

Picture pairs

by Maria Toth

Age: Primary (6–11)

Language aim: To express possession

Time: 15 minutes

Student grouping: Groups of three

Materials: One copy of Worksheets 1 and 2 per group of three children (cut up into cards)

Language focus: *his/her/their ... television, flat, bicycle, school bag, ball, cap, book, cat, trainers, jumper, roller skates, dog, glasses, car, photograph, trousers*

Aim of the game: To be the player to match the most *his/her/their* cards with the corresponding picture cards

Warmer

Introduce this family: mum, Jacob and Sophie. Write the names of the objects from the Language focus above on the board: *television, flat, bicycle* etc. Ask the children to guess which member of the family possesses which object. Show them the picture cards to check to see if they were right. (The owner of the object is shown in the small picture at the top of each card.) Practise *his, her* and *their* with these cards. For example, elicit 'It's his book' as you hold up the card for Jacob's book.

Playing the game

Step 1

Give each group of three children a set of the *his/her/their* cards and a set of the picture cards. One child in each group of three is the dealer. He or she shuffles the two packs of cards together and deals out six cards to each person in the group including to themselves. The remaining cards are left face down in the middle of the table.

Step 2

All players look at their cards and try to match the possessive cards with the picture cards. For example, if the picture card has a picture of Jacob with the object, this card goes with a *his* card. If there is a picture of mum, Sophie and Jacob together above the object, the player matches this card with *their* and so on. Any pairs of cards that can be matched are placed face up in front of the player.

Step 3

The dealer begins by taking one card from the top of the remaining pack and checks to see if they can make any more pairs. Another player then does the same, taking one card from the top of the pack and laying down any matched cards and so on. The players continue to take it in turns to pick up one card and lay down any matched cards, until there are no more cards left in the middle of the table, and no one can make any more pairs of cards.

Step 4

The game stops here and each player counts up the number of pairs of matched cards they have in front of them. The winner is the person with the most matched pairs.

Extra ideas

Play the Memory game using the same cards. The children play in groups of three and one set of cards (pronouns and pictures) is spread out face down on the table. The cards should not touch each other. Players take it in turns to turn over two cards, letting the other players see them. If the cards match, they keep them and get another go. If they don't, the cards are replaced in exactly the same position as before and it is the next player's turn. The game is based on remembering where the cards are on the table. Once all the cards have been matched, players count up the number of pairs they have. The player with the most matched cards is the winner.

The same game can be adapted for a variety of lexical sets, for example animals.

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their

their

his

her

his

his

his

their

her

their

his

her

her

their

her

her

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