

**grade A
classroom**



Blockbuster Hotseat

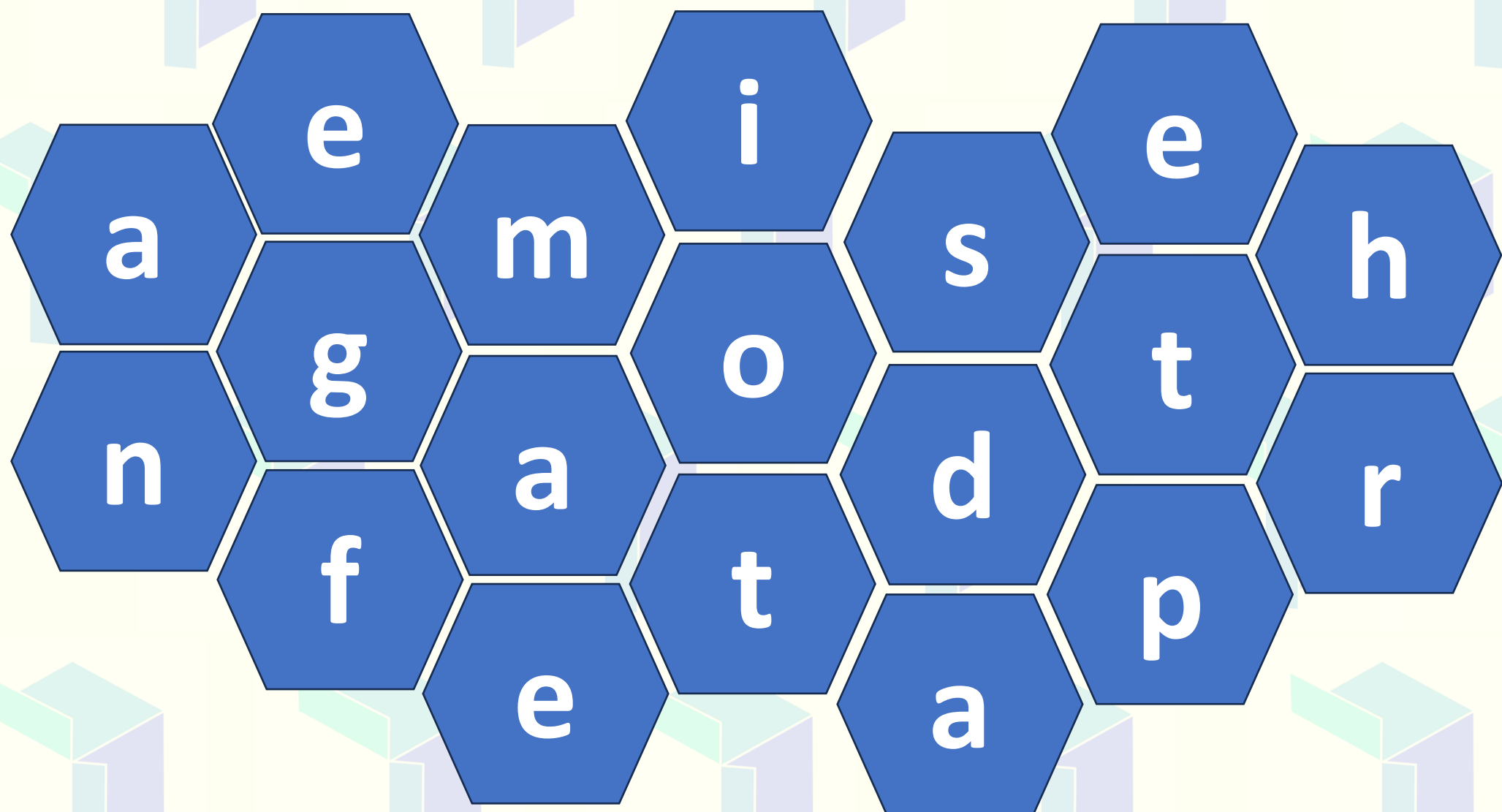




Draw a grid of hexagons on the board and write a letter in each one.

It is up to you how big you want your grid to be.

For example





Ask students to write down
a keyword for each of the
letters in the grid.

This is to ensure everybody
is participating.

Divide the class into two teams.

Select a student from each team
to sit in the Hot Seat.

(The Hot Seat is a chair facing away from the board)



The aim is to make a path across the grid by connecting the hexagons.

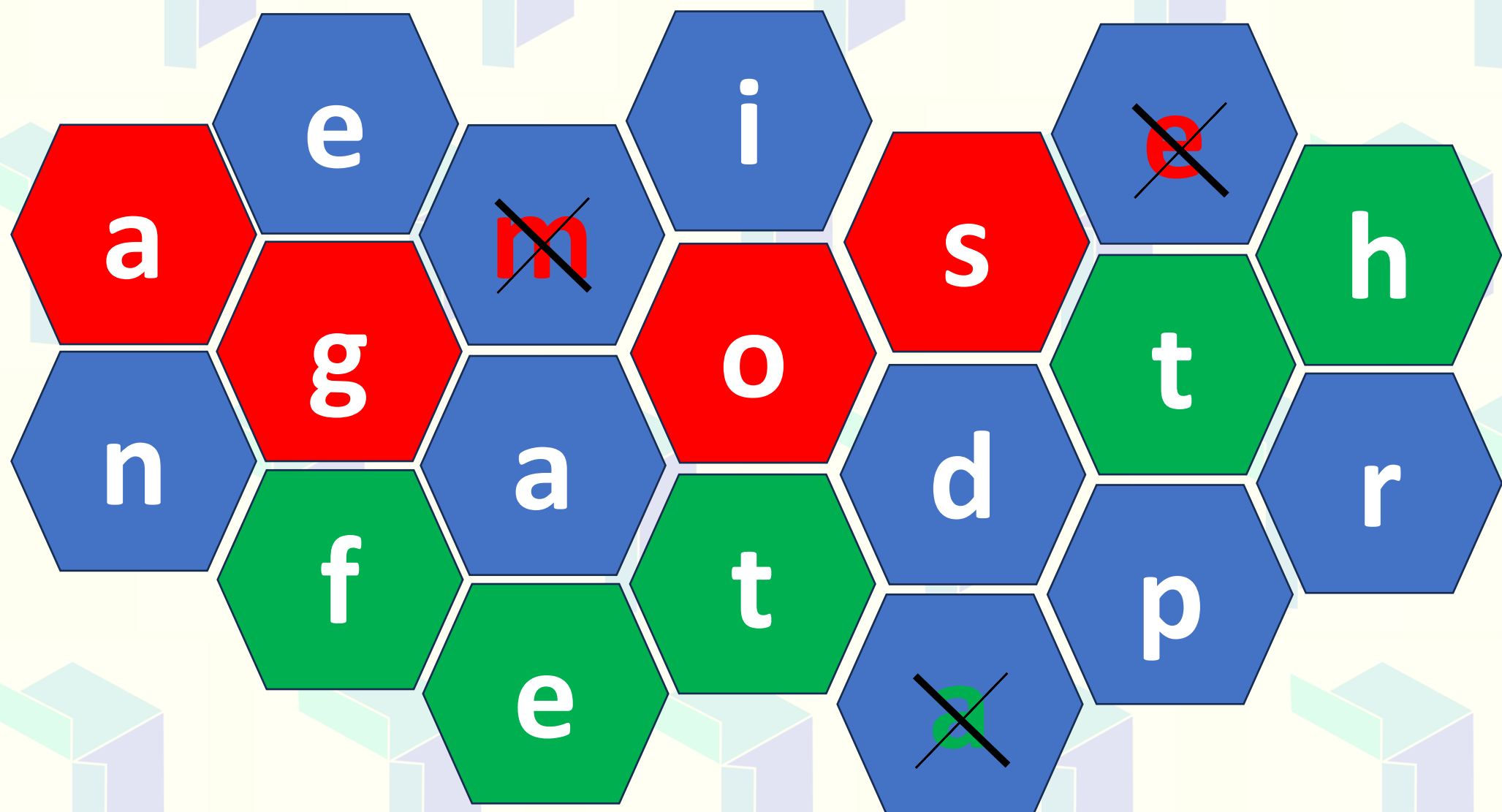
A student from Team A chooses a letter closest to the left and describes the keyword to the student in the Hot Seat.

If the Hot Seat student answers correctly (one go only) the game continues with Team A. A different student chooses a connecting letter and describes the keyword. And so on.

If not, play is passed to Team B to continue making their way across the grid.

The student in the Hot Seat should be changed after each incorrect answer.

An example of what the grid
could look like



Hence, the green team win.