

LINGUISTIC PURSUIT

Ian Dakers

It has been predicted that by 1990 every household in North America will have its own game of *Trivial Pursuit!* Normally, in this game one player asks a question, another player gives the answer. In adapting *Trivial Pursuit* for the second language classroom, I have reversed the procedure: One student gives the answer, another tries to come up with an appropriate question. *Trivial Pursuit* is thus transformed into *Linguistic Pursuit*—a nifty way to focus on question making.

To set up this activity for your class, proceed as follows. First, brainstorm with friends to get twelve questions and answers for each of the following six categories: Geography, History, Art and Literature, Entertainment, Science, Sports and Leisure. Next make the cards. Divide three sheets of paper into eight rectangles. Type the answers on the left side, the questions on the right. (See Figure 1.)

What is the name of the capital of Canada?	Ottawa is the capital of Canada.
What nationality is Cyndi Lauper?	Cyndi Lauper is American.
Who wrote the novel <i>The Stone Angel</i> ?	Margaret Laurence wrote <i>The Stone Angel</i> .
What special event took place in Montreal in 1976?	The Olympics were held in Montreal in 1976.

Figure 1. Sample question and answer sheet.

Photocopy the sheets. Fold each sheet along the line in the middle, glue the backs together and cut along the horizontal lines. Your cards are ready! All that remains is the board. Using cardboard and magic markers simply make a smaller version of the original. Now, get the dice. You're ready to play!

FOOTNOTE

Trivial Pursuit is a registered trademark.

THE AUTHOR

Ian Dakers is currently working towards a B.Ed. specialized in the teaching of English as a second language at McGill University.