

TEACHER'S NOTES

scrum master

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Overview: Suggestions for using the **Macmillan Dictionary BuzzWord** article on *scrum master* and the associated worksheets.

Total time for worksheet activities: 45-60 minutes

Suggested level: Upper-intermediate and above

- If you intend to use the worksheets in class, go to the *BuzzWord* article at the web address given at the beginning of the worksheet and print off a copy of the article. Make a copy of the worksheet and the *BuzzWord* article for each student. You might find it helpful not to print a copy of the Key for each student, but to check the answers as a class.
- If the members of your class all have computer access, ask them to open the worksheet before they go to the *Buzzword* article link. Make sure they do not scroll down to the Key until they have completed each exercise.
- Encourage students to read through the questions in Exercise 1 before they look at the *BuzzWord* article. Ask them to read through the whole article carefully and answer the questions. Ask them to compare their answers with a partner. Then check the answers as a class.
- Ask students to complete Exercise 2 and compare their answers with a partner. When students have completed the exercise, ask them to correct the false statements (see the Key for corrections). Check the answers as a class.
- Exercise 3 focuses on some higher level nouns used in the article. Ask students to complete the exercise in pairs, reminding them that they only need to look in the paragraph specified for each noun. Check the answers as a class. You could note that *huddle* and *stumbling block* are 'black' words in the Macmillan Dictionary (so relatively infrequent and mainly important for understanding rather than use). However *buffer*, *analogy*, *distraction* and *perspective* are 'red' words, identifying them as more frequent and useful to learn.
- Exercise 4 is a matching task highlighting some common nouns relating to sports. Ask students to complete the exercise individually, encouraging them to start with any words they immediately recognize so that the others can be worked out by a process of elimination. Check the answers as a class. Ensure that students understand why it's important to know the difference between *umpire* and *referee* (i.e. even though an *umpire* and a *referee* do essentially the same job, they refer to different sports. For example, it would definitely be incorrect to talk about an *umpire* on a football pitch). You could also point out a couple of US variants: UK *match* = US *game*, and UK *pitch* = US *field*. Perhaps note in passing that some of the words identified in this exercise are homographs (words that share the same spelling but have a different meaning) of words with other common meanings. For example: *coach*, *court*, *draw*, *match*. If there's time, you could spend a few minutes explaining how to say football/rugby scores in English. For example, 'two-one' (2-1), 'one-all' (for a 1-1 draw), 'three-nil' (3-0, nil = zero), 'three-two (3-2) to Spain', etc.
- Exercise 5 explores some common conversational idioms with their origins in sports. Explain to students that using idiomatic phrases like these can make conversational English sound more natural, but getting them wrong is a very obvious mistake! Complete the exercise as a class activity, ensuring students understand the meaning of the idioms contained in each question (all of the

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idiomatic phrases in the exercise can be found in the Macmillan Dictionary). As a wind-up activity, ask the students to look carefully at the idiomatic phrases and try to guess which sports these idioms originated from (see the Key for answers).

8. As an extension, or for homework, students could research the background of an idiom they like, in order to see how it relates to its current meaning. For example, *throw in the towel* means 'to stop trying to do something' – in boxing, a boxer's assistant would throw a towel into the ring to show that the boxer was surrendering the fight.

WORKSHEET

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Go to the **Macmillan Dictionary BuzzWord** article at:

<http://www.macmillandictionary.com/buzzword/entries/scrum-master.html>

1 Find the information

Read the **BuzzWord** article on *scrum master* and answer the questions.

1. Write down two things that a *scrum master* does.
2. What might customers do during the course of a development project?
3. What is the job title given to the person who represents the customer?
4. What expression is an alternative way of referring to a *scrum master*?
5. What is a *stand-up*?
6. When did the word *scrum* first appear, and what is it an abbreviation of?

2 Comprehension check

Are these statements true (T) or false (F) according to the text?

1. The word *scrum* can sometimes be connected with project management.
2. A *scrum master* only talks to the development team.
3. A *sprint* is a holiday period.
4. A *chicken* is a person who has direct responsibility for a task.
5. The scrum idea was originally used in manufacturing.
6. A person with an agile mind is good at solving problems.

3 Find the noun

Find nouns in the text which match the definitions below. The first letter of the words is given.

1. a group of people who are gathered closely together
 h _____ (paragraph 1)
2. someone or something that protects a thing by being between it and something else
 b _____ (paragraph 3)
3. a difficulty that causes mistakes or prevents progress
 s _____ b _____ (paragraph 2)
4. a comparison between two situations, processes etc. that is intended to show that the two are similar
 a _____ (paragraph 5)
5. something that gets your attention and prevents you from concentrating on something else
 d _____ (paragraph 2)
6. a way of thinking about something
 p _____ (paragraph 3)

WORKSHEET

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4 Sports vocabulary

Match the sports words (1-10) to their definitions (a-j).

- | | |
|------------|--|
| 1. umpire | a. the number of points that a team or player gains in a game |
| 2. match | b. a large building, usually without a roof, where people watch sports events |
| 3. pitch | c. the net or structure that you try to get the ball into in games such as football and basketball |
| 4. coach | d. someone whose job is to make sure that players in a game obey the rules |
| 5. referee | e. an area marked with lines where some sports are played, e.g. tennis |
| 6. goal | f. someone who trains a sports player or team |
| 7. court | g. a game in which players or teams compete against each other |
| 8. score | h. a flat area of ground for playing particular sports on |
| 9. stadium | i. a game that ends with both teams or players having the same number of points |
| 10. draw | j. someone whose job is to make sure that players obey the rules in some sports, e.g. tennis and cricket |

5 Sports idioms

Choose the correct option to complete the idioms in the sentences.

1. She has a new assistant, but it hasn't taken him long to learn the *ropes / lines / strings*.
2. After losing 9 out of 10 matches, Andy decided to throw in the *cloth / towel / sheet*.
3. Those local buses are often late. It's just par for the *course / track / road*.
4. There's no need to jump the *rope / line / gun*, I haven't explained everything yet.
5. Ruth could read before she went to school, so she had a bit of a *leg / head / foot* start.
6. Freya thought she was being funny, but that remark about his weight was below the *waist / belt / knee*.
7. I'm tired at the moment, but if I rest for a while then I'll get my second *wind / air / energy*.
8. We've helped him as much as possible. The ball's in his *field / court / pitch* now.

Look again at the idioms. Can you guess which sports they come from?

KEY

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KEY

1 Find the information

1. Possible answers: helping teams to communicate with each other and/or evaluate progress, helping to agree goals/targets, dealing with any problems or distractions.
2. They might change their minds about what they want or need.
3. The job title given to the person who represents the customer is *product owner*.
4. An alternative expression for referring to a scrum master is *servant leader*.
5. A *stand-up* is a daily progress meeting (of the development team).
6. It appeared in the late 19th century, and it is an abbreviation of *scrummage* (or *scrimmage*).

2 Comprehension check

1. True.
2. False – the *scrum master* talks to both the development team and the *product owner*.
3. False – a *sprint* is a period of time within which work has to be completed.
4. False – a *pig* is a person who has direct responsibility for a task.
5. True.
6. True.

3 Find the noun

1. huddle
2. buffer
3. stumbling block
4. analogy
5. distraction
6. perspective

4 Sports vocabulary

1. j
2. g
3. h
4. f
5. d
6. c
7. e
8. a
9. b
10. i

5 Sports idioms

1. learn the **ropes** (sailing)
2. throw in the **towel** (boxing)
3. par for the **course** (golf)
4. jump the **gun** (running/athletics)
5. a **head start** (horseracing)
6. below the **belt** (boxing/martial arts)
7. second **wind** (sailing)
8. the ball is in his **court** (tennis)