

# THE OIL INDUSTRY GAME

## Teacher's Notes

By Barney Barrett

### Aim:

To expand and practise the basic vocabulary associated with different parts of the oil industry.

### Level:

Pre-Intermediate to Upper-Intermediate

### Rules:

You require:

- board
- player pieces: one per player
- vocabulary cards x 28 (These fold in two and placed to conceal the vocabulary item.)
- hazard cards x 8 (These are placed face down next to the board.)
- one dice

Number of players: 2 to 6

With three or more players each of the three different roles: producer, refinery and retailer must be represented.

Each player is awarded 10 points to start with. The aim of the game is to have the most points when the game finishes. The game finishes when one player arrives on the FINISH square in the centre of the board.

All the players begin on the START square. Each throws the dice to decide who starts. The players then move their pieces around the board on the basis of dice throws. As the players move around the board they land on different types of squares.

If a player lands on:

- An arrow – Nothing happens.
- An up or down message – The player gains or loses the number of points indicated on the square.
- Take a vocabulary card – The player takes a card from the pile and reads the description. They have to give the oil industry term described. If the player is correct they receive 2 points. If not, it is passed to the other players in turn who receive 1 point if they are able to give the correct answer.
- Hazard! – The player takes a Hazard card; reads it out and then points are added or deducted depending on the situation described. This change in points only applies to the player who drew the card.

**Tips:**

- Use the white/black board to keep the scores. Do not forget that this is a vocabulary lesson. Put the three areas: *production*, *refinery* and *retailer* on the board and, as each vocabulary card is drawn and the word is revealed, ask the learners to place it in the correct area(s).
- After the game, use the vocabulary cards again to recycle the words. Find out which of the three areas each learner works in and, starting from the vocabulary provided by the game, brainstorm further words and phrases for those areas.
- A final extension of the game is to introduce a set of sequencers, i.e. *First of all*, *next*, *and then*, *after that*, *and finally*, brainstorm appropriate verbs, e.g. *drill*, *pump*, *transport*, *process*, *produce*, *sell* etc. and ask the learners, as a group or in pairs, to construct the entire story of production process from the oil in the ground to the petrol tank of their car. This could then become a writing task or be shaped into presentations.

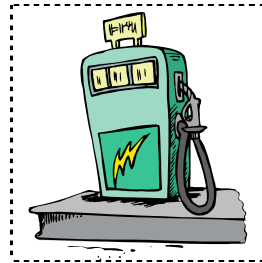
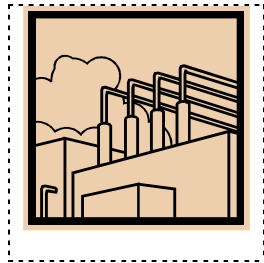
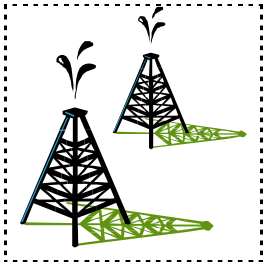
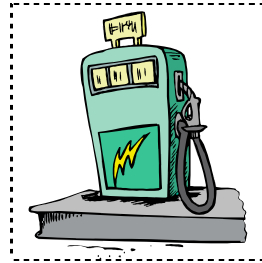
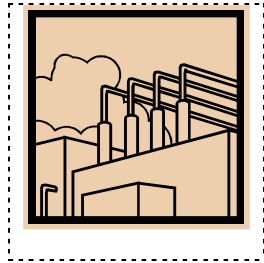
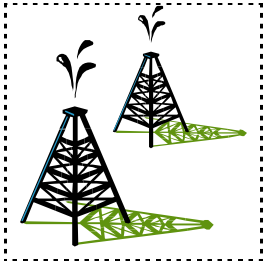
# THE OIL INDUSTRY GAME

## Board

<b>HAZARD!</b>	<b>TAKE A VOCABULARY CARD</b>	Down 1 point	→	<b>TAKE A VOCABULARY CARD</b>	Up 2 points	Down 2 points	<b>TAKE A VOCABULARY CARD</b>
Down 2 points	<b>TAKE A VOCABULARY CARD</b>	Up 2 points	→	<b>TAKE A VOCABULARY CARD</b>	Down 1 point	<b>HAZARD!</b>	Up 1 point
<b>TAKE A VOCABULARY CARD</b>	Down 1 point	<b>HAZARD!</b>	<b>TAKE A VOCABULARY CARD</b>	→	Down 3 points	<b>TAKE A VOCABULARY CARD</b>	↓
↑	↑	↑	<b>FINISH</b>	←	<b>TAKE A VOCABULARY CARD</b>	↓	<b>TAKE A VOCABULARY CARD</b>
Up 1 point	<b>TAKE A VOCABULARY CARD</b>	<b>TAKE A VOCABULARY CARD</b>	Up 3 points	←	<b>TAKE A VOCABULARY CARD</b>	<b>HAZARD!</b>	Down 2 points
<b>START</b>	<b>HAZARD!</b>	Down 3 points	<b>TAKE A VOCABULARY CARD</b>	←	Up 2 points	<b>TAKE A VOCABULARY CARD</b>	<b>HAZARD!</b>

# THE OIL INDUSTRY GAME

## Playing pieces



# THE OIL INDUSTRY GAME

## Vocabulary cards

Natural gas which forms a cap over oil in a reservoir.	Standard measure of oil. Equal to 159 litres or 0.159 m <sup>3</sup> .	Hydrocarbon compound extracted from crude oil. Used in the chemical industry.	Very thick crude oil. Used for road surfacing and roofing.
<b>associated gas</b>	<b>barrel</b>	<b>benzene</b>	<b>bitumen</b>
Uncontrolled flow of oil or gas from an oil well.	Gas used for heating and as a petrochemical industry feedstock.	System of valves and pipes fitted to a well head.	Fossil fuel from which petrol, diesel oil and kerosene are refined.
<b>blow-out</b>	<b>butane</b>	<b>Christmas tree</b>	<b>crude oil</b>
Steel construction on top of an oil well.	Motor fuel used in buses and other commercial vehicles.	Operations such as transportation, refining and marketing.	Device with rotating teeth used to cut through rock.
<b>derrick</b>	<b>diesel oil</b>	<b>downstream</b>	<b>drill bit</b>
Oil well drilled in the search for oil and gas.	Controlled burn-off of gas.	Well which used water to drive oil towards production wells.	Medium-light oil used as jet fuel.
<b>exploration well</b>	<b>flaring</b>	<b>injection well</b>	<b>kerosene</b>

Liquefied blend of propane and butane.	Blend of gaseous hydrocarbons found under the ground.	Products derived from oil and natural gas.	Distillate of oil used as motor fuel – UK term.
<b>liquefied petroleum gases (LPG)</b>	<b>natural gas</b>	<b>petrochemicals</b>	<b>petrol</b>
Distillate of oil used as motor fuel – US term.	Industrial plant which separate oil to produce products such as petrol.	Calculated amount of oil which can be recovered and refined.	Accumulation of oil and gas in a porous rock.
<b>gasoline</b>	<b>refinery</b>	<b>reserves</b>	<b>reservoir</b>
Operations such as exploration and production.	Oil tanker of more than 200, 000 tonnes.	Hole drilled in order to extract oil from a reservoir.	Equipment on top of a well to prevent blow-outs.
<b>upstream</b>	<b>very large crude carrier (VLCC)</b>	<b>well</b>	<b>wellhead</b>
Open area in front of a petrol or gas station.	Equipment used at a petrol or gas station to move the fuel from the underground tanks to the car's tank.	Percentage of the price of a litre of petrol or gas that is paid to the government.	Petrol or gas station not owned by a large oil company.
<b>forecourt</b>	<b>pump</b>	<b>tax</b>	<b>independent</b>

# THE OIL INDUSTRY GAME

## Hazard Cards

<p>OPEC decides to reduce production. Crude oil falls in price.</p> <p>Producer down 3 points. Refinery up 3 points. Retailer up 2 points.</p>	<p>OPEC decides to increase production. Crude oil goes up in price.</p> <p>Producer up 3 points. Refinery down 3 points. Retailer down 2 points.</p>	<p>Oil refineries close for annual maintenance. Petrol prices increase.</p> <p>Producer no change. Refinery up 2 points. Retailer down 3 points.</p>
<p>Political tension in the Middle East. Crude oil goes up in price.</p> <p>Producer up 4 points. Refinery down 3 points. Retailer down 2 points.</p>	<p>Environmental concerns cause governments to increase tax on petrol.</p> <p>Producer no change. Refinery no change. Retailer down 4 points.</p>	<p>Two major oil companies merge. Pressure on refineries to cut prices.</p> <p>Producer up 1 point. Refinery down 3 points. Retailer down 1 point.</p>
<p>New oil fields come on stream in non-OPEC countries. Crude oil falls in price dramatically.</p> <p>Producer down 3 points. Refinery up 3 points. Retailer up 3 points</p>	<p>Cold winter increases demand for heating oil.</p> <p>Producer up 2 points. Refinery up 2 points. Retailer up 2 points</p>	<p>Government decides to use oil in national reserve.</p> <p>Producer down 2 points. Refinery up 1 points. Retailer up 2 points</p>