

# Sport Busters

<b>Time</b>	15–30 minutes
<b>Interaction</b>	Pairs or small groups
<b>Level</b>	B1 (Intermediate) to C1 (Advanced)

## Language areas practised

### Sub-skills and Functions

- describing rules and conditions
- expressing obligation and prohibition

### Grammar and Lexis

- modal verbs of obligation and prohibition
- sports

### Preparation

Photocopy the **Rules of the game** and the **Game board** (one of each per 2 teams or pair of learners). At higher levels,

learners can play individually against each other. At lower levels, teams of two or three are easier. Players need one dice per group. Take a few red and blue pens or pencils to class for any learners that don't have them.

### How to win

Teams must link up their two sides of the board with their colour to win.

### Notes

The Game board is based on the popular UK game show called 'Blockbusters'. In the version here, there are no buzzers; teams take turns to nominate sports and win hexagons.

### Variations

- More Practice** – Learners mark the hexagons they win using pencil during a game. If they finish early, they can rub out the pencil and play again.

# Sport Busters

# Game board

# Sport Busters

# Rules of the game

### Preparation

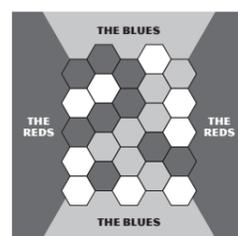
Play in pairs or small teams of 2-3 players. You need a **Game board** and a dice. You also need two colours of pens or pencils (red and blue if possible). Decide who is 'The Reds' and who is 'The Blues'.

### How to play

Roll the dice to see who goes first. The first team chooses any hexagon on the board and reads out the name of the sport. Then they roll the dice and answer the question on the Game board corresponding to the number on the dice for their sport. If they can answer the question correctly, they win the hexagon and colour it in. The next team then plays.

### For example

The Reds go first, choose the hexagon 'football' and roll a '3'. They now have to describe something the players aren't allowed to do, for example: 'The players can't touch the ball with their hands, except the goalkeeper.' The Reds win the hexagon and colour it in red.



In this example, the blues win.

### How to win

The first team to link their two sides of the board with their colour wins the game. This must be a continuous line of their colour. See the example above.

### If...

- If a team isn't able to answer the question, they can't colour in the hexagon.
- If you disagree about the answer to a question, ask your teacher to play ... as referee!

### Choose a sport, roll the dice and then answer the question to win the hexagon:

- Where do you do this sport?
- What equipment do you need to do this sport?
- What aren't the players or participants allowed to do?
- What do the players or participants have to do to win?
- What happens if the players or participants break the rules?
- Name a famous person in this sport.