

Here's a quick classroom game in a short video that shows an easy way to practise grammar and vocabulary. In "Teaching Languages: 3 in a row" I explain a simple, low-prep activity that turns rote practice—like verb conjugations and question-and-answer drills—into something strategic and fun. The idea is familiar, fast to set up, and works well in both print and digital formats.

How the game works

At its core, the activity is like tic-tac-toe or Connect Four: students answer a prompt to claim a square. The prompt can be a verb + subject (for conjugation), a question that requires a specific answer, or even an open response as long as the student answers the prompt accurately.

3 IN A ROW



Step-by-step

- Prepare a grid of squares (3×3 works great).
- Write prompts (verbs, questions, vocabulary cues) for each square.
- Students answer a prompt to place their X or O; first to get three in a row wins.
- For digital play, use an interactive template so students click to reveal prompts and record answers.

Variations and uses

This activity is flexible. Use objective answers for quick checks (perfect for conjugations or factual Q&A). You can also allow longer, subjective answers—just ensure the student has responded appropriately before they claim the square. Play can be competitive (pairs or small groups) or collaborative (teams racing to form rows).

Running it smoothly in class

- Keep rounds short—2-5 minutes—to maintain energy.
- Rotate partners so students see varied prompts.
- Use the activity as a warm-up, review station, or exit ticket.

Resources and wrap-up

There are ready-made [templates](#) in both print and digital formats to save prep time. If you want a low-prep, high-engagement way to tackle essential but often dull practice, “Teaching Languages: 3 in a row” gives you a reliable option you can adapt to any level or target structure.

3 IN A ROW

Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>
Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>
Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>
Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>	Prompt <u>Answer</u>

Try it tomorrow—small change, big difference in student engagement. Teaching Languages: 3 in a row turns routine practice into a game students actually want to play.