

## Card Games

### Memory/Concentration

The object of the game is to find matching pairs. Prepare cards, from 10 cards for 5 matches up to 30 cards and 15 matches. One set of cards should have the vocabulary words, the other set pictures or definitions of the words. Mix up the cards. Place the cards face down in rows. Players take turns turning over pairs of cards. If the cards match, the player makes a sentence using the vocabulary word. If the cards don't match, play goes to the next player. If the student successfully creates a sentence using the vocabulary, he or she goes again. The player with the most cards at the end is the winner.



Variation: omit sentence-creating step.

### Password

For two or four students. Create a card for each vocabulary word. Put the cards face down in the middle of the table. Students play in pairs. The first student picks a card and gives a one-word clue to his or her partner that will enable the partner to guess the target vocabulary word. If the partner does not guess the word, the word goes to a member of the other pair who gives a hint to his or her partner. The team that successfully guesses the word keeps the card. The losing pair then picks a new card and play continues until all the words have been guessed. The team with the most cards wins.



### Go Fish

Create sets of vocabulary cards (16-30). Cards have picture of vocabulary word or the word itself, but there should be two identical cards for each word. Deal four cards to each player. Place rest of cards face down. Students create matches, asking other players, for example, "Do you have a *constitution*? Other players respond, "Yes, I do." or "No, I don't." The player with the most matches at the end of the game wins.

