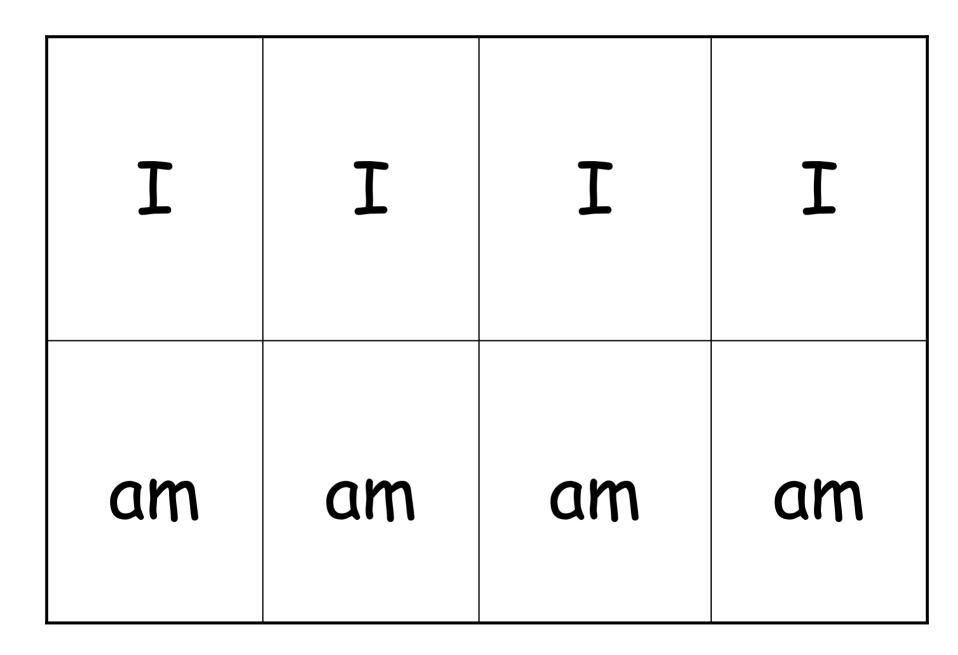
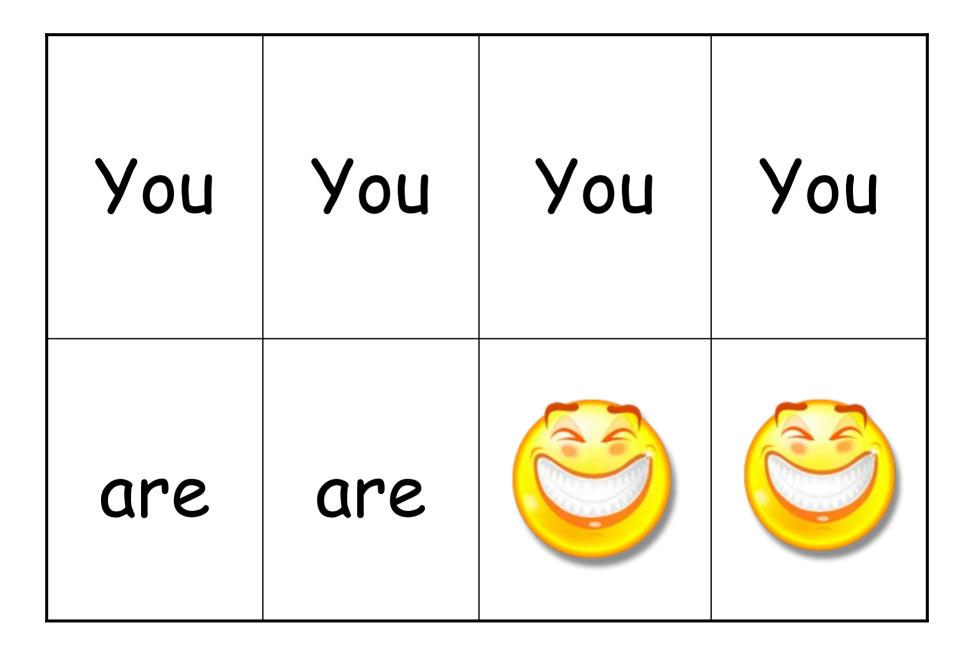
Week 3 IT 6 Board Game 8 'To be' pairs game

Aim: to reinforce pronouns. Number of players: For 2 or more players.

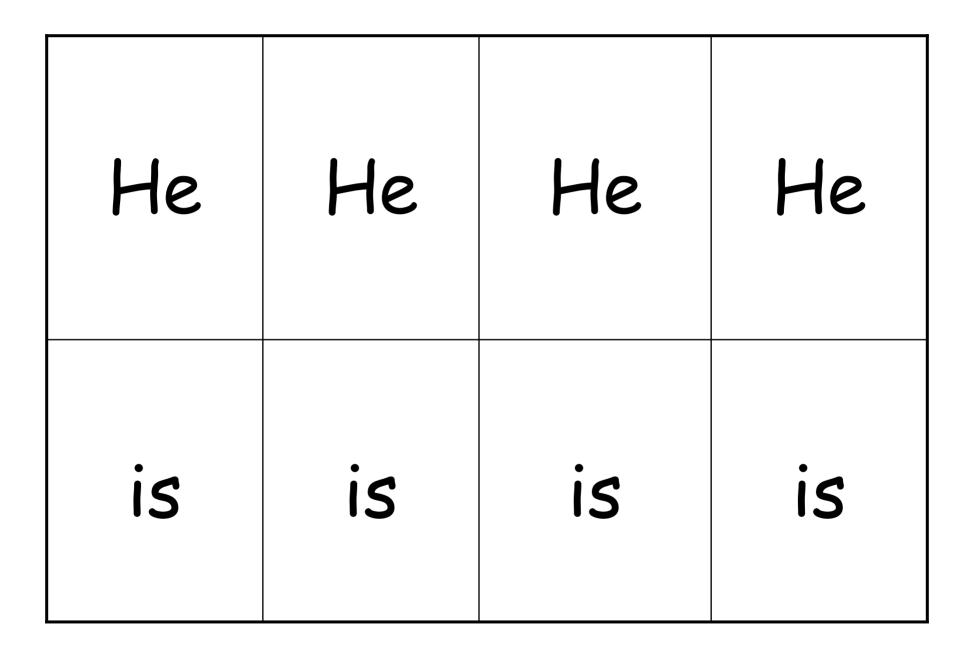
To play:

- The cards are separated into 2 piles, the 'who' pile(I, You, She, He, We, They + the joker cards) and the 'does' pile (am, are, is). This may be done by an adult, or by the children, as a preliminary reminder of which are 'who' words from the pronouns work, and which are 'does' words.
- Each child receives 5 'who' (pronoun) cards, which may also include a joker card, at the beginning of the game. 5 of the 'does' (verb 'to be') cards are placed in the centre between the players, facing up so they can be seen. The rest of the cards are left in 2 'waiting' piles for the time being.
- Taking turns, children have to match their cards one at a time with the correct card from the centre, e.g match 'I' with 'am'.
- If they have a match they take the card from the centre and make a pair which they keep. They then take another 'who' card to replace it in their hand. If they do not have a matching card they take one card from the 'waiting' 'who' pile. If the child chooses incorrectly the supervising adult should discuss this and get them to re-choose.
- If they draw a joker card (smiley face), they can chose which word they want, in order to make a pair with one of the 'does' words in the centre.
- As the cards from the centre are matched, replacement cards are placed from the 'does' waiting pile.
- The person with most pairs wins.





She	She	She	She
is	iS	is	is



We	We	We	We
are	are	are	are

They	They	They	They
are	are	are	are

