

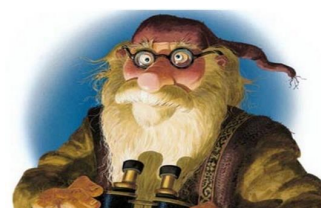


Erasmus+

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Give it or take it



JUSTIFICATION

DESCRIPTION

Materials	Boards with 16 squares, 4 of them with pictures. A stack of 64 cards, 48 with descriptions and 16 with pictures.
Age	6-12 years old.
Duration	From 15-40 minutes, depending on the students age.
Room	Every classroom.
Grouping	2-4 players.

AIM

- To practice students reading comprehension and writing skills.
- They can also take a blank board and cards and make their own game which will further enhance their skills.

DEVELOPMENT OF THE ACTIVITY

Each one has a board. The purpose of the game is to fill up your board with cards. All the cards are on the table in two decks. The cards with the pictures are in one deck and the cards with the text are in one deck. First each player draws one card from the cards with a picture, one by one, until they have four picture cards each. Then each player draws a card from the deck with the text on. One by one. If a player draws a card that belongs to him (matches to his picture) then he puts the card in an empty box on his board. If the card belongs to another player, he puts it on his board. Each player must collect one picture card and three text cards. If a player has one picture card and two text card and he draws a text card that belongs to him, he puts it down and nobody can take it away from him. The line is stuck. But if a player has one picture card and two text card and another player draws a text card that belongs to him, the other player gets to either give it or take it back and put all the text cards in the deck again. When a line is completed the player reads the text from the cards to the other players. The player who fills his board first is the winner of the game.

