

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.

I

I

I

I

am

am

am

am

You

You

You

You

are

are



She

She

She

She

is

is

is

is

He

He

He

He

is

is

is

is

We

We

We

We

are

are

are

are

They

They

They

They

are

are

are

are

