



Vocab Revision Connect Three Game

Teacher's Notes

Aim of the Game

Learners revise vocab topics by putting target language items into sensible and correct context sentences.

Pre Class Preparation

Make an A3-sized photocopy of the game board.

If you think your learners will understand the game more easily by reading written instructions, make a copy of **How to play the game** for each learner.

Prepare counters for each team, which require blu-tac or sellotape to stick them to the game board.

Procedure

Put the game board on the white board or a notice board where it is visible to all the learners.

Tell the learners you are going to play a game of Connect Three to revise/practise vocabulary they have learnt recently.

Give out the instructions and read through them together, illustrating them step-by-step on the game board and doing an example or two together.

Decide which team starts and ask them to choose a word to play for.

Remember they can only play for the lowest available word in each column at any time.

If they can put the word into a sensible sentence correctly, they win the square and you place one of the teams counters on top of the square.

The turn moves to the other team. The game continues in this manner, until one team manages to complete a row of three squares (horizontally, vertically or diagonally) and wins the game.

Variations

Instead of putting the vocab in a sentence learners could be required to define its meaning.

To make the game last longer, play connect four!

Once the learners are clear about how to play the game, they could play again in pairs, on the understanding they cannot repeat sentences used in previous games.

If a team wins quickly, play again but from the top of the board, always using the highest placed word in a column instead of the lowest, therefore using the unused words at the top of the board.



How to play:

Remember you always play for the lowest available square. So if the first team to play chooses the '**shopping**' column they play for the '**receipt**' square.

To win the square, you have to use the lexical item in a suitable, natural context sentence (e.g. 'I can't take the dress back, because I lost the **receipt**').

The first team to successfully build a row of three squares in any direction is the winner.



ih	ih	ih	ih	ih	ih
ih	ih	ih	ih	ih	ih
ih	ih	ih	ih	ih	ih
ih	ih	ih	ih	ih	ih
ih	ih	ih	ih	ih	ih
ih	ih	ih	ih	ih	ih

sport	shopping	food	home	office	travel
kit	refund	dessert	garage	desk	ticket
net	fit	frozen	garden	mouse	platform
nil	change	main course	loo	screen	return
draw	suit	spoon	stairs	printer	trip
racquet	changing room	tasty	hall	secretary	package
pitch	receipt	plate	kitchen	boss	hostel