

## Grammar Casino

### Teacher's notes

**Level:** Upper Intermediate (equivalent to CEF level B2)

**Aim:** This is a grammar revision game. It is a collaborative activity and requires students to recognize, correct and explain grammatical mistakes. It can be used with practically any grammar structures and at a range of levels. The worksheets which have been provided here are for use with *Straightforward* Upper Intermediate. The activity will last a minimum of 30 minutes, but the precise time needed will depend on the size and level of the class.

### Preparation

- 1 Photocopy several copies of the first page for your class and glue to a piece of card. Cut out the casino chips and make sure you have enough for each group and enough to provide some winning chips for the game (the class will be divided in teams of between 2 and 5 students depending on the size of your group).
- 2 Prepare one set of right/wrong cards for each team. If possible copy the 'right' cards on green and the 'wrong' cards on red.  
Each team will need one right card and one wrong card.
- 3 Prepare a copy of the appropriate worksheet for yourself.

### Procedure

- 1 You may want to pre-teach 'place a bet'. Divide the class into teams. You may want to ask a volunteer to help you host the game and keep a track of the betting.
- 2 Distribute a set of right/wrong cards and 20 chips to each group. Prepare the board with a column for each group so that you can keep track of the betting. Explain the rules of the game:

#### Grammar Casino: Rules of the game

- In this game students will be betting on their grammar knowledge.
- They will start the game with 20 chips (each chip is worth ten points).
- They will hear ten sentences in total and for each sentence each team must decide if the grammar is right or wrong. Advise students to keep their discussion private so that other groups can't listen in.
- When they have decided if the sentence is right or wrong they must then decide how many chips to place on their decision (maximum 5).
- Once all the bets have been taken ask your students to raise one of the right/wrong cards on the count of three. If they think the sentence is correct, raise the 'right' card, if they think the sentence is incorrect, raise the 'wrong' card.
- If they raise the correct card their chips will be doubled.
- If they raise the incorrect card they will lose the chips they bet on that sentence.

3 Dictate this example sentence and get the students to write down what they hear:  
*Jenny turned up to the party wearing a gorgeous satin red dress*

Answer: WRONG *Jenny turned up to the party wearing a gorgeous red satin dress.*

- 4 When students have stopped writing, write the sentence on the board and ask students to check their version. Explain that the students must decide if the example sentence is right or wrong, grammatically. Allow the students 30 seconds to discuss and decide. Explain that you are not collecting bets this time. On the count of three, ask all the groups to show their right/wrong cards. In this particular example, the sentence is wrong. When this happens, (numbers 1, 2, 4, 7, and 8) give all the teams 60 seconds to write a correct version of the incorrect sentence. Ask a volunteer from one group to come to the board to correct the sentence and explain why it is wrong. Check each group's corrected sentence and explain that all the teams who had successfully corrected the sentence win a bonus of 10 points.
- 5 Start the game proper and collect bets from the students and follow the procedure above.

Optional final activity: clean all the sentences from the board and ask each team to write down as many of the right sentences as they can remember, without referring to their notes.

### **Variation**

Instead of dictating the sentences one by one, distribute copies of the sentences to each student. Allow the students time to read through the sentences and identify and correct the ones that contain mistakes. Divide the class into groups. They compare their answers before playing the game.

<b>Grammar rights and wrongs</b>	<b>Worksheet 1 answer key</b>
1	WRONG Many <u>well-known American</u> film stars often need to be protected from their obsessive fans
2	WRONG The film was a qualified success, some of the jokes were extremely funny but the ending was <u>very weak</u> .
3	RIGHT
4	WRONG She suggested not <u>telling</u> him until the next day.
5	RIGHT
6	RIGHT
7	WRONG <u>So</u> few people visit the islands that they are practically unknown.
8	WRONG It is <u>believed</u> that there is still buried pirate treasure hidden on the Coco Islands
9	RIGHT
10	RIGHT