

RULES

Pictures, Letters and Words

Divide the class into four groups.

Have each group sit in a circle.

Notice that there are two kinds of cards in this game: picture cards and letter cards.

Give each group a set of shuffled picture cards and a set of letter cards.

The groups should play the game in the following way:

Place the picture cards facedown in a pile and the letter cards faceup in another pile.

Select a student to begin the game.

This student is to pick up the picture card on the top of the pile. The other students shouldn't be able to see the picture on the picture card.

The student selects the letter cards that can be used to form the word that corresponds to the picture card.

These letter cards are to be placed scrambled in the middle of the circle.

The teacher should walk around the classroom to make sure that the students are selecting the right letters to form each word.

The student to the left of the student who is holding the picture card is to try to figure out what the word is, that is, he/she is to unscramble the letter cards to form the word.

If this student is able to form the word, he/she is to read it aloud and keep the picture card.

The teacher should check to see if the word is spelled correctly.

If the student is not able to form the word, the student holding the picture card is to return it to the bottom of the pile.

Then the student who tried to form the word is to pick up the picture card on the top of the pile and repeat the steps above.

Each student picks up a picture card, one at a time, until all the picture cards have been used.

The student with the most picture cards is the winner.

Guess Who I Am

Divide the class into four groups.

Have each group sit in a circle.

Give each group a board and a set of cards. Notice that on each card there is a person and his/her name.

The groups should play the game in the following way:

Place the cards facedown in a pile.

Select a student to begin the game.

This student is to pick up the card on the top of the pile. The other students shouldn't be able to see the person on the card.

The student is to pretend he/she is the person shown on the card. Each person on the cards also appears on the board.

The students on his/her left, one at a time, are to ask questions to try and find out what person he/she is pretending to be. Questions like the following may be asked: *Are you tall/short? Are you a man/boy/woman/girl?*

Each student can ask two questions when it is his/her turn. The first one should be similar to those in the example above; the second question should be an attempt to guess who the person is: e.g., *Are you John/Mary?*

The students should pay attention to the people on the board, trying to identify each one according to their different characteristics.

The student who is able to guess who the person is keeps the card.

The student with the most cards is the winner.

Making Up Sentences

Divide the class into four groups.

Have each group sit in a circle.

Give each group a board and a set of cards. Notice that there is an adjective on each card.

The groups should play the game in the following way:

Place the cards facedown in a pile.

Select a student to begin the game.

This student is to pick up the card on the top of the pile, choose a picture on the board, and make up a sentence using the word the picture on the board represents and the adjective on the card.

If the student is able to make up a sentence, he/she keeps the card.

The teacher should check to make sure that the sentence is correct.

If the student is not able to make up a sentence, he/she puts the card on the bottom of the pile. Then, it's another student's turn to pick up a card and choose a picture on the board.

The student with the most cards is the winner.

Questions and Answers

Divide the class into four groups.

Have each group sit in a circle.

Notice that there are two kinds of cards in this game: question cards and answer cards.

Give each group a set of question cards and distribute the answer cards so that each student in the group has an equal number.

The groups should play the game in the following way:

Place the question cards facedown in a pile.

Select a student to begin the game.

This student is to pick up the question card on the top of the pile and see if he/she has an appropriate answer for that question.

If the student has an appropriate answer for the question, he/she reads the question and the answer and keeps both cards. He/She can use the answer card again.

The teacher should check to make sure that the students are giving the right answers to the questions.

If the student doesn't have an appropriate answer for the question, he/she puts the question card on the bottom of the pile. Then it's another student's turn to pick up a question card.

The student with the most question cards is the winner.