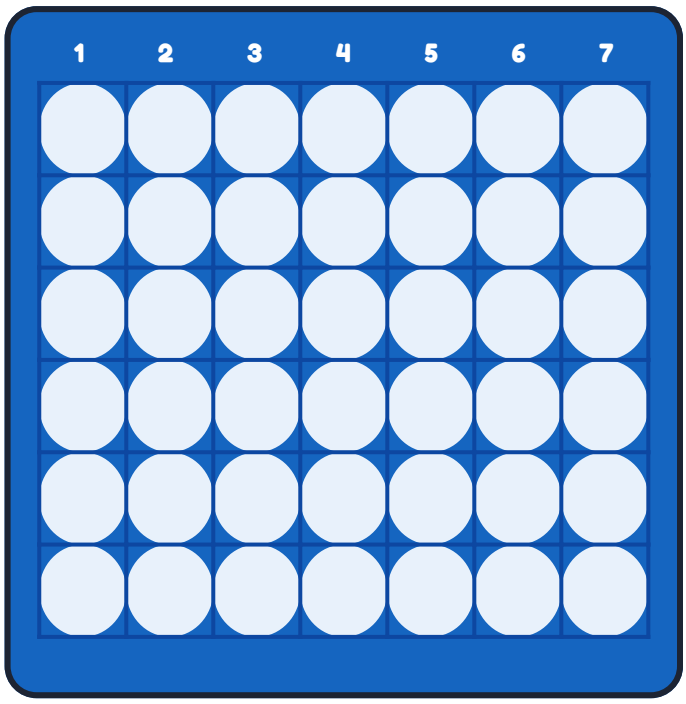
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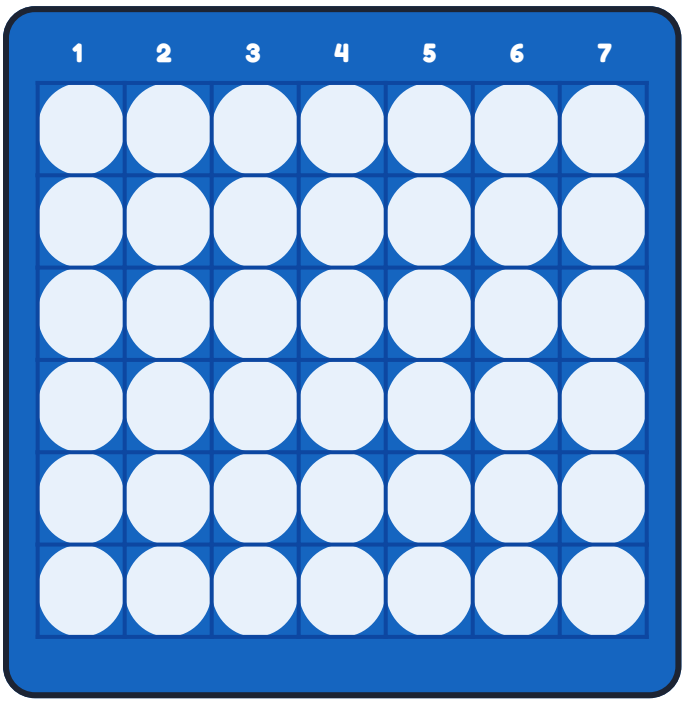
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Name: _____
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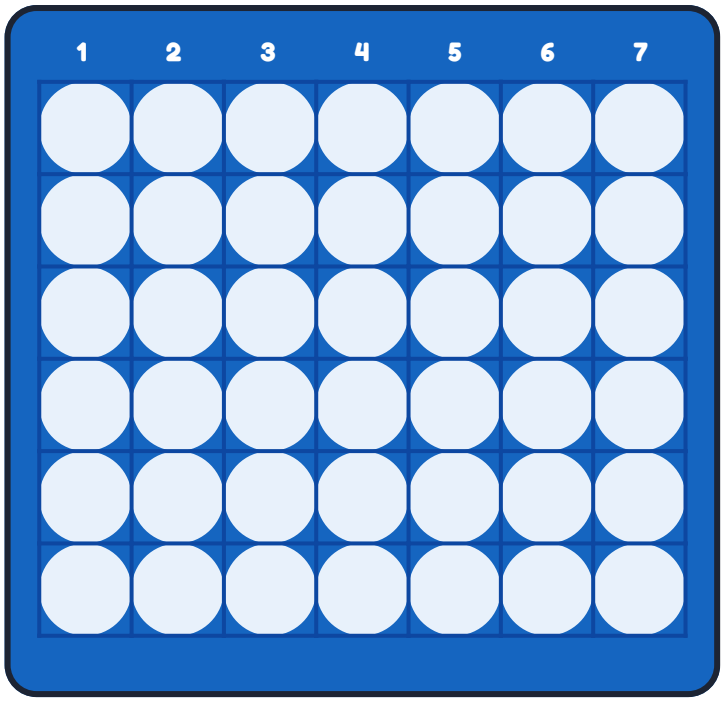


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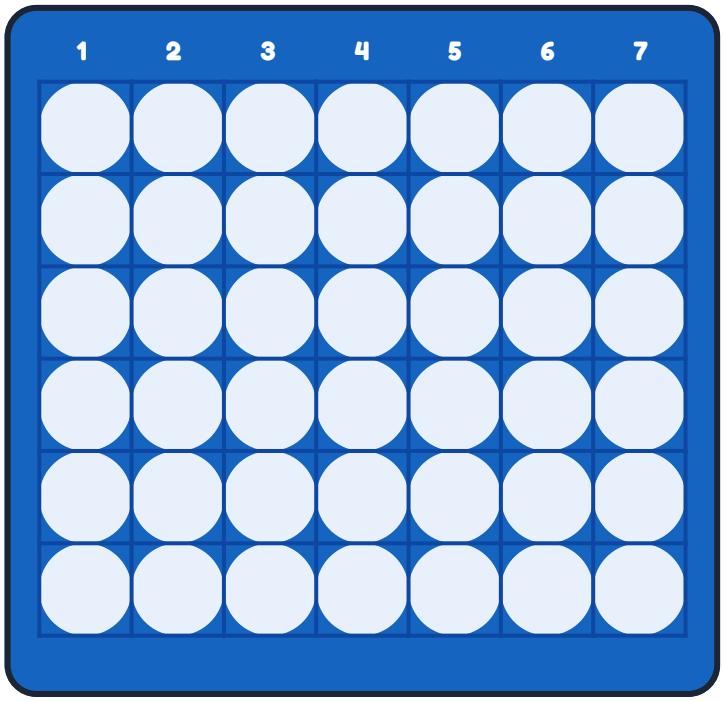


Paper boards

Name: _____ Color: red / yellow Score: _____

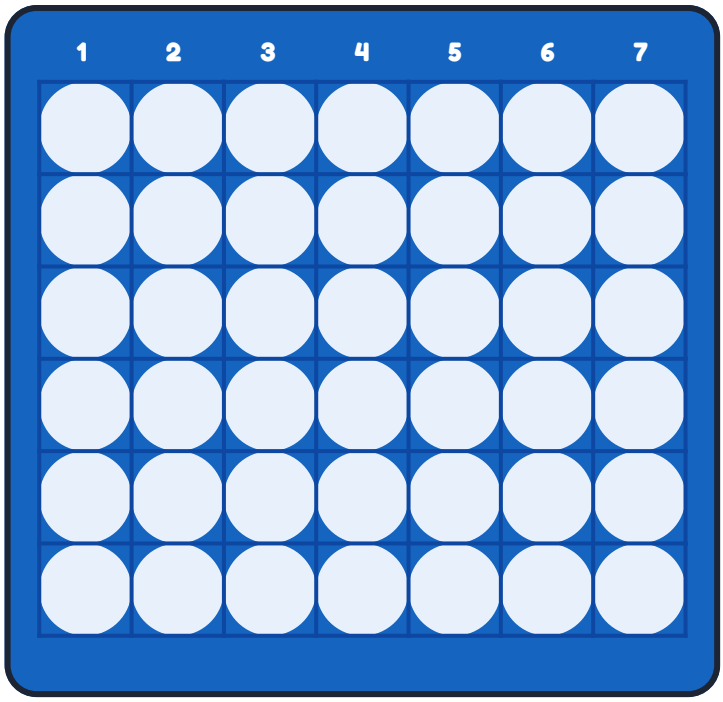


Name: _____ Color: red / yellow Score: _____



Paper boards

Name: _____ Color: red / yellow Score: _____



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