

Asking and Answering Questions : Box Game

Teachers' Notes

Aim of the Game

To win the opportunity to draw a line between two points on the game board and eventually to create boxes. The team that 'finishes' the creation of a box wins that box. The team that has the most boxes at the end of the game is the winner.

Pre Class Preparation

Make an A3 copy of the game board to stick on the whiteboard in class.

Prepare your questions to ask the teams.

Procedure

Stick the game board up on the whiteboard or somewhere else where it is visible to the whole class.

Split the class into two teams and get them to choose names or colours for their teams.

Explain or elicit how to play the game. Do some examples with easy questions at the beginning so that everyone is clear how to play.

Teams take it in turns to answer a question. If they answer the question correctly, they win the chance to play on the game board. This involves choosing a place to draw a line between two adjacent dots on the board, either horizontally (e.g. from B2 to C2) or vertically (e.g. C3 to C4) but not diagonally.

Teams continue to take turns answering questions and drawing lines on the board. When a team manages to finish creating a box (e.g. lines B2 to C2, C2 to C3, B2 to B3 and B3 to C3) they win that box for their team. It does not matter who drew the previous lines in creating the box - the team that finishes the box wins it for their team. Write the initial of the team name in the box or shade it in in the team's colour to record who won the box.

The game can continue until all possible lines have been drawn, although you may wish to play to a time limit or question limit to shorten the game considerably.

Count up the number of boxes won by each team - the team with the most boxes are the winners.

Variations

Since the game needs a team to get many answers correct in order to build a worthwhile number of boxes, you may choose to use the game over a consecutive series of lessons to feedback competitively on controlled practice activities, such as workbook homework.

The game can also be shortened by using a smaller game board (6 x 6 for example).



	A	B	C	D	E	F	G	H
1	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
2	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
3	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
4	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
5	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
6	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
7	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
8	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗