

### Activity Type

Listening and speaking activity, group work

### Language Focus

Error correction

### Aim

To practice peer correction of spontaneous speech.

### Preparation

For each group, write 'The speaker is right' on one piece of A4 paper and 'The challenger is right' on another. You will also need to prepare ten counters for each student.

### Level

Pre-intermediate and above

### Time

25 minutes

### Introduction

This grammar game works best with small class sizes as the teacher is involved in the game.

### Procedure

Divide the students into groups of eight. Have each group sit around a table. You can make the groups bigger or smaller, depending on your class size.

Give each group the two pieces of paper and give each student ten counters. Have one student in each group keep the time.

The first student is given a topic to talk about for one minute by the student sitting to their right, e.g. holidays.

The student then starts talking about the topic and the other students in the group listen.

When someone in the group hears the speaker make a grammar mistake, they challenge the student.

The student timing pauses the stopwatch and the challenger explains what the student said without correcting the mistake.

The members of the group then vote on who is right by placing one counter on either 'The speaker is right' or 'The challenger is right' paper.

The teacher then judges who is correct.

If the speaker is correct, the speaker takes all the counters on 'The speaker is right' paper.

If the challenger is correct, the challenger takes all the counters on 'The challenger is right' paper.

The teacher withdraws the counters on the other paper from the game.

If the challenger is right, they must attempt to correct the speaker's grammar mistake.

If the challenger does this successfully, they take one more counter from the speaker. If the correction is wrong, the challenger gives the speaker one counter.

The speaker then resumes talking about the topic until the time limit is up.

If there is a second challenge, the process is repeated. When the time limit has been reached, the next student is given a topic to talk about by the person on their right and so on. If a student runs out of counters, they are out of the game.

The student with the most counters at the end of the game wins.