

# LET'S GET STARTED...

Teachers can introduce their students to *Word Bricks* with a game of *Sentence Race*. The instructions for the *Sentence Race* game introduce teachers and students to the basic concepts of using *Word Bricks* in the language classroom to practice forming complete sentences in English in a fun, low-stress competition.

## Game 1: Sentence Race

This is a fast-paced, exciting game that gives students a chance to think quickly in English as they try to earn points by building well-formed sentences. This game can be played for a specified amount of time (which you should announce to students), and the team with the most points at the end wins the game. Alternatively, the game can be played until one team reaches a target number of points. The first team to reach the goal wins the game.

### Instructions

1. Have students (the players) sit in groups of 3–5, and ask each of the groups to choose a name for their team.
2. Make a column on the board and write the teams' names at the top. Tell players that they will receive points for each *Word Brick* that they use in a complete sentence. The points will be recorded on the board.
3. Give each team a handful of *Word Bricks*. It is not necessary that teams receive exactly the same number or any particular combination of *Word Bricks*, but make sure each team has at least one "Wild Card" and at least one -s brick. If each team has 50–100 bricks, they can play the game for an hour.
4. Players work with each other in their teams and use the bricks to build sentences.
5. When a team has made a correct sentence, count the number of *Word Bricks* in it. The team gets one point for each brick in the sentence if the sentence is correct. This will soon turn into a race to earn points.
6. Write the number of earned points on the board in a column under the team's name, or have a group member run up and write the number. Once points have been recorded, players may use the same bricks to build new sentences. They do not have to save their sentences.
7. Each team will call you to check new sentences. Each time a team makes a new sentence, add it to the team's total on the board. Depending on the number of teams in the class, you may wish to have someone be your score-keeping assistant.
8. End the game after the specified amount of time or when the first team reaches the target score. The team with the most points wins the game.

