Activity Type

Grammar Game: error correction, betting (group work)

Focus

Error correction

Aim

To identify grammar mistakes.

Preparation

Create 12 sentences that contain grammar mistakes on your chosen language focus.

Level

Any

Time

20 minutes

Introduction

This useful grammar game helps students practice error correction.

Procedure

Write 12 sentences on the board with each one containing a grammar mistake.

Tell the teams to read the sentences and look for the mistakes.

Explain that each team starts with 100 points and that they are going to gamble points, depending on how confident they are about correctly identifying the mistake in each sentence.

Team A starts and chooses a sentence for Team B to correct.

Team B decides how many points they would like to bet, the more confident they are, the more points they bet.

The maximum bet is 50 points.

The members of Team B then consult with each other and give their correction.

If the team correctly identifies the grammar mistake, add the points they bet to their total.

If they fail to identify the mistake, they lose the number of points bet.

Team A then has a chance to steal the points by correcting the sentence.

If Team A answers correctly, they get the points that Team B would have won.

Team B then chooses a sentence for Team C to correct and so on.

The team with the most points at the end of the game wins.