Straightforward
Second edition

Noughts and Crosses
by Jim Scrivener

1. Play noughts and crosses with gerunds and infinitives. Draw a noughts and crosses table on the board and write nine verbs from the lesson in the squares. Divide a class into two teams, (the X team an the O team). The X team must choose a verb and challenge the O team to make a correct sentence, after conferring, they win the square. Of the O team produce an incorrect sentence, the X team win the a square. Then the O team choose a verb and the X team must make a sentence. Continue until one team has won three squares to form a line vertically, horizontally or diagonally.

2. Alternatively, put students in pairs to play the game.

3. Here is an example of the game:

    At the start of the game:

Might	Hope	Let
Avoid	Refuse	Deny
Can't	Agree	Can't stand

Team X have won.

X	O	Let
O	X	O
O	Agree	X