



Key competence: <i>Multilingual</i> Soft skills: <i>Self control, abstract</i>				and a second
thinking, resilience	Editorial	1 – 4	20 min	10+
	Recommendation	2 – 4	20 min	1º - 6º

Variants and/or steps

- ★ The game requires students' attention to the cards as they have to understand what the sentence says related to the picture and to decide whether it is right or false grammatically or semantically.
- ★ Variants are always useful to deal with different situations in your teams. As you may have weaker students in English, we suggest letting teammates translate the sentence in each group before voting it. Another option is to play it in teams and give extra points to the ones who recognized the mistake and another extra point to the one who solved it well. Also, the teacher can choose who will answer. We must say that cooperation is reinforced very much when playing in teams.
- ★ All the call can play at the same time.

Adaptations for special needs

> This game is hard to implement in Special Needs classes as the level is too high for them.

Discussion

□ Were there easy or difficult questions? □ Were the sentences concerning the English language easier? □ Give some examples where English is important in life.

% of answers based on 238 Primary School students		•	•••	(•
Would you like to play it again?		22%	13%	59%
Have you communicated a lot with your classmates while you were playing?		7%	33%	61%
Have you done any calculations during the game?		15%	9%	9%
How easy was it to understand the rules of the game?		7%	7%	87%
Have you thought of any strategy while playing the game?		22%	15%	22%
Are you able to explain this game to another student?		4%	7%	83%