



## Game on! Versatile grid games

Grid games all use a variation on a grid drawn on the board and a list of questions. Grids can be marked in either of these 2 ways:

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

	1	2	3	4	5	6
A						
B						
C						
D						
E						
F						

### Type 1

### Type 2

#### Tornado

**Preparation:** You will need –

A set of Tornado cards (you will need around 30 questions mark cards, 3 tornado cards, 3 house cards, & 3 switch cards). These are re-usable, so it is a good idea to mount or laminate them. Or use a Random Name Picker (<https://pickerwheel.com> or <https://wheelofnames.com> are good) to select the question type online.

A list of numbered questions to use in the game.

#### **In Class:**

Divide the class into 2 or more groups. Each group should have around 4 people in it.

Draw a grid on the board or create a PowerPoint slide which can be reused. (**type 1** - each box labelled with a number).

In turns, each group chooses a numbered box from the grid and pulls a card from the deck or spins the wheel. The game follows the card/spin type as follows:

- *If they pull a question mark card, the teacher asks a question related to the number of the box e.g. if the team choose box 2, the teacher reads out question 2 from the list. The team **scores 1 point** for correct answers and wins the box. If the answer is not correct, the team **lose a point**, the box remains 'open' and the same question can be chosen again.*
- *If they pull a house card, the team automatically receives 5 points.*
- *If they pull a switch card, the score of the teams are switched. If there are more than 2 teams, the team who pulled the card chooses which other team to swap scores with!*
- *If they pull a tornado card, the team's score is wiped out! They go back to zero.*

When all the boxes have been used up, the team with the biggest score wins.



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### 4 in a Row

**Preparation:** You will need -

A list of questions to use in the game. Each question corresponds to a box on the grid.

**In Class:**

Divide the class into 2 or more groups. Each group should have around 4 people in it. Ask each group to choose a symbol such as a letter, circle or cross.

Draw a grid on the board (**type 2** as you will need to write in the boxes).

In turns, each group chooses a box from the grid by asking for the letter and number corresponding to it.

If the team answers **correctly**, the team symbol is drawn in the box to show that it belongs to them; they 'win' it. If the answer is **incorrect** the question remains open and can be chosen again.

The object of the game is 'win' 4 boxes which are adjacent to each other. These can be vertical, horizontal or diagonal. Each of the 4 boxes must touch the others.

Teams are allowed to play tactically. In other words, they are allowed to block or hinder by winning boxes to prevent other teams from winning them.

The first team to win 4 boxes in a line are the winners.

### The Unfair Game

**Preparation:** You will need -

A list of questions to use in the game. Each question corresponds to a box on the grid. Also assign a positive or negative score to each question but keep these secret! Alternatively, you could assign different positive and negative scores to a random name picker (e.g. <https://wheelofnames.com>) using the hide function.

**In Class:**

Divide the class into 2 or more groups. Each group should have around 4 people in it. Ask each group to choose a name for their team – we'll call them Team A and Team B here.

Draw a grid on the board (**type 1** - each box labelled with a number).

Team A chooses a box and the corresponding question is read out. Team A attempts to answer the question. At this point the teams do not know how many marks are related to the question and whether they are positive or negative!

If Team A **get the answer correct**, they choose whether to keep the points for this box or whether to give it to Team B. The marks are revealed and then added or deducted to Team A's score!

If they **get the answer wrong**, Team B is allowed to attempt the answer. If team B get it right, they choose whether to keep or give away the marks. Remember that they still don't know if they are winning or losing marks! Team B are allowed to decline to attempt the answer. In which case, neither team wins or loses marks.

The team with the biggest score at the end of the game are the winners.



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### Examples of types of questions:

#### Revision of Grammar:

What is the present perfect of the verb 'to be'?

Make a correct sentence with 'had never been'?

Fill in the preposition: 'He is hopeless \_\_\_\_ making decisions.'

#### Revision of Vocabulary:

Put the correct word into the blank in this sentence: 'The chef \_\_\_\_ the eggs with the whisker.'

Describe the meaning of 'semi-detached house'?

Using a prefix, what is the opposite of 'considerate'?

Fill in the idiomatic phrase: 'The new suit fits you like a \_\_\_\_.'

#### Taken from students' work:

Correct this sentence – 'The boy have been waiting for 2 hours.'

Is this sentence correct or not? – 'Mary and John had been waiting for the bus for 2 hours when it arrived.'

#### Authentic sources:

(Trivial Pursuits) Only one continent has no spiders? Is it Antarctica, or the Arctic?

(Local knowledge) Where is the Hypogeum found?

(School knowledge) What time do lessons start after break?

### On the following page:

Cards to be used with the Tornado game:

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