

THE GRAMMAR TREE



23 My name is Paul. What's ...?

- A your
- B yours
- C ours

Change cards

12 ... Your English homework?

- A Are you doing
- B You are doing
- C Doing are you



Objectives of the game

The Grammar Tree is a board game for students of English at levels **A1** and **A2** on the Common European Framework of Reference for Languages (CEFR). It is a fun way to learn, test and revise English grammar rules. The game can be played either individually or in teams, at home with friends or in class with a teacher.

Contents

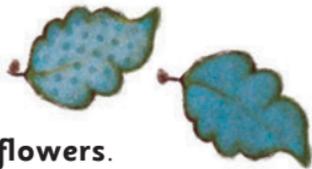
The game consists of **132 cards** divided into two decks of different colours: **60 blue cards for verb forms and 60 red cards for other grammar points**. The cards can be used either by selecting specific grammar points or by putting both decks together and playing with all the cards. Each card contains a numbered multiple-choice question with three options: A, B and C. Only one answer is correct. The solutions are on page 5 of this instruction booklet.

There are also **12 green Lifeline Cards, 6 for each team**. These cards are distributed at the start of the game and can be used whenever necessary.

The Lifeline Cards are subdivided as follows:

- **Pass the question to your opponent** (2 cards)
- **Change cards** (2 cards)
- **Eliminate one option** (2 cards)
- **Ask other players for help** (2 cards)
- **Look up the answer** (2 cards)
- **Ask for the answer** (2 cards)

The **board** is a **tree with 120 leaves and flowers**. It is divided into two halves so that it can be used by two players or two teams.





How to play

For each correct answer the player moves forward onto the next leaf. Players take it in turns to take a card and answer the questions. Once the question has been answered either correctly or incorrectly, the card is put to one side and it is the next player's turn. The winner is the player or team with the most leaves at the end of the game or established time.

Games and educational activities

PLAYING THE GAME WITH THE BOARD AND ALL THE CARDS

The game leader conducts the game and if the game is played in teams, divides the players into two similar teams. One team is the “Sun” and the other the “Moon”.

After shuffling all the cards, the game leader divides them into two decks with 60 cards each and puts them face down on the table. The players need to find objects to use as counters to mark their position on the board.

The team with the youngest player starts the game and the other team chooses the deck they want to play with.

The first player turns over the first card, reads the question aloud and chooses one of the three options. The game leader confirms that the answer is correct and the player positions their counter on the first leaf of the tree on their side of the board. If the answer is wrong, the game leader simply says the answer is not correct and the card is placed at the side of the deck of cards. Whether the answer is right or wrong, it is the turn of the opposing team who then take a card from their own deck.

When it is the first team's turn again, they must answer the incorrect question before they can take another card. If they answer the question correctly, they move forward on the board and take a second card with a new question. If they don't answer correctly, they don't move forward and it is the other team's turn again.

The structure of the game never changes:

- After each correct or incorrect answer it is the other team's turn;
- For each correct answer the player moves forward on the board;
- If the answer is incorrect, the question must be attempted until the correct option is given;
- The team/player with the most leaves wins the game.

If the game is played in teams, the players in the team either take it in turns to pick a card and answer the questions or the player changes with each flower. The winner is the player or team which has the most leaves at the end of the game or established time.

Teaching notes:

- Attempting to answer the question more than once helps all the players to memorise grammar rules and verb forms, not only the player answering the question.
- Players should be encouraged to think aloud and talk to the other players because discussing and sharing information promotes learning.
- Each time the game is played, the cards should be reshuffled. There are a lot of cards so this means that the game is different every time it's played.

 Solutions:

VERBS

01/C	31/C
02/B	32/A
03/A	33/C
04/A	34/A
05/C	35/B
06/A	36/C
07/B	37/A
08/B	38/A
09/A	39/B
10/A	40/C
11/C	41/A
12/A	42/B
13/C	43/C
14/A	44/A
15/B	45/B
16/C	46/A
17/A	47/C
18/B	48/A
19/A	49/B
20/A	50/C
21/B	51/A
22/A	52/A
23/C	53/B
24/B	54/C
25/A	55/A
26/C	56/B
27/A	57/C
28/A	58/A
29/B	59/A
30/A	60/B

GRAMMAR

01/B	31/B
02/C	32/C
03/A	33/B
04/A	34/C
05/C	35/A
06/B	36/B
07/A	37/C
08/C	38/B
09/B	39/A
10/C	40/B
11/A	41/C
12/A	42/A
13/A	43/B
14/B	44/C
15/B	45/C
16/C	46/A
17/A	47/A
18/B	48/B
19/A	49/C
20/B	50/A
21/C	51/A
22/A	52/B
23/B	53/C
24/C	54/A
25/A	55/B
26/C	56/A
27/A	57/C
28/B	58/B
29/A	59/C
30/B	60/A



Playing on-line

The game is perfect for playing during online courses or lessons. In this case only the cards are used. The cards can be shown or read to the players. The player chooses the answer and the game leader assigns points to each team/player.

• CHOOSING SPECIFIC QUESTIONS

The game can be played using only the verb cards or only those with other grammar points.

They are easily identifiable and can be divided into two separate decks. Within each deck the game leader can choose to use only the specific grammar points suitable for each group of players.

• LIFELINE CARDS

The game leader can distribute all 6 lifeline cards, or only a few of them, at the beginning of the game and each player or team can use the cards when they need them.

• IF YOU KNOW THE ANSWER, SAY IT

It is possible to play the game without dividing the players into teams, with or without the board. Players take it in turns to read the sentences and the others try to answer as quickly as possible. One point is given for each correct answer. The game leader writes the points on a piece of paper. The winner is the player with the most points at the end of the game or established time. This can also be done on-line.



• TEST

The game leader chooses 10 cards, reads them aloud and gives the players time to write the answer (A, B or C) on a piece of paper. The answers are compared at the end of the game.

• IDEAS AND SUGGESTIONS

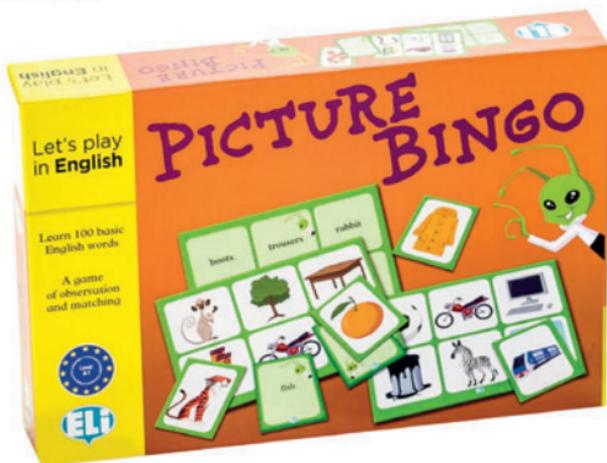
The game can be made more dynamic by using a bell or a whistle to indicate wrong answers. This also helps to keep the players focused on the game.

These are only some suggestions on how to use **The Grammar Tree**. The game leader can use the game in different ways, depending on the language level of the players and the language objectives. It can be used as a basis for many other activities and is an effective teaching aid which stimulates and encourages English language learning.





Discover all our language games by visiting www.elilanguagegames.com



LEVEL A1

Picture Bingo

A timeless game. Players learn basic vocabulary by matching words and pictures.



LEVEL A1

Verb Bingo

A richly illustrated bingo game.

Action pictures are matched with the infinitive of verbs.



LEVEL A1

Pack your Bag

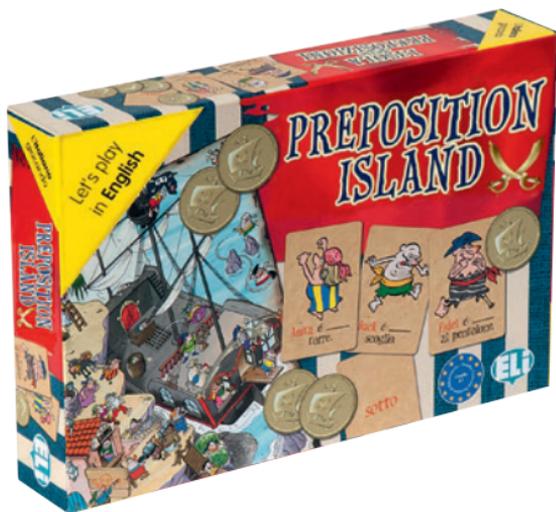
A card game which helps players to learn and revise the lexis and structures used to talk about clothes.



LEVEL A1

Bis

A very simple card game.
Players match words and pictures.



LEVEL A1

Preposition Island

Play this game with the pirates on the island and prepositions of place will no longer be a mystery.



LEVEL A1-A2

My Shopping List

A bingo game which helps players to learn and memorise English vocabulary for food and drinks, as well as the language structures used for buying and selling.



LEVEL A1-A2

The Animal Kingdom

A fantastic photo bingo which helps players to learn more about animals.



LEVEL A1-A2

Time Dominoes

This game of dominoes is ideal for learning to tell the time in English.



LEVEL A1-A2

Fairy Tales in Games

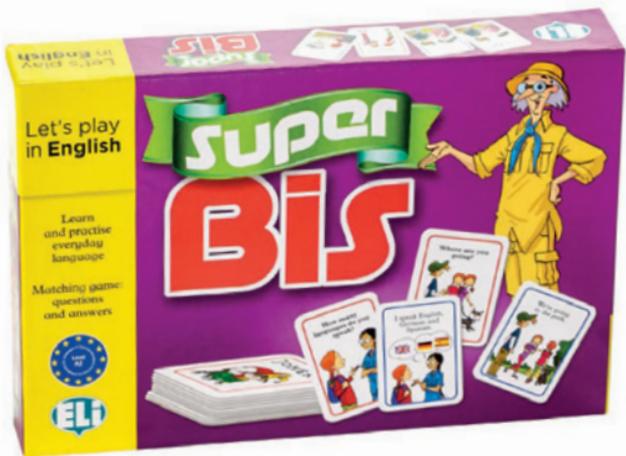
An educational game which combines 5 traditional fairy tales with learning basic vocabulary and structures.



LEVEL A2

Who's Who?

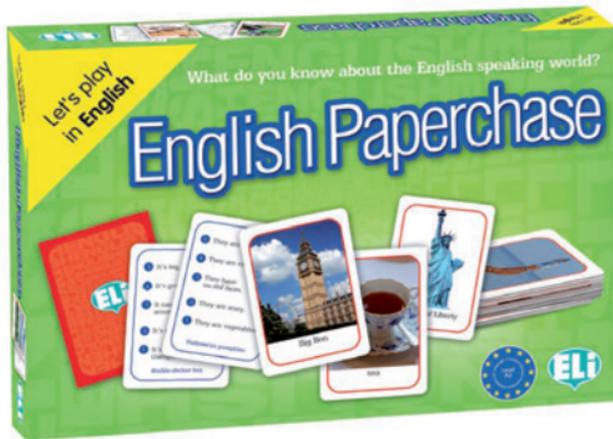
A fun card game. Players describe people and take it in turns to guess who is on the hidden cards.



LEVEL A2

Super Bis

Players match questions and answers to learn new language and develop their ability to recognise logical associations.



LEVEL A2

English Paperchase

Discover the English-speaking world with this photo game. Learn about monuments, places, people and typical products from Britain and the English-speaking world.



LEVEL A2

That's my job!

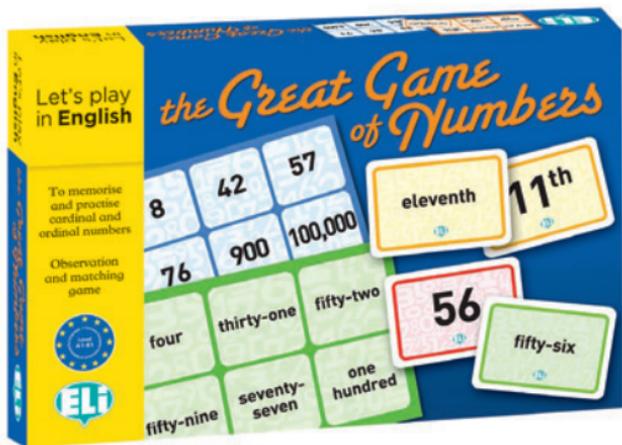
A fun matching game in which players match pictures, words and phrases related to jobs.



LEVEL A1-B1

Adjectives and Opposites

A useful card game with two decks of cards. The words and pictures on the cards help players to learn common adjectives and their opposites.



LEVEL A1-B1

The Great Game of Numbers

A well-known and fun game in which players practise ordinal and cardinal numbers in English.

Common European Framework of Reference for Languages

A1 Beginner

A2 Elementary

B1 Intermediate

B2 Upper Intermediate

C1 Advanced

C2 Proficiency

The Grammar Tree

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