

Use of Articles – 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, by constructing sentences on set topics using a given order of definite and indefinite articles.

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

Decide whether you want to play as a class or in pairs or small groups.

Either make an A3 photocopy of the game board to stick on the whiteboard, if playing as a class, or make a copy of the game board for each group.

Procedure

Put the game board on the white board 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/practise the use of articles.

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).

The team has to make a sentence on the chosen topic, which includes the given articles correctly used in the order given. For example, if the team chooses sport, they have to make a sentence about sport which includes the articles **the - a - the** in that order (e.g. **The** British football team will win **a** medal at **the** next Olympics). If they can do so, they win the chosen square and you 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 completes three in a row, the team that wins the most squares are the winners.

Variations

Learners can also play the game in pairs. Once you have shown them how to play the game by doing some examples on the board, divide the class into pairs and they play the game individually.

Alternatively, put the learners in groups of four and pairs play against each other.

Monitor to check that the learners are playing correctly and settle any disputes about correct sentences.

Noughts and Crosses

Geography a - a - zero	London The - zero - a	Pop music A - zero - the
Literature Zero - the - the	Sport The - a - the	History A - zero - a
Famous people Zero - zero - a	Art A - the - the	Food The - a - zero

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