

Flashcard game: *both / neither*

by Jill Hadfield

Level: Intermediate

Target age: Secondary / adult

Time needed: 15-20 minutes

Grammar objective: to practise *both*, *both of*, *neither*, *neither of*

Materials: one copy of the flashcards, a board and two board pens

Summary: This accuracy-based team activity practises the use of *both*, *both of*, *neither* and *neither of*.

Before the lesson

Print one copy of the flashcards and cut them out.

Team game

1. Divide the class into two teams.
2. Ask the students to line up in pairs in front of the board, e.g.:

	<u>board</u>	
<u>team 1</u>		<u>team 2</u>
AB		AB
AB		AB
etc.		etc.

3. Give a board pen to the first pair in each team and explain the following to the students before starting the game:

- You are going to hold up a flashcard with one of the following words or phrases: *both*, *both of*, *neither* or *neither of*.
- As soon as you hold up the flashcard, the first pair in each line should come to the board and write a sentence using the word or phrase on the flashcard.
- The sentence must be about either the pair of students at the board or about two people in their team, e.g. '*Both of us have brown hair.*' or '*Neither Paolo nor Maria has a cat.*'
- You will hold up the next flashcard as soon as the first pair has finished writing their sentence.
- When each pair has finished their sentence, they should go to the back of their team's line. The game then continues with the next pair of students at the front of each line.

- There is a ten-minute time limit (dependent on the level and ability of the students).
- The team with the most correct sentences at the end of that time wins the game.

4. When the time limit is up, ask the class to correct any mistakes they can see on the board. Assist the students if necessary, covering any relevant grammar points before announcing the winner.

Pair game

The game can be adapted for smaller groups or classrooms without a board, e.g.:

1. Put students in pairs and ask them to write sentences incorporating the word or phrase on the flashcard on a piece of paper.
2. Continue with the game, displaying the flashcards.
3. The pairs write down true sentences about themselves or other people in the class.
4. When the time limit is up, the pairs swap papers and mark each other's sentences, making corrections if necessary.
5. The pair with the most correct sentences is the winner.
6. Collect the papers at the end of the game. Correct any mistakes and return the marked papers in the next class, highlighting any relevant grammar points.

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both of

neither of

both

neither