

Let's play! **LEARNING OUTCOME** learn how to explain the rules of a game

Everyday life

1 Look at the photo and answer the questions.

Where are the people and what are they doing?
What is the game?



Everyday vocabulary

2 How could you explain the words and expressions in *italics*?

The two *posts* at each end *indicate* each team's *end zone*.
When a point is scored the teams *change ends*.
The members of the other team try to *intercept* the disc.
What happens if the disc goes *out of bounds*?
If *time runs out* ...

Dialogue

3 **06 Listen to the dialogue. According to Martin, why is *Ultimate* different from other sports?**

Eva and Boris are at an English summer school. Martin is explaining a game called Ultimate.

Martin: OK, has anyone played *Ultimate* before? We are going to play in the playing area marked by the four posts. The two posts at each end indicate each team's end zone. There are two teams and instead of a ball we use this plastic disc.

Boris: I can't see any goals. (1)

Martin: Good question. To score a point, one of your team must catch the disc in the end zone. When a point is scored the teams change ends.

Eva: (2)

Martin: To begin, one team throws the disc forward towards the other team's half. Someone catches it or picks it up off the ground and then passes it to one of their team, while the members of the other team try to intercept the disc. When you receive the disc, you must stop moving. You can pass the disc in any direction, but you're not allowed to run with it. You have to throw the disc

within ten seconds. If you don't, possession goes to the other team – that's called a turnover.

Eva: What happens if we drop the disc?

Martin: If you drop it, possession goes to the other team.

Boris: (3)

Martin: As many as you want.

Eva: What happens if the disc goes out of bounds?

Martin: Then possession goes to the other team again.

Boris: (4)

Martin: It's the first team to get 15 points, and you must be two points ahead to win. There is a time limit of one hour. If time runs out, you have to play 'sudden death'. (5)

Eva: It sounds fun. Let's play.

Martin: (6) So it is the responsibility of the players to admit fouls and show good sportsmanship. Let's play!

4 Read and complete the dialogue with the phrases (a–f). Then listen again and check.

- a How many times can we pass it?
- b That means, the first team to get two points ahead, wins.
- c How do you score?
- d *Ultimate* doesn't have any referees, like other sports.
- e When does the game finish?
- f How do you start the game?

5 Work in pairs. Take it in turns to ask and answer questions about the rules of *Ultimate* using the prompts given in the **Everyday English Toolkit.**

e.g. A: *What happens if you drop the disc?*
B: *If you drop the disc there is a turnover.*

EVERYDAY ENGLISH TOOLKIT: EXPLAINING THE RULES OF A GAME

Look at the expressions (1–4) from the dialogue. Who says each one: Martin, Boris or Eva? How could you say each sentence in a different way by changing the underlined words?

- 1 When you receive the disc, you must stop moving.
- 2 You can pass the disc in any direction, but you're not allowed to run with it.
- 3 You have to throw the disc within ten seconds.
- 4 How many times can we pass it?

Asking about rules
Are you allowed to ...?
Can you ...?
What happens if ...?

Explaining rules
You are allowed to/can ...
You have to/must ...
If X happens, Y happens.
You are not allowed to/can't/mustn't ...

Over to you!

6 Work in pairs. One of you is a sports teacher, the other one is a student. Follow the steps below and role-play a conversation. Then change roles. Use the expressions in the **Everyday English Toolkit.**

Sports teacher: Think of a game but don't say what it is. Explain five rules of your game.
Student: Listen to the rules of a game. When your partner has finished, try to guess what the game is. You are allowed to ask three questions using the three prompts in the **Everyday English Toolkit**.