

Communicative Grammar Games

The **Communicative Grammar Games** are game-type activities designed to give extra controlled practice for students to interact in a more communicative way. They are *games* because they have rules and a goal to achieve.

They are *grammar games* because each activity aims at practicing a specific grammar point covered in each unit of the Student's Book.

They are *communicative* because there is an information gap element, where students need to talk to a partner or to other students in order to obtain the information they need to achieve a task.

Type of interaction

Depending on the game, some activities are played in pairs, others in small groups, and yet others as a whole class.

Type of activities

Activities for level 5 include using pictures to pair up students; finding out whether certain information is right or wrong; playing a board game; using questions and statements to make predictions, offer help or make promises; asking questions to complete a table about future predictions; remembering and asking questions about the person and the way he/she performed an activity; interviewing classmates to collect information; matching beginnings and endings of clauses; and pairing up students by similarities.

When to use the Communicative Grammar Games

The Teacher's Guide suggests a lesson in which to use the Communicative Grammar Games. Alternatively, you can use them whenever you find convenient. Keep in mind the following:

- The grammar point or vocabulary needs to have been presented and practiced; these games are not a substitute for presentation activities found in the Student's Book.
- These games do not work as five-minute activities or as end-of-the-week-relaxation games; the games focus on a specific grammar objective, and time is needed for students to carry out the task.

What is needed

Follow this procedure:

1. Read the teacher's notes in advance to know how many copies you need in your specific class. Make sure you make the required sets.
2. Move chairs to create the space for the activities, especially when doing a whole-class activity where students have to walk around to find the information needed. If this is not possible, have students work with the people next to or near them.

Make sure schoolbags are not in the way when students need to walk around the classroom.

3. Give clear and concise instructions while you present the materials. If needed, rephrase them in the students' native language. Also, ask volunteers to rephrase them in their own words.
4. Immediately after instructions, do a demonstration and make sure students understand what to do. The success of these activities depends on how well students know what the purpose of the activity is.
5. Divide the class into pairs or small groups, depending on the type of interaction.
6. Distribute copies and start the game.

Teacher's role

While students perform the activity, monitor and provide help as needed. Do not interrupt to correct any errors you hear. Remember that students need to focus on carrying out the task and not on grammar accuracy. If a student cannot get his/her message across because of pronunciation or structural problems, however, gently whisper the correct sentence or question for the student to repeat. Take a notebook and write down accuracy mistakes. Plan for a follow-up session in order to deal with them.

Also remind students to use English at all times. Explain to them that part of the game is to use English because it is fun to do so. When the game is over, tell them that now they can revert to their native language for a while.

What to expect from students

Levels 5 and 6 Older children need a degree of challenge to carry out the tasks, so activities at these levels demand a wider use of vocabulary and language. If students find activities too simple, add the element of competition. Even though the Communicative Grammar Games in this package correspond to the target grammar of each unit, allow students the freedom to improvise different ways of accomplishing the specific task. Also, use the follow-up activities suggested in the teacher's notes to make further use of the games.