

## Activity Type

Grammar and Speaking Game: impromptu speech, peer error correction (group work)

## Focus

Error correction

## Aim

To practice peer correction of impromptu speech.

## Preparation

Make one copy of 'The speaker is right' and 'The challenger is right' cards for each group of six.

Also, prepare ten counters for each student.

## Level

Upper-intermediate (B2)

## Time

25 minutes

## Introduction

In this grammar game, students practice peer correction of spontaneous speech. This game works best with small class sizes.

## Procedure

Divide the students into groups of six. Have each group sit around a table. Bigger or smaller groups are also possible.

Give each group one 'The speaker is right' card and one 'The challenger is right' card. Also, give each student ten counters. Have one student in each group keep the time.

The first student is given a topic to talk about for one minute by the student sitting to their right, e.g. holidays.

The speaker then starts talking about the topic and the other students in the group listen. When someone in the group hears the speaker make a grammar mistake, they challenge the speaker.

The student timing pauses the stopwatch and the challenger explains what the student said without correcting the mistake.

The other group members then vote on who is right by placing one counter on either 'The speaker is right' or 'The challenger is right' card.

The teacher then judges who is correct.

If the speaker is correct, they take all the counters on 'The speaker is right' card.

If the challenger is right, they take all the counters on 'The challenger is right' card and attempt to correct the speaker's grammar mistake.

If this is done successfully, the challenger takes one extra counter from the speaker. If the correction is wrong, the challenger gives the speaker one counter.

The extra counters are then removed from the game.

The speaker then resumes talking about the topic until the time limit is up.

If there is a second challenge, the process is repeated. When the time limit has been reached, the next speaker is given a topic to talk about and so on. If a student runs out of counters, they are out of the game.

The student with the most counters at the end of the game wins.

The speaker  
is right.

The challenger  
is right.

