Play or Pass Game
Teachers Notes

The aim of the game is to score as many points as possible by guessing the correct answers and avoiding the incorrect ones.

Learners accumulate points for every correct choice they make, but run the risk of losing all every time they decide to continue playing.

This is a very tactical game, which learners will improve at playing over time, and it usually rewards safe, sensible tactics over arrogance or overconfidence.

Pre Class Preparation

Decide on your target language and create 10 correct examples and 6 incorrect ones and write them into each of the 16 squares on the game board.

Either make one large photocopy of the completed game board for the whiteboard or individual copies for small groups of learners to refer to.

Procedure

Explain to learners the topic or structure of the game that you are going to practise.

Divide the class into two equal teams.

Explain the rules of the game to the learners:

1. One team begins by choosing one of the 16 items on the game board that they think is correct. If they are correct, the square is crossed out and the team wins 100 points.
2. If they are incorrect, the square is left open (in case someone is not concentrating and tries to pick it again later) and the go moves to the other team.
3. When a team answers correctly, they then have to choose whether to play or pass.
4. If they play, they have another chance to choose a correct square. If they do so successfully, they add 100 points to their total and choose again whether to play or pass.
5. However, if a team makes an incorrect choice, they lose ALL of the points accumulated on that turn (i.e. on their first turn they would return to zero points) and the turn moves to the other team.
6. If a team chooses to pass, the points they have won on that turn are 'banked' and are now safe. They cannot be lost in further turns should the team answer incorrectly. The turn moves immediately to the other team.
7. In this way, teams have to decide whether to stay in control of the game board and keep the opportunity of winning more points, or to protect the points they have already won but give away control of the game board.

Variations

Instead of completing the game board with items that are correct or incorrect, fill the board with language that the learners have to manipulate in some way (provide a definition, use in context). If they do so correctly they win 100

points. If they make a mistake, they lose their points and the turn moves to the other team. In this way, virtually any structure or vocab can be revised/tested using this game format.