

Activity Type

Reading and speaking activity, group work

Language Focus

Error correction

Aim

To identify grammar mistakes

Preparation

12 sentences that contain grammar mistakes.

The sentences should contain grammar the students have recently studied. Alternatively, you could focus on typical grammar mistakes your students make.

Level

Elementary and above

Time

25 minutes

Introduction

This useful grammar game helps students practice error correction.

Procedure

Divide the students into four teams (A, B, C and D).

Write 12 sentences on the board and tell the class that each one contains 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 a grammar mistake.

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

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

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 gambled to their total.

If they fail to identify the mistake, they lose the amount of points gambled. Team A then has a chance to steal the points by correcting the sentence. If Team A answer 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.