## **Grammar Football** Level: elementary, pre-intermediate

• Divide the class into pairs or groups A and B and give each group a board and a dice.

• Players roll the dice and advance according to the number that they have thrown. If they toss a coin, "heads" means they can advance two places forward, "tails" means they can advance one place forward.

• The game can be used to practise vocabulary from any course book communicatively. The numbers correspond to the chapters from the course book which are revised. Students use word lists they have at the back of their course book.

• Students are expected to combine question words at the side with any words from their word lists to make sentences or questions. The teacher can ask them to do it in one particular tense they have learned recently.

• The two teams or players would toss a coin to decide who starts first.

• Every time a student successfully combines both words, they move to the next word. Each time they land on a numbered square, they should use a different word to make a sentence or question.

• Both teams (players) keep advancing until they meet on their way in the same space. When they meet they keep asking questions and answering them. The team that makes a mistake first loses the duel and goes back to restart from his or her end. The winning side continues until they meet again. Every time they meet, they keep asking and answering questions until one of the teams (players) makes a mistake.

• The student who gets to the end of the board scores a goal. this can be repeated numerous times.

• Students should use different words from the course book to make their sentences.

• When players get to the centre, it is a FREE space so they can create any sentence they like.

• Students can use words in the game to make sentences, ask questions or do whatever language skill the teacher wants them to practise.

**Grammar Football** 

