

4.3 Football Fever

Introduction

This activity emphasises teamwork and encourages students to revise for the sake of their team. Students enjoy the game and it encourages them to listen carefully to questions and to each other.

Resources

A set of questions and two cards (one yellow and one red)

Class set-up

1. Divide your students into two teams. They can come up with their own team names. Nominate a captain for each team.
2. Allow students time (e.g. fifteen minutes in class or even the weekend) to train for the game, which involves revising a topic.
3. At the start of the game, toss a coin to see which side has kick-off.
4. Ask a question of the team who won kick off. Anyone from that team can answer within five seconds. If a student answers correctly, the team are asked another question. If they answer incorrectly, the question is passed over to the other team who then have three seconds to answer. If neither team can answer a question, then the next question is open to both teams.
5. A team must answer three consecutive questions to score a goal but the same student can not answer more than one of the questions. Therefore, a goal must involve three different students from a team.

Variation

A variation of this game is to ask students to stand up at the start of the game. As each student correctly answers a question, they sit down and do not answer again until everybody has answered a question.

Rules

Any student who fouls (answers out of turn or whispers the answer to another team mate) receives a yellow card or a red card if it's a repeat offence.