

## SINK OR SWIM!

### GROUPS:

Divide the class into two teams.

### MATERIALS REQUIRED:

- A pre-made list of questions or vocabulary.  
Questions for Chapter 2 are provided in this pdf.



### INSTRUCTIONS:

1. Put the two teams on opposite sides of the room.
2. The Middle of the classroom is the ocean. (It doesn't matter if there are desks in the ocean!)
3. Student number 1 from Team 1 has to answer a question.  
If student 1 from Team 1 gets their question right, they choose a member of Team 2 to sink.  
(When a student 'sinks', they go back to their desk in the ocean and sit down.)
4. If student 1 from Team 1 gets their question wrong, THEY must 'sink' and return to their seat.
5. Then student 1 from Team 2 takes a turn. If they answer their question correctly, they have the choice of 'sinking' someone from the other team, OR (if someone on their team has already been sunk), they can SWIM their sunken team mate and return them to the team.
6. When all the questions are answered or the allotted time has run out, the team with the most team mates still standing is the winner.

### HANDY HINTS

This game is an easy one to play and students really get into it. HOWEVER, be sure to balance your teams if numbers are uneven. Have a random student play twice if you need to even up the teams.

## 'SINK OR SWIM' QUESTIONS FOR CHAPTER 2

cadō	I fall
cibus	food
dūcō	I lead, take
et	and
filia	daughter
filius	son
forum	forum
habeō	I have
habitō	I live
intrō	I enter
magnus	big
pecūnia	money
quaerō	I search for
quoque	also
salūtō	I greet
sed	but
spectō	I watch
videō	I see
vīnum	wine
vocō	I call