

Activity Type

Vocabulary and Speaking Game: snap, matching, pelmanism, forming sentences (pair work)

Focus

Classroom objects

Aim

To practice classroom object vocabulary.

Preparation

Make one copy of the cards for each pair of students and cut as indicated. Keep the word cards and picture cards separate.

Level

Elementary (A1-A2)

Time

25 minutes

Introduction

Here are two classroom object games to help students practice vocabulary related to the classroom.

Procedure

Divide the students into pairs.

Give one student a set of word cards and the other student a set of picture cards.

Students will also need a pen and paper to keep score.

Students begin by playing a game of snap.

Ask the students to shuffle their cards and place them face-down in a pile in front of them.

Both students turn over a card from their pile at the same time.

If the classroom object word card and picture card match, the first student to say 'Snap' scores a point.

Students then pick up their own cards, shuffle them, and play again. Students do not pick up their partner's cards.

If the word and picture don't match, students continue turning over cards until a matching pair comes up and someone says 'Snap'.

If students run out of cards without a match occurring, they pick up their own cards, shuffle them, and play again.

If a student says 'Snap' when the cards don't match, the other student scores a point, and the game continues.

The first student to get ten points wins the game.

After that, students move on to play a pelmanism game.

Ask the students to shuffle each set of cards separately and spread them out face-down on the table in two sets.

Students then take turns turning over one word card and one picture card.

If the word matches with the picture, the student scores one point and keeps the two cards.

For an extra point, the student then tries to make a sentence with the classroom object word. If the student successfully makes a sentence, they have another turn.

If the cards don't match, the student turns them back over, keeping them in the same place.

The student with the most points at the end of the game wins.

Classroom Snap and Match



scissors



dictionary



screen



paper



chair



rubber



school bag



notebook



book



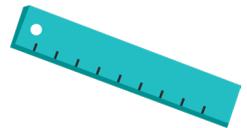
computer



board



ruler



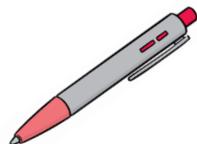
desk



pencil



pen



poster

