

LIST IT!

Players

any number of teams with one–three players in each team

Materials

one set of cards per game; a piece of paper; a pen/pencil

Before starting

Photocopy and cut up the cards along the dotted lines. Place the cards in a pile, face down. Elicit the difference between *List it* and *listed* (the pronunciation is very similar). *List it* = write it on a list; *listed* = it is written on a list.

How to play

A player (it doesn't matter who) picks up a card and reads it out loud to all the players on the team, e.g. *List 5 things people share online every day.*

The teams race to write down five items, e.g. *emails, photos, messages, tweets, Facebook posts.* When a team has five, they shout *Listed!*, and the other teams stop writing, or finish the item they are writing, regardless of how many they have written. At this point, the teacher discreetly checks that the fastest team has five valid items. If they do not, the teacher says, *Keep writing (or List it!).*

Once the teacher has confirmed the winning team has five valid words, the winning team reads out their words to the other teams. The other teams listen and tick off any words they hear which also appear on their own list, and check the meaning of any new words.

How to score

The first team to get five valid items wins **one point**. The winning team can win **one bonus point** for each item on their list which doesn't appear on any of the other teams' lists. If all the words on the winning team's list are spelled correctly, they get an additional **one point**. All points are recorded on a single piece of paper.

Students will naturally argue about the validity of the answers. This is an important part of the game (and good, genuine communication). The teacher should function as a referee, impartially deciding which words count or not, but students should be given the chance to argue their case.

Versions of the game

- **Whole class:** If playing as a whole class (this works with up to 15 students or so), it is not necessary to cut up the cards. The teacher can simply read out the cards to the class or write them on the board. Students work individually. The first student to write a correct list of five, wins.
- **Longer list:** With stronger classes, the teacher may want to make the game more challenging. Teachers could increase the length of the list to up to ten items.
- **List unlimited:** The teacher could ask students to write as many words for each category as they can think of in their teams within a time limit.

Notes

This game revises a range of vocabulary from Student's Book 4, Units 13–16. As well as providing revision and some extension of the key vocabulary from the Student's Book, students will also use some general knowledge.

Follow-up activities

Students go back over the cards and their lists and add any new items of vocabulary to their notebooks.

For homework students create their own *List it!* questions for the next class.



<p>List 5 ... things you switch on every day</p>	<p>List 5 ... situations where people feel disappointed</p>	<p>List 5 ... types of computer file</p>
<p>List 5 ... soap operas</p>	<p>List 5 ... comedies</p>	<p>List 5 ... things people search for on the internet every day</p>
<p>List 5 ... things that are difficult to share online</p>	<p>List 5 ... bad passwords</p>	<p>List 5 ... things you can tie</p>
<p>List 5 ... situations where people feel proud</p>	<p>List 5 ... apps that use the camera</p>	<p>List 5 ... things you can shake</p>
<p>LIST 5 ... THINGS YOU CAN WRAP</p>	<p>List 5 ... experiments you carry out at school</p>	<p>List 5 ... situations where people feel embarrassed</p>
<p>List 5 ... situations where people feel stressed</p>	<p>List 5 ... things you install</p>	<p>List 5 ... science fiction films</p>
<p>LIST 5 ... THINGS PEOPLE SHARE ONLINE EVERY DAY</p>	<p>List 5 ... reality shows</p>	<p>LIST 5 ... THINGS YOU CAN STIR</p>