

# Optimise your English!

ROLL  
AGAIN

MISS  
A GO

Finish

Start

MISS  
A GO

ROLL  
AGAIN



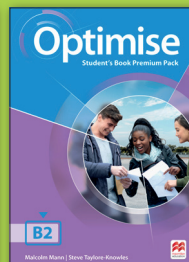
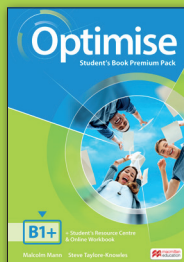
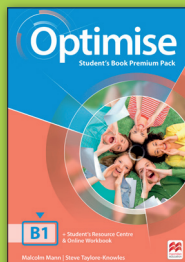
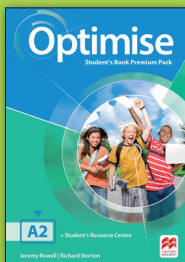
# Why Optimise ?

A fantastic new Secondary exam-preparation course for 21<sup>st</sup> century learners. Optimise is perfect for teachers working towards external exams who also want to incorporate engaging topics and a focus on life skills in their classes.

- Guided preparation for the *Cambridge Key*, *Preliminary* and *First Certificate (for Schools)* exams, with each lesson focusing on a specific skill and offering detailed advice on how to complete the task effectively.
- Personalisation tasks to foster **21<sup>st</sup> century skills** such as critical analysis and collaborative learning.
- *Optimise Your Exam* sections with **advice from professional examiners**, making the teacher the exam expert.
- An **extensive range of print and digital materials** providing you with a variety of flexible options for the ever increasing demands of students.



**Talk2Me Videos and Speaking tests** facilitate a **flipped classroom** approach, encouraging learner autonomy and creating more time in class for practice.



# Introducing our new game for Secondary, **Optimise your English!**

The game is based on a combination of the two classic board games, *Snakes and Ladders* and *La Oca*. **Optimise your English!** features fantastic awareness-raising and fun practice of key elements of the Cambridge Exams for Schools: KET, PET and FCE, all of which are included in our new Secondary exam-preparation course, *Optimise*.

Play the game with your classes and watch your students having fun while improving their language skills and learning important exam information!

**LET THE GAME BEGIN!**

Visit

[www.macmillanelt.es/pupils-corner](http://www.macmillanelt.es/pupils-corner)

for complete game instructions,  
resources for teachers and  
additional material to share with  
your students to practice at home.



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#OptimiseYourEnglish





# Optimise your English!

## Introduction

This game highlights key features of the Cambridge Exams for Schools and provides practice of key language skills. With its **six different categories**, *Optimise your English!* offers flexible game playing for the whole year.

The ***Exam Time*** category can offer an **important introduction to the exams** providing valuable information about exam format, e.g., number of parts, length of time, dos and don'ts. It can also serve as a **handy review** during the final preparation stages, reminding students of what to expect when it comes to taking the exam. However, the other categories of the game – ***Mime It!***, ***Your Turn***, ***Culture Club***, ***Definitions***, and ***Speak Your Mind***– provide fun skills and language practice, meaning that the game can be played **throughout the course**.

## Aim

- To raise awareness of exam format and what is expected of students taking the exam
- To enable students to practise key exam skills such as speaking and listening
- To develop students' language and cultural knowledge

## Objectives

- Learn about the various exam formats
- Develop communication skills
- Broaden language awareness
- Discover fun cultural facts about English-speaking countries

## Useful language

- *Roll the dice.*
- *Whose go is it?*
- *It's your turn.*
- *Miss a go.*
- *Roll again.*
- *Go back / forward a space.*
- *Go up the ladder / down the slide.*

## Procedure:

1. Ask the students if they play or have played any board games. Listen to their examples.
2. Put the class into teams of 4 or 5 students and assign each team a counter.
3. Show the students the *Optimise your English!* board game and tell them they are going to play a new game.
4. Explain how the game is played.

Each team moves around the board by rolling the dice. If they land on a question space, they have to answer a question from a particular category. Show the students the question cards. There are six categories: **Exam Time**, **Mime It!**, **Your Turn**, **Culture Club**, **Definitions**, and **Speak Your Mind**. If the team answers the question correctly or completes the challenge successfully, they can roll again and continue. If they don't, they stay on that space and it's the next team's turn.

In addition to the **Miss a Go** or **Roll Again** spaces, they could also land on a slide, which they slide down, or a ladder, which they climb up.

5. Each team rolls the dice to see who goes first (the highest number).
6. To play the game you will also need a timer for certain categories: **Mime It!**, **Definitions**, and **Speak Your Mind**.
7. For the **Your Turn** category, if a team lands on this square, they have to think of a question to ask one of the other teams following the example given on the card. If the other team **does not** answer it correctly, the team can continue. The questions are general knowledge, with a little grammar and vocabulary for good measure!
8. It is a good idea to be strict with answers and time challenges as this will ensure all teams get to have a turn.



• Exam Time



• Culture Club



• Mime it!



• Definitions

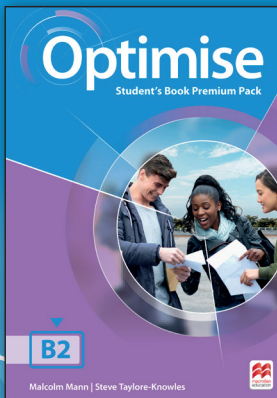
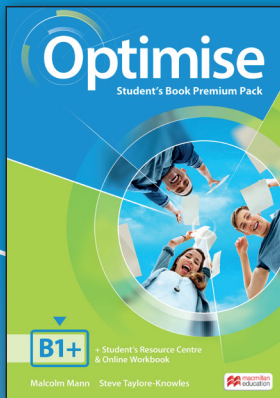
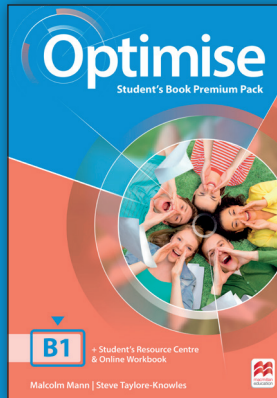
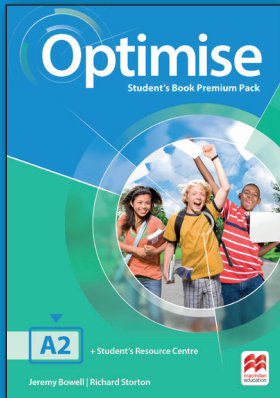


• Your Turn



• Speak Your Mind

# Optimise



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