



## Overview

A visually exciting game, which effectively marries the motivation value of a computer game with a sound base of English Language Teaching knowledge, Error Terror challenges users to find mistakes in a stream of English, isolate those mistakes and destroy them before they get to

Earth and destroy the planet! There are twenty different articles of around 100-150 words, each containing twenty mistakes (spelling or wrong word). Users who correctly identifying the mistakes will earn points to help them get to the top of the Highest Scores table, whilst practising their English. Carefully created to focus on areas that students of different English levels have difficulty with, this program is an effective way to combat the fossilisation of errors. The program is easy to author and covers all levels of English from False beginners to Advanced (proficiency) level, and is a worthy companion to its sister program Word Invaders.



## Methodology

One of the biggest problems teachers have is getting students to scan their compositions for errors before handing them in. Being able to check any written work for errors is an essential skill in both childhood and adult life, in whatever discipline, yet to do it after having spent time writing a composition is seen by many students as a dull exercise, and they are so relieved at having finished the composition that they are happy to hand it in to the teacher without checking it for errors. Error Terror tackles this problem by putting the composition on screen and turning error checking into an error hunting game, with all the functionality that a student would see in a computer game.

## Syllabus

The syllabus consists of 60 written passages of English, of between 100 and 200 words in length. 20 of the passages contain 20 spelling errors; 20 of the passages contain 20 extra words placed in the text, which make it incorrect; 20 passages are correct.

The errors have been carefully chosen to mirror the kinds of mistakes students at each of the levels contained in the program make, so the error checking process should familiarise the student to the kinds of mistakes they make in their own compositions.

## Teaching tips

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

- Use the authoring facility to input student assignments and essays, complete with their errors. Students then identify errors in their own work.
- Use the authoring facility to input text from the internet, for example, song lyrics, or English stories from websites particular to that student's country.
- Allow students to input correct texts and add the kinds of mistakes their classmates might make. Then their classmates must play the game, trying to second predict what the other student has input as a mistake.