

**How to play gamelish grammar games:**

***Instructions, ideas and tips***

**asking right 1 – present**

**asking right 2 – past**

**asking right 3 – to be**

**asking right 4 – adjectives**

The grammar games contain matching pairs of questions and answers:

**For example: Present Simple**

Do you like ice cream?

Yes, I like ice cream.

This format allows you to use the games in different ways. Here are some suggestions for setting instructional goals, the basic game instructions and creative ideas for tailoring the way you play the games.

**First, set your targets**

In order to focus on the **similarities** and **differences between the tenses**, you can either:

- use a single, specific tense card sets: Present Simple, or Present Progressive, etc.
- or,*
- mix cards from different tenses: Present Simple vs Past Simple, Present Progressive vs Past Progressive.

In addition, you can divide the cards between questions and answers, and

- use just the question cards to generate conversations.
- read the question cards to make students formulate the answers.
- read the answer cards to make students formulate the questions.

## Then, set your goal

### Are the students formulating answers or questions?

1. Separate the question and answer cards into two decks.
2. Divide the students into two groups, one receiving the answer cards and one receiving the question cards.
4. If formulating **answers**, the student group with the question cards read the question, and the students with the answer cards try to find the correct answer.
5. If formulating **questions**, the student group with the answer cards read the answer, and the students with the question cards try to find the correct question.
6. If the students are correct, they take the matching card.
7. Game continues until all cards are matched.

*\*Alternative instructions:* Student groups can create an original answer or question of their own, based on the same pattern.

## Basic Game Instructions

### Memory / Concentration game:

1. Shuffle the cards and lay them all out on the table in rows, face down.
2. The first player selects two cards, turns them over, and reads them aloud.
3. If the two cards match (question and answer / same picture), then that player wins the pair and sets them aside.
4. The first player then gets another turn, and may continue to play until no matching cards are turned over.
5. If the cards do not match, they are turned back over, face down, and the next player takes a turn.
6. Game continues until all the cards have been taken.
7. The winner is the player with the most pairs.

## Ideas by Class Size

### Small groups

1. Hand out **all** the cards to the students.
2. Each student takes a turn, reading his or her card aloud.
3. The other students look for the matching card in their hands – which can be either the answer or the question.
4. The student who reads the correct matching card gets to keep the pair of cards.

*Tip:* This game is more challenging and fun if you set a time limit for each turn.

### Larger groups

1. Hand out one card to each student.
2. Let the students wander about the room, each reading his or her card to another student, without showing his or her hand.
3. **Student A** reads his or her card to **student B**.
4. **Student B** reads his or her card to **student A**.
5. If the cards match – they compare the pictures to make sure and then sit down.
6. If the cards do not match – they continue around the room until they find a match.

*Tip:* You may set a time limit to make the game faster and more challenging. The winners can be the first pair of students to find their matching cards, or everybody.

**Thank you for playing gamelish!**

