

The guideline for playing the Past Regular and Irregular games are the same as for the Present Continuous below. When collecting sets of two cards, then the game usually lasts just 10-15 minutes which is ideal for the EFL classroom, though if you want a longer game then collect sets of four cards. Students won't mind.



## Present Continuous

1. Deal 7 cards to each player and put the rest face down in the centre.
2. The first child chooses a verb from his hand and asks "(John), what are you (kissing)?" John answers "I'm (kissing my computer) and I'm (kissing a frog.)" John hands over the two cards. Now play passes to the next player. "(Mary), what are you (sailing)?" and Mary answers "Nothing!" or "I not (sailing) anything." "Take a card." Now play passes to the next player.
3. When a child has a set of 2 (or 4) cards he lays them face up on the table. The game ends when a player has no cards to play. © David Ligo 2011

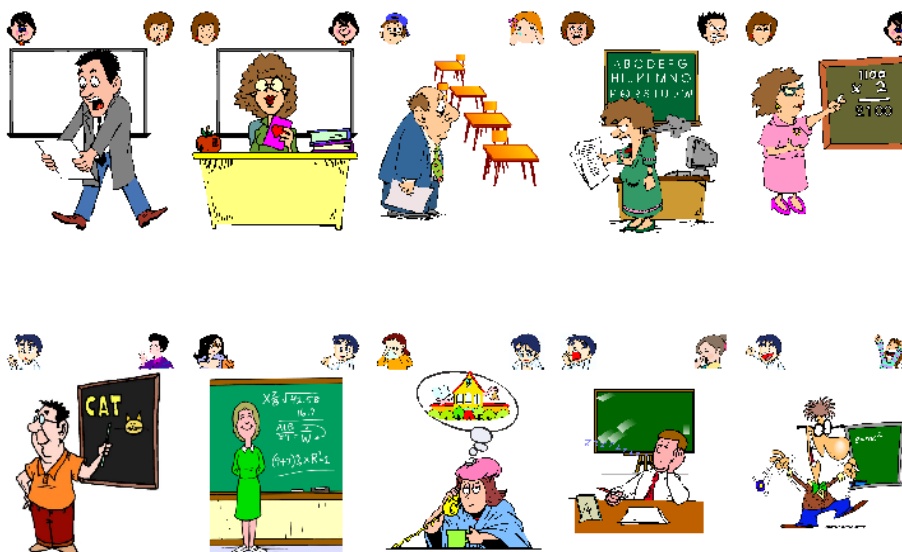
**GET A COUNTRY**

1. Deal 7 cards to each player and put the rest face down in the centre.
2. The first child (Jon) chooses a card from his hand (eg " Portugal") and asks "(Ann), where is Portugal?" Ann answers "It's in southern Europe." and hands over the card and play passes to the next player or " I don't know. Get a country (from the pack).", then play passes to the next player.
3. When a child has a set of 2 cards he lays them face up on the table saying "Portugal is in southern Europe and Spain is in southern Europe". When a player has no more cards in her hand, then play continues until it's her turn again. The game now ends. Cards on the table can be counted as points and cards in your hand as negative points should it be so desired.

The rules on the right are for the game "Get a Country".

For resources which will be useful for teaching countries go to the files section of: <https://www.facebook.com/groups/blendingahand/>

Mood Swings, teachers also have them.





### Mood Swings Rules

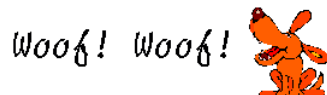
1. Deal 7 cards to each player.
2. Place the pack facedown, turn the top card & place it by the pack.
3. Each player in turn plays a card, which must match the mood or job of the previous card, speaking a sentence related to the card i. e. "The teacher is terrific." or similar.
4. The "Mood Swing" card changes the mood of the card to be played.
5. If a player cannot play then a card is taken from the pack.
6. The object of the game is to get rid of all your cards.

© David Lisgo 2013

The Dealing with Sounds cards can also be used to play Phonic Snap, Rummy, Concentration and other games.

### GET A PET INSTRUCTIONS

Shuffle & deal 7 cards each, place pack face down. Players lay any pairs face up on the table saying sounds and animals as below, then the game begins. "Woof, woof. I'm a dog. Jun, are you a dog?" "No, I'm not. Get a pet." The player takes the top card from the pack and play passes to the next player. "Hiss, hiss. I'm a snake. Eli, are you a snake?" "Yes, I am. Here you are." The player lays his pair down as before and play passes to the next player. When a player plays out all her cards play continues until it's her turn again and the game now ends. Any unplayed cards count as minus points.



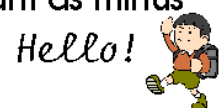
### Dealing with Sounds

1. Deal 7 cards to each player and put the rest face down in the centre.
2. The first child (Jon) chooses a card from his hand (eg "bluebird") and asks "(Ann), do you have /ue/ glue?" Ann answers "Yes, I do." and hands over the card and Jon continues or "No, I don't. Take a card (from the pack).", then play passes to the next player.
3. When a child has a set of 4 cards he lays them face up on the table. The game ends when all the cards are in sets. Note it is possible to mix packs and/or use 2 cards to a set; in this version a player is only allowed one question before play moves on.

© David Lisgo 2012

### GET A JOB INSTRUCTIONS

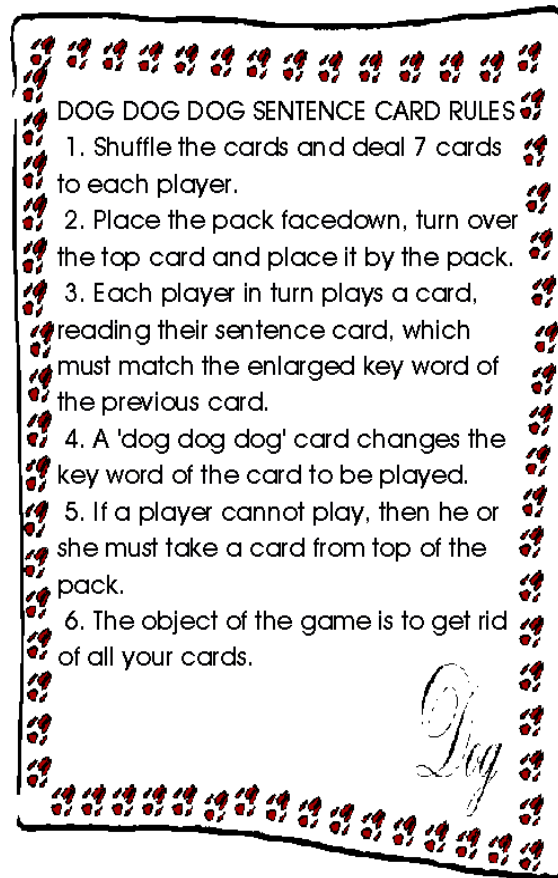
Shuffle & deal 7 cards each, place pack face down. Players lay any pairs face up on the table saying, for e.g., "They are teachers.", then the game begins. "Hello. I'm a doctor. Jun, are you a doctor?" "No, I'm not. Get a job." The player takes the top card from the pack and play passes to the next player. "Hello. I'm a cook. Emi, are you a cook?" "Yes, I am. Here you are." The player lays his pair down as before and play passes to the next player. When a player plays out all her cards play continues until it's her turn again and the game now ends. Any unplayed cards count as minus points.



You can read about Dog Dog Dog here:

[http://www.eltnews.com/columns/david\\_lisgo/2009/02/dog\\_dog\\_dog\\_1.html](http://www.eltnews.com/columns/david_lisgo/2009/02/dog_dog_dog_1.html)

Use the picture cards in conjunction with the sentence cards for matching/comprehension activities. The real name of the game is Hippopotamus Hippopotamus Hippopotamus as you shall see.



## Opposites Game

Scatter 40 cards face up and keep their opposites in a face down pack. The teacher or a student takes the top card from the pack and reads the question "What's the opposite of 'awake'?" Students scan and slam, with hand or flyswatter, the correct card calling "Asleep!", they pick up the "asleep" cards and the "awake" cards takes its place. Have students ask 5 questions and pass play to the next student. If none of the students can identify the correct card, then they say "Let me see." The card is shown and the opposite will be found. You can play any pairs game you are familiar with, with these cards.

© David Lisgo 2013

What is the  
opposite of  
front?



What is the  
opposite of  
back?



What is the  
opposite of  
light?



What is the  
opposite of  
dark?



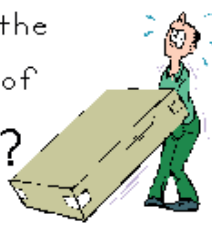
What is the  
opposite of  
dirty?



What is the  
opposite of  
clean?



What is the  
opposite of  
heavy?



What is the  
opposite of  
light?



What is the  
opposite of  
dry?



What is the  
opposite of  
wet?



# Read! Spell! Do!

## How to play the game

You will need a dice some counters and a paper and pencil.

Players take turns to throw the dice and move forward by the number shown.

If you land on a yellow square, another player will pick up a 'spell' card and read the word saying "Please spell...", then you must write the word.

If you land on a blue square, another player will pick up a 'read' card and give it to you saying "Please read.", then you must read the word or sentence.

If you land on a pink square, another player will pick up a 'do' card and ask you to do something, then you must do whatever he or she says. If you don't understand, then you are able to look at the card.

If you land on an orange square, then another player can choose a 'read', 'spell' or 'do' card for you or you can do all three.

If you land on a fishing square, then you will miss a turn or throw the dice and move back the number shown and do the activity.

If you land on the dice square, then throw again.

The game ends when you reach the finish; if cards have been kept they can now be counted.

Up to six players can play in pairs using one board, three counters and three dice. All six players can be involved at the same time. To speed up the game, then use fewer counters.

Continuous

Regular

Irregular

How to play the game (in pairs): **InTense!**

You will need a die and counter for each team or pair.

Players, within teams, take turns to throw the die and move forward by the number shown.

All teams are in play together. If you land on a purple square pick up a card from that pile and make a sentence using the present continuous. If you land on an orange square pick up a card from that pile and make a sentence using the past regular tense. If you land on a green square pick up a card from that pile and make a sentence using the past irregular tense. If you land on a 'fishing' square, then you throw the die and move back the number shown and pick up the appropriate card. If you land on a three colour square, then pick up all three cards and make sentences. If you pick up a negative card then make a negative sentence. If you pick up a question card then use a question and answer format with your partner or with another pair as appropriate. If you land on a 'dice' square, then throw again. If your team reaches the finish, then continue playing using the last placed counter.

Notes:

The verb cards go face down on the board. You will see that the backs are colour-coded to match the board. Any verb card can be placed on the "Continuous" rectangle but only a card with an orange dot on it can go on the "Regular" orange rectangle and only a card with a green dot on it can go on the "Irregular" green rectangle. You may want to take out of the negative and question cards if you feel the game is initially too complex for your students. You can also restrict the game to certain pronouns. I use the game in conjunction with occupations for practising 'he/she' and with animal cards for practising 'it'.

The game can also involve writing sentences.

Make sentences according to the dice key on the left of the board. Use the guide cards to help you if necessary. To simplify the game don't use the 'dice key'. Leave out the 'negative' and 'question' cards. Play in first person only or with 'it' using a pile of animal cards. Use occupation cards for practicing 'he' and 'she'. For a very fast game use only one counter. Up to six players can play in pairs using one board, three counters and three dice. The game ends when all teams reach the finish. Should a winner be required, then the team with the most cards and/or the team to finish first, wins.

Get a Pet and Get a Job cards can also be used with this game.