



## The Domination Game - David Petrie



### **Aims:**

- To make grammar / vocabulary revision more fun
- To introduce a collaborative & a competitive element to the lesson
- To allow for a broader approach to grammar / vocabulary revision



### **Materials:**

- A copy of the game grid on acetate / OHP or displayed on a data projector / interactive whiteboard (see handout #01)
- Four differently coloured board pens.
- Copies of handout #02 with question references completed for each student in the class.
- A completed answer key (see handout #03) for your reference!



### **Timings:**

Depends how long you let it run / what attention span your learners have!  
It often takes a whole lesson – 60 – 75 minutes



### **Procedure:**

#### **Introduction:**

Originally designed for use with an FCE Use of English paper (hence the 42 squares), this can be used with any “revision section” of any coursebook – just select the questions you want to use and those you don’t!

#### **Before the class:**

- Select your 42 questions and write the references into the second column of Handout #02 – for example if you’re using an FCE Use of English paper the reference might be: “Part two – Question 19”. If you’re using a revision section of a coursebook, it might read. “page 23 Exercise 4, question 3”. The idea is so that the learners know which squares relate to which questions.
- Make enough copies of the question reference for each student in the class, and one extra for yourself to write the answers in, so that you have a handy guide and don’t need to spend time figuring things out!
- Make sure you have booked out your school OHP / or data projector or interactive whiteboard!
- You’ll also need to make a copy of the game grid onto acetate / OHT, or do a “full screen” display of the game grid page from the pdf. Or you could always draw the grid onto the board.
- Make sure you have four different coloured board pens – red, green, blue, black.

#### **In Class:**

- Divide the class into four groups and allocate them a colour, red, green, blue, black.
- Explain the rules:
- Each team takes it in turns to choose a square and answer a question.
- If they answer the question correctly, they win the square and it goes their colour.
- If they get it wrong, the square stays open. DON’T TELL THEM THE ANSWERS – just say yes or no.
- If they surround a taken square on two sides (horizontal & vertical), the taken square changes to their colour.
- Obviously, if someone else surrounds the other two sides, the colour changes again.
- This does not apply to the corner squares, which are their home bases.

The two shaded squares in the middle are wild, they don’t count to the score, but can be used to “connect” a teams squares together.

The team with the greatest number of connected squares (i.e. squares which touch each other on a horizontal or vertical face) is the winner. Isolated squares of the same colour which do not connect, don’t count to the final scores.





Handout #01:

	1	5	9	13	
24	17	21	25	29	2
20	40	33	37	26	6
16	36		41	30	10
12	32	42		34	14
8	28	39	35	38	18
4	31	27	23	19	22
	15	11	7	3	





## Handout #02

Question:	Page references: (e.g. page 23, ex 4, Q 5)	Answer:
1		
2		
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