

## Grammar Game

*Nivedita Bedadur*

**Name of the Game:** Stop That Story

**Skill Focus:** Story Telling

**Subskill Focus:** Responding to a story with wh questions

### **Objectives**

To develop the skill of story telling

To practise questioning skills

**Level:** Grades VII to XI

### **Materials**

A set of three random pictures cut out from different newspapers for each group.

OR

Three random words, e.g. lost necklace, crow, award for each group.

### **Infrastructure**

A classroom where there is enough space for a group to tell a story while other groups respond by asking questions.

**Time Needed:** One and a half hours (This depends on the number of students in the class)

### **Procedure**

Step 1: The students are divided into groups of three or four. A large number of students in one group will make the game less enjoyable and cumbersome.

Step 2: Give the set of three random pictures or random words to the

groups. Ask them to construct a story with the pictures or words.

Step 3: Give the following instructions:

- a. They have 15 minutes to create the story.
- b. Each member must be involved in the story telling.
- c. The words/pictures should be included in the story.

Step 4: The groups will design their story. Tell all the groups to stop after 15 minutes.

Step 5: The groups will now be paired. One group will tell the story and another group will stop the story in the middle and not allow them to proceed till they have answered questions on the story. The questions will all be wh questions, e.g. what, when, where, why, how. For example, if there are 6 groups, Group A will tell the story. Group B will ask questions. Group B will tell the story. Group A will ask questions.

Step 6 Give the following instructions before beginning the presentations.

- (a) Group A and B are paired. Group C and D are paired. Group E and F are paired.
- (b) When Group A tells the story Group B will stop them, let them not proceed by asking questions about the story using wh words where ... , what... and vice versa.
- (c) There will be 5 minutes time to tell the story.
- (d) You must answer all the questions while telling the story.

Step 7: Let the groups present and enjoy the story and the question answers.

*Nivedita Kumari is a Lecturer at National Institute of Technology, Ibaraki College, Japan. She has taught English to Japanese university graduate students and her interests include comparative linguistics of Hindi and Japanese, English Language Teaching, Pragmatics and Sociolinguistics.*

*E-mail: nivedita16@gmail.com*