

## The Um Err Game

What is the exercise?	This exercise develops fluency when speaking and awareness of verbal tics
Planning and materials	Thinking of topics A stopwatch or timing device Board and board pens
How many students?	2+
How it works	This game aims to build fluency. The pupil is given a simple topic to talk about (my school, my family, animals, television, sport etc). They have sixty seconds to talk on their topic. If they speak for the whole sixty seconds then they get sixty points. But every time they say "um" or "er" they lose a point. So a student who manages to speak for 45 seconds and does 8 ums and ers receives 37 points.
Adaptations and Differentiations	Let students pick topics The game to be widened to include banned words such as "like", "basically", "innit", "you know" etc to encourage the use of formal English.
Best used	In a lesson or a club As a starter activity With a whole class or small group To develop fluency
Your notes:	