

The naming game by Matthew Vesty

Age:	Teenagers / Adults
Level:	Any
Time:	15–30 minutes
Objectives:	To revise and recycle collocations and vocabulary from previous units or lessons
Key skill:	Speaking
Materials:	a PowerPoint presentation OR strips of paper and sticky tape/sticky tack (see Preparation section below for details); a stopwatch (optional)

Teacher's note: You may be familiar with the TV show *Family Fortunes* (known as *Family Feud* in the US). This game is an ELT version of this popular quiz show, designed to help students revise vocabulary that they have covered in a previous unit of a coursebook, course or school year. It is best played as a group with two teams (preferably four to five to a group). If you would like a clear idea of how the game was originally played, follow the link to the British version of the TV show: www.youtube.com/watch?v=cOMU6W_CYyU.

Preparation

Before the lesson, decide which version of the game you want to play with your students (see the section 'The two versions of the game' below). Decide how many questions you will use in your lesson. You can create a PowerPoint presentation with the questions and answers or you can write the answers to the questions on the board (or on pieces of paper stuck to the board) and cover each answer with a single strip of paper. Ensure, however, that you have the answers on a piece of paper in front of you so you know which pieces of paper to remove!

You also need to decide, before the lesson, whether you want to play the optional additional round outlined below. If you do, you will need to prepare an additional ten questions. You can find *Family Fortunes* questions and answers online, which you can adapt.

Procedure

1. Explain the basics of the game to the class using the example questions below.

The aim of the game is to find the top five most popular answers to a question. For example:

Name something you spread:

1. butter (5 points)
2. gossip (4)
3. jam / marmalade (3)
4. bed sheets (2)
5. margarine (1)

Here, the most popular answer is 'butter' and, if they guess this, the team will get five points. If they guess 'gossip', they get four points and so on.

Name something you might do to your hair:

1. wash it (5 points)
2. comb / brush it (4)
3. cut it (3)
4. dye it (2)
5. style it (1)

2. Put students into two teams and assign team captains.
3. The two captains are asked a question such as those on the print-outs. They are not allowed to confer with their teammates. The captain that is the quickest to give a correct answer wins the choice of playing first or second.
3. All members of the team that goes first must now answer the question. Check the answers after each answer you receive and keep a note of the scores. For example:

Teacher: Team A, name something people do at the weekend. José, what is your answer?

José: Do housework.

Teacher: Let's see if that is on the board. (*Teacher reveals*) Yes! Well done! It's the third most popular answer. That means you get three points. (*Turning to the next student*) Aiko, what is your answer?

Aiko: Erm ... go shopping.

Teacher: Go shopping. Let's see if that is there. (*Teacher reveals*) Yes! Excellent! That's the most popular answer! You get five points! Well done!

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Answers are scored according to how popular they are. The most popular answer wins five points, the second most popular wins four points and so on. If the team gives three incorrect answers, the question is passed to the second team, who try to complete the rest of the board with one guess per team member.

4. Afterwards, repeat step three with the second question and so on.
5. At the end of the game, the team with the most points wins.

- Ask students to review their vocabulary notebooks at home and write questions for the 'closed' version of the game.

Additional round (optional)

The two team captains nominate their best player to play a speed round. The nominated players take turns to give one answer each to ten questions in two minutes. While the nominated students answer, the teacher makes notes of their answers so that they can be checked at the end of the round. Go through the answers and announce who has won the most points.

The two versions of the game

Open – This is more thematic and based on association and categories. There are sets of open questions for different levels in this lesson plan. An example of an open question is 'something you take on holiday'.

Closed – These can be questions that are based on verb and noun collocations from the unit or course. For example:

- five verbs that go with the noun 'flat'
- five verbs that collate with 'money'
- five nouns that collate with the phrasal verb 'put up'

This works particularly well with delexicalized verbs (for example, *take, give, have, make, do, get*) and at higher levels.

Extensions

- Ask students to write some questions, like the open questions from the game *Family Fortunes*, and then conduct a class or school-wide survey using their questions.

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Elementary

1. something people do at the weekend	<ol style="list-style-type: none"> 1. go shopping (5 points) 2. go for a walk (4) 3. the housework (3) 4. watch TV (2) 5. sport (1)
2. a daily routine / chore / piece of housework	<ol style="list-style-type: none"> 1. do the washing up (5) 2. do the vacuuming (4) 3. walk the dog (3) 4. clean the floor (2) 5. wash the car (1)
3. things you do with money	<ol style="list-style-type: none"> 1. spend it (5) 2. earn / make it (4) 3. waste it (3) 4. save it (2) 5. lend it (1)
4. something you find in a city centre	<ol style="list-style-type: none"> 1. shopping centre (5) 2. train station (4) 3. church (3) 4. supermarket (2) 5. river (1)

Pre-intermediate

1. an important event in someone's life	<ol style="list-style-type: none"> 1. birthday (5) 2. getting married (4) 3. wedding anniversary (3) 4. being born (2) 5. first day of school (1)
2. a summertime hobby	<ol style="list-style-type: none"> 1. playing football (5) 2. going swimming (4) 3. going for a walk (3) 4. going skateboarding (2) 5. having a barbecue (1)
3. things that only two people can do	<ol style="list-style-type: none"> 1. play tennis (5) 2. kiss (4) 3. play chess (3) 4. shake hands (2) 5. hug (1)
4. something you might share	<ol style="list-style-type: none"> 1. flat (5) 2. pizza (4) 3. taxi (3) 4. chocolates / sweets (2) 5. opinion (1)

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Intermediate

1. things you use a computer for	<ol style="list-style-type: none"> 1. writing emails (5) 2. surfing the internet (4) 3. watching films (3) 4. chatting to friends (2) 5. booking tickets (1)
2. what children don't like about school	<ol style="list-style-type: none"> 1. doing homework (5) 2. strict teachers (4) 3. detention (3) 4. waking up early (2) 5. school dinners (1)
3. things you take on holiday	<ol style="list-style-type: none"> 1. suitcase (5) 2. passport (4) 3. suntan lotion (3) 4. bikini / swimwear (2) 5. your family (1)
4. things you do with your pet	<ol style="list-style-type: none"> 1. feed it (5) 2. walk it (4) 3. stroke it (3) 4. play with it (2) 5. talk to it (1)

Upper Intermediate

1. biggest problems in the world	<ol style="list-style-type: none"> 1. war (5) 2. poverty (4) 3. famine (3) 4. inequality (2) 5. natural disasters (1)
2. commonly committed crimes	<ol style="list-style-type: none"> 1. speeding (5) 2. burglary (4) 3. fraud (3) 4. murder (2) 5. theft (1)
3. complaints in a restaurant	<ol style="list-style-type: none"> 1. food is cold (5) 2. food is overcooked (4) 3. service is poor (3) 4. food is expensive (2) 5. no seating (1)
4. things you might need if you hurt yourself	<ol style="list-style-type: none"> 1. plaster (5) 2. painkiller (4) 3. doctor (3) 4. hospital (2) 5. crutches (1)