
Rinvoluceri, Mario. *Grammar Games*. Cambridge University Press, 1988. 138 pp.

In the Rinvoluceri tradition (see review of *Challenge to Think*, above), this is a stimulating and original contribution to second language teaching. The games, 56 in all, provide a lively and communicative means of teaching grammar. Rinvoluceri suggests in his preface that the activities can be used in three ways:

- a) *diagnostically before presenting a given structure to find out how much knowledge of the area is already disjointedly present in the group;*
- b) *after a grammar presentation to see how much the group have grasped;*
- c) *as revision of a grammar area.*

(p. 3)

The grammar areas covered include tenses, articles, word order, interrogatives, and agreement. However, the games are sufficiently flexible that almost any content at any level of difficulty can be inserted by the teacher. Suggestions are also given for adapting the games to the teaching of French, German and Spanish, and I am sure that teachers of any second language will be able to adapt the principles.

Rinvoluceri insists that the games should not be seen as a 'reward' activity for use in Friday's last period, but should be consistently integrated into the teaching programme. The intensive practice that the games offer, and the almost certain involvement and interest on the part of the students, make this warning unnecessary. *Grammar Games* is an indispensable resource for any second language teacher, and will totally transform her classes and her students' attitudes to what has often been the driest and most intimidating part of language courses.

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