# Unit 12 The OXO game

SB p94



### AIM

To play noughts and crosses to revise language from Units 1 to 12 of the Student's Book

#### LANGUAGE

Grammar, vocabulary, pronunciation, and spelling review

## **SKILLS**

Speaking

#### **MATERIALS**

One copy of the worksheet and one copy of the question sheet for each group of five students

#### **HOW TO CUSTOMIZE**

You can change this worksheet on computer or by hand, using the customizable version. Here are some ideas:

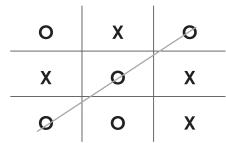
• Change words in the CORRECT IT, pronunciation, and spelling sections to words your students find particularly difficult. If you have a monolingual class change the irregular verbs section into a translation section with grammar structures which are commonly confused, due to L1 interference.

# **Pre-activity** (5 minutes)

- Explain that students are going to play a game to revise all the language areas that they have studied in the Student's Book. Ask how many grammar and vocabulary areas they can remember, e.g. conditionals, irregular verbs, social language, prepositions, antonyms, etc.
- Copy one of the OXO grids from the worksheet onto the board. Give an example of a question from each category (on the second worksheet).

# **Procedure** (20 minutes)

• Explain that students are going to play noughts and crosses. If they are unfamiliar with the game, draw the following diagram on the board and explain that the aim of the game is to get a line of three noughts or crosses before the other team.



- Divide the class into groups of five. Ask each group to divide itself into two teams of two plus a referee. Give each group a copy of the worksheet and give each referee a question sheet.
- Ask the referees to toss a coin to decide which team starts the game. The two teams then decide whether they are noughts (0), or crosses (X).
- Teams take it in turns to choose a square. The referee asks a question from that category. Teams have one minute to discuss the answer. If their answer is correct, the referee marks a nought or a cross on the square. Tell the referees to ask you if they have any doubts about alternative answers or pronunciation.
- When one team gets a line of three, they win the first game.
- Groups play the best of four games, i.e. the first team to win three games is the winner.

## **Extension** (15 minutes)

- In pairs, students make a spelling quiz. They choose two words from each unit of the wordlist that they think are difficult to spell.
- Ask students to work with another pair. They read out their words and the other pair tries to give the correct spelling.