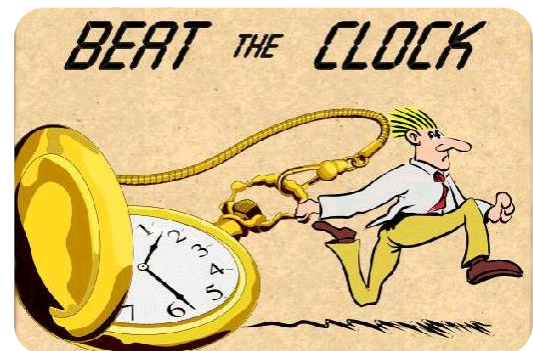




## Overview

Beat the Clock is a game that tests users' abilities to find words from definitions given slowly by the computer. The object of the program is to guess as many words from the definitions given as quickly as possible, thereby getting to the top of the highest scores table, whilst all the while a clock is ticking in the background, making this a fun and entertaining game. Using the same extensive database as Crossword Challenge, users can test themselves on nouns, verbs, adjectives, phrasal verbs, dependent prepositions, idioms and collocations, as well as being able to create their own groups to test themselves on any new vocabulary learnt elsewhere, by using the authorability option, which can also be used for editing the existing database, even into another language. There are six levels of difficulty, ranging from False beginners to Advanced (Cambridge Proficiency) level.



## Methodology

Beat the Clock starts from the premise that to learn the meaning a word, you need to make a cognitive link between the word and its definition, or an example of the word in context. This program encourages students to make a link between a word and its meaning. The first time the game is played, there will be definitions that the student will not know the word for. The next time the game is played, the student may recognise the definition and perhaps remember the word that goes with it. A third time the game is played, the same student will probably both recognise the definition and remember the word that goes with it. Afterwards, the student will only need to see a portion of the definition, and this will trigger the word that goes with it. This is when we can say that the student has made a positive link between a word and its meaning.

## Syllabus

Level	Nouns	Verbs	Adjectives	Idioms & collocations	Phrasal verbs & dependent prepositions
False Beginner	150	100	100	100	100
Elementary	150	100	100	100	100
Pre-Intermediate	150	100	100	100	100
Intermediate	150	100	100	100	100
Upper Intermediate	150	100	100	100	100
Advanced	150	100	100	100	100

## Teaching tips

Teachers can utilise the features contained in the program in the following ways:

- Create competitions within a class or between classes to see who can get to the top of the highest scores table
- Incorporate a school syllabus into Beat the Clock using the authoring facility
- Create new files for subjects other than English, for example, history or geography.