

araq

StartUp 7

Writing

Unit9 – Lesson5

Page110

READ ABOUT "HOW-TO" INSTRUCTIONS.

When you are writing instructions for how to do something, you need to be sure they are clear and easy to follow. At the same time, you want to make sure not to forget any steps. Instructions for how to play a sport should include information on the number of players, any equipment needed, the rules for playing the game, and how to win the game.



Have Ss skim the text again and do the task. Then check the answers in class.

READ THE INSTRUCTIONS ON HOW TO PLAY BOSSABALL. WHAT ARE SOME DIFFERENCES BETWEEN BOSSABALL AND VOLLEYBALL?

Bossaball Rules

Bossaball is a relatively new game which was invented in Spain. It is similar to volleyball, but with some important differences. It is meant to be played with music; its name is associated with the Brazilian music *bossa nova*.

Players and Equipment

To play bossaball, you need two teams of four players. Male and female players can be mixed.

For equipment, you need a bossaball court and a ball. You can buy your own court, but it is probably easier to rent one at a beach club or resort, where the sport is popular. The court is an inflatable surface around 45 meters long and 25 meters wide. There is a 3-meter-high net across the center of the court. On each side of the net, there is a trampoline in the center of the inflatable surface. One player is always on the trampoline.

Object of the Game

The goal is to score as many points as possible by hitting the ball over the net. You may hit the ball with any part of your body—the more creative, the better!

Playing the Game

One team serves, and then the rally begins. Each team may only touch the ball up to five times before the ball must go over the net. If the team does not succeed, the opposite team wins points (see "Scoring Points") and it also gets the next serve. Each time a team scores, the players rotate so that a different player is on the trampoline.



Scoring Points

If you hit the ball over the net and your opponent cannot return it, you earn points. Either team may score points, whether or not it is serving. If the ball hits the playing surface on the other side of the net, your team wins points as follows:

Hitting the ball with your hands ("volleyball touch")	• 3 points if the ball hits the trampoline on your opponent's side of the net • 1 point if the ball hits the playing area outside the trampoline
Hitting the ball with another part of your body ("soccer touch")	• 5 points if the ball hits the trampoline on your opponent's side of the net • 3 points if the ball hits the playing area outside the trampoline
If the ball touches the "bossawall" (the ring around the trampoline), no points are scored and play continues.	

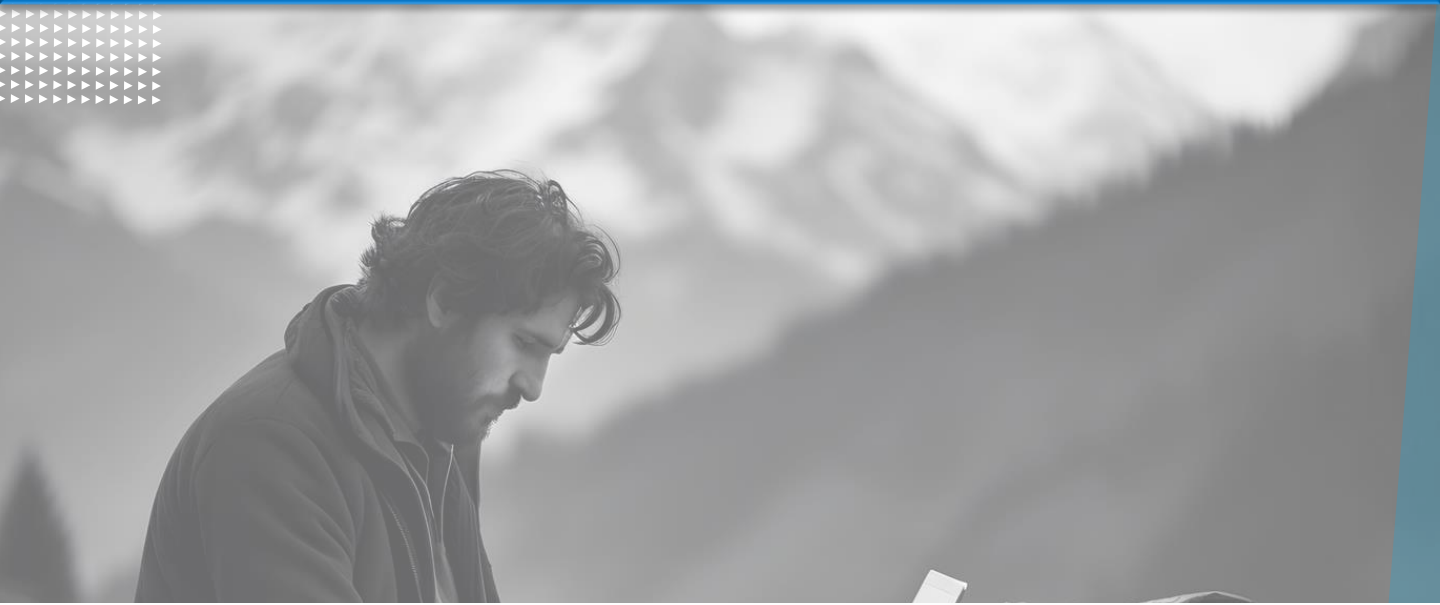
Winning the game The first team to score 25 points wins the game. But you must win by 2 points, so if the score is tied at 24–24, the game continues until one team is ahead by 2 points.

Have Ss scan the text again and do the task. Then check the answers in class.

D Read the model again. Take notes in the chart.

About the game	Players and equipment
– invented in _____ – similar to _____ – to be played with _____	– 2 teams of _____ players – court: _____ surface with _____ high net and _____ with _____ on each side – ball
Object of the game	**Playing the game**
– score points by _____ – hit ball with _____	– ball must go over the net after _____ hits (or fewer) – when team scores, earns _____, get next _____ – players _____ when points are scored
Winning	**Scoring**
– first team to get _____ wins – must win by _____	– "volleyball touch": 3 points on _____, 1 point on _____ – "soccer touch": _____ points on trampoline, 3 points on playing area – ball hits "bossawall": _____, play continues

Teach the writing skill and have the Ss do the task in class.



2 FOCUS ON WRITING

PAIRS Read the Writing Skill. Then reread the model. What techniques does the model employ to be clear to the reader? Work together to make a list.

WRITING SKILL Write like a reader

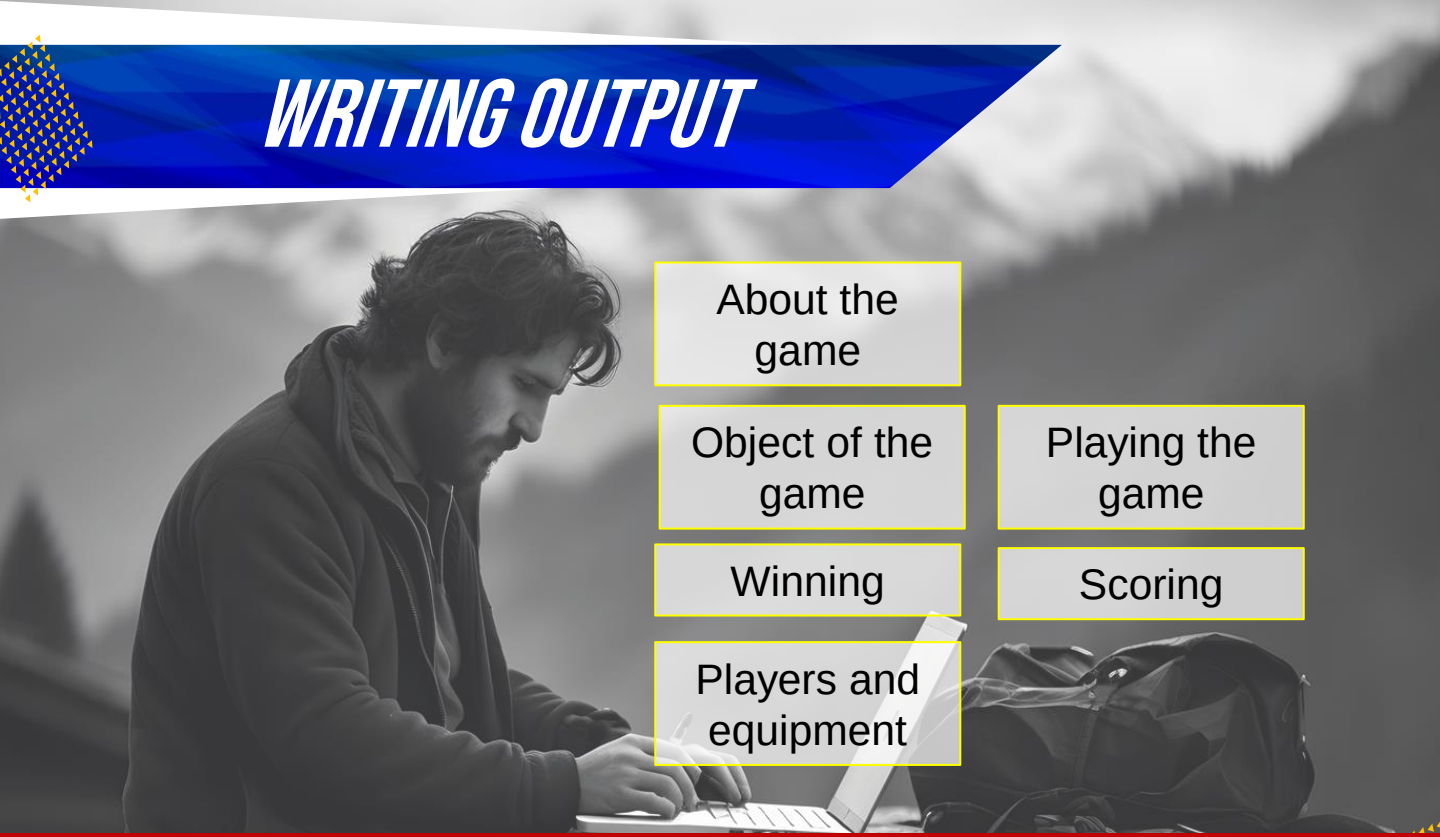
To make sure that your writing is clear and easy to understand, ask yourself: Would I understand this if I were the reader? Information should be presented in a logical order, and no information should be omitted. Extra wordiness should be avoided, but any technical terms must be explained. Ask a friend to read your writing and tell you if it's clear.

WRITING INPUT

Think of a sport or a game that you know well.
Create a chart like in 1D as a model.

About the game	Players and equipment
- invented in _____ - similar to _____ - to be played with _____	- 2 teams of _____ players - court: _____ surface with _____ high net and _____ with _____ on each side - ball
Object of the game	**Playing the game**
- score points by _____ - hit ball with _____	- ball must go over the net after _____ hits (or fewer) - when team scores, earns _____ , get next _____ - players _____ when points are scored
Winning	**Scoring**
- first team to get _____ wins - must win by _____	- "volleyball touch": 3 points on _____ , 1 point on _____ - "soccer touch": _____ points on trampoline, 3 points on playing area - ball hits "bossawall": _____ , play continues

WRITING OUTPUT



About the game

Object of the game

Playing the game

Winning

Scoring

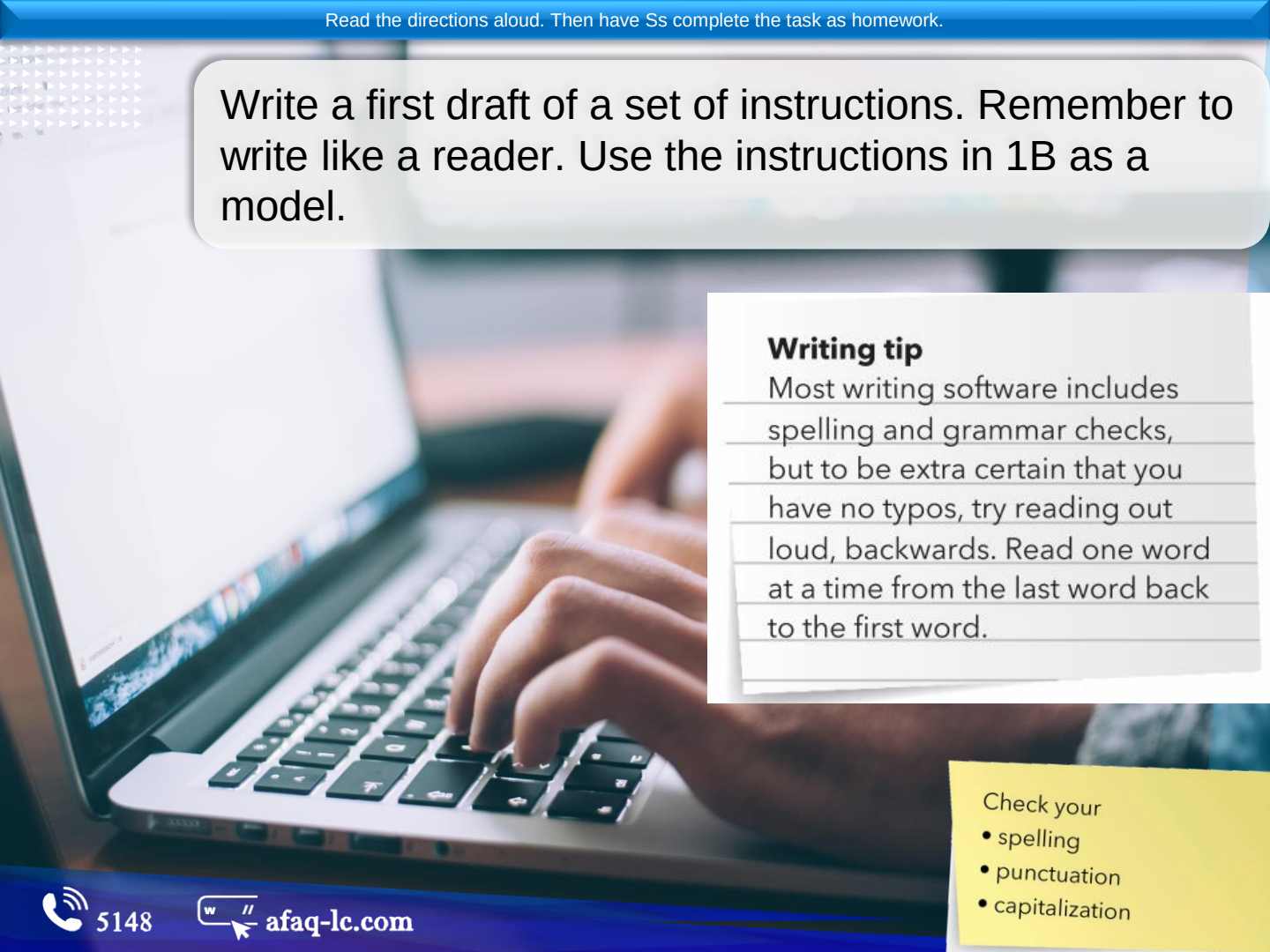
Players and equipment

Write one sentence for each box.

Ask the Ss to personalize the model in the public chat.

Read the directions aloud. Then have Ss complete the task as homework.

Write a first draft of a set of instructions. Remember to write like a reader. Use the instructions in 1B as a model.



Writing tip

Most writing software includes spelling and grammar checks, but to be extra certain that you have no typos, try reading out loud, backwards. Read one word at a time from the last word back to the first word.

Check your
- spelling
- punctuation
- capitalization