

LIST IT!

Players

any number of teams with one to 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, e.g. *List 5 designer goods*.

The teams race to write down five items, e.g. *sunglasses, bags, watches, shoes, belts*. 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 is the winner.
- **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 8, Units 13–16. As well as providing revision and some extension on 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.



List 5 ... ways to get more followers on social media	List 5 ... woodland animals	List 5 ... different ways to catch up on the latest news
List 5 ... issues that people often campaign for/against	List 5 ... situations where you shouldn't burst out laughing	List 5 ... difficulties you might come up against while camping
List 5 ... physically demanding challenges people take on	List 5 ... animals that are extinct	List 5 ... designer goods
List 5 ... things that contain product placement	List 5 ... ways to talk someone into buying something	List 5 ... things you don't see in the wilderness
LIST 5 ... WAYS COMPANIES TRY TO BOOST SALES	List 5 ... things people are often thankful for	List 5 ... officially recognised awards or qualifications
List 5 ... orders from parents that children sometimes disobey	List 5 ... things you might say after fulfilling a lifelong ambition	List 5 ... ways to brush up on your English
LIST 5 ... ANIMALS THAT ARE ENDANGERED	List 5 ... situations where it's important to be truthful	LIST 5 ... TYPES OF ANTISOCIAL BEHAVIOUR