

CARD GAME FOR COUNTABLES AND UNCOUNTABLES

Aims **Functions:** Asking and giving information about quantities, degrees of quantities, speaking about containers, places where things are put

Structures: Is /are there any..., How much/many..., There isn't/aren't..., There's a little..., There are a few..., There is/are a lot of..., There isn't much..., There aren't many...

Vocabulary: bread, water, fish, coal, salad, salt, cocoa, flour, meat, lemonade, cheese, door, apple, cup, book, pineapple, garlic, pencil, flower, orange, card, lamp, pepper, note, box, egg, lemon, table, mixer, radio, plate, butter, tea, wood, juice, oil, soup, coffee, cloud, sugar

Age Teens and adults

Time 20 to 30 minutes

- **MATERIALS NEEDED:** 1 set of cards printed out and cut up per group of 4-6 students. One set of matches or tokens per group (one less than the number of students in the group) placed in the centre of the group.
- This is a fast moving card activity based on the rules for the card game called GRAB.
- There are 40 cards in this game – on each card one noun from the vocabulary list is written. Students are dealt all the cards.
- The students should get among their cards some nouns that are countables and some that are uncountables.
- The aim of the game is to have in your hand only cards of one type: either countable or uncountable. How is this achieved? At the teacher's command "pass" all the students pass a card they do not want to keep to the student seated on their right. So everyone gets rid of one card and gets a new one at the same time. They have to decide quickly whether they need it or not, and the procedure is repeated until someone thinks that all the cards in their hand are either countables or uncountables.
- At that point the one who thinks he or she has got everything right, takes a match/token from the middle of the table without any warning or noise. Others, who are still deciding whether they need the given cards or not, should notice this and try to get hold of the remaining matches/tokens. But there is a catch - there is one match/token less in number than the number of players. So one player will not get a match/token.
- Now first the "winner" puts down his/her cards, so that the other players can check whether the decision about the type of the nouns is correct. If it is, the player left without the match/token has to take one card from the winner's pile and give examples for all types of sentences given above. On the other hand if the winner made a mistake he or she has to produce the sentences.

This game is best played in groups of 4 to 6. It gives a lot of pleasure to the players because the types of nouns are practised in a relaxed and enjoyable way. It usually involves a lot of laughter. As the game finishes quite quickly, it can be played several times- another chance to win and more opportunities to practise

Follow up activities

Absolute winner

After the game is played several times the teacher can challenge the students for the “Absolute winner” title by telling the students to write down as many words from the game as they can remember. The student with the biggest number of words is the winner.

Good news bad news activity

In order to elicit spontaneous language reactions situational cards are given to the students. They read their card and the others give comments whether it is good or bad news giving reasons why that is so.

Situational cards

I've got some flour and some eggs in the fridge, but I haven't got any milk.

(Possible answers: It's bad news because you can't make any pancakes now. or It's a good news because you can go for a walk instead of cooking....)

I've got only a few English books.

There's a little wine in my glass.

There aren't many people at my party.

There isn't much money in my pocket.

I've got some good friends in London.

I haven't got any food in the house.

There aren't any dogs in the street.