

Noughts and Crosses Game

Teachers' Notes

Aim of the Game

The aim of the game is to be the first team to complete a row (horizontally, vertically or diagonally) of three squares.

As many games of Os and Xs end in a draw, a second way of finding a winner could be who wins the most squares.

Pre Class Preparation

Prepare at least ten questions for the learners on your chosen structure or vocab topic per game you want to play (one game can last between 5-10mins, a good warmer/revision at the beginning of class).

Make an A3 photocopy of the game board to stick on the whiteboard.

Procedure

Put the game board on the whiteboard or a notice board where it is visible to all the learners. Tell the learners you are going to play a game of noughts and crosses to revise your target language.

Elicit the rules of the game from the learners as far as possible.

Divide the class into two teams and designate one as noughts and the other as crosses. Choose a team to go first. If you have already played a game, let the losers start the next game.

The team chooses which square to play for. Make sure the teams can designate squares correctly, drilling where necessary (e.g. top left, bottom right).

Ask that team a question. If they can answer it correctly, they win the chosen square and write their symbol (i.e. a 0 or a X) in the chosen square. The go moves to the other team.

If they get the answer wrong, the go moves straight to the other team.

The first team to successfully complete a row of three wins the game.

If nobody wins (which should be a common occurrence once your learners have worked out the tactics of the game) you can designate the team that wins the most squares as the winners.

Variations

Learners can also play the game amongst themselves. In groups of three, one learner can be the question master and the other two play off against each other.

Or learners play in pairs, while you are the question master for all the games simultaneously.

If you want the learners to play amongst themselves, you will need to make one copy of the game board for each group of learners for each game they play.

