

# RULES

MEMORY GAME	DOMINOES	BOARD GAME	Bingo
<p>Divide the class into groups of four or five students.</p> <p>Shuffle the cards.</p> <p>Select a student to begin the game.</p> <p>Put the cards facedown on the floor.</p> <p>The first player chooses a card and turns it over. Then, he/she will choose another card and turn it over. The objective of the game is to find two cards that match, that is, the picture on one card has to match the word on the other.</p> <p>If the cards match, the player should read the word on the card. Then, the cards are removed. The same player keeps playing until he/she finds a pair that doesn't match.</p> <p>If the pair doesn't match, or if the player is not able to read the word written on the card, it's the next player's turn.</p> <p>The player who has the most matching pairs is the winner.</p>	<p>Divide the class into groups of five students.</p> <p>Give each student five dominoes.</p> <p>Put the remaining dominoes facedown on the table. They will be used later.</p> <p>Each domino has a word and a picture on it.</p> <p>Some dominoes have a word and a matching picture. They are called <b>doubles</b>.</p> <p>The player who has the most doubles begins the game by putting a double on the table.</p> <p>The next player should put a domino that has either the picture that matches the word on the first domino played or the word that matches the picture on the first domino played.</p> <p>Before each play, each student should say aloud the two possible options on the dominoes at both ends of the chain.</p> <p>If a player doesn't have an appropriate domino to use, he/she should choose one of the remaining facedown dominoes on the table until he/she finds one that matches. If none of the dominoes match, it's the next player's turn.</p> <p>The player who uses all his/her dominoes first is the winner.</p>	<p>Divide the class into four groups of five students.</p> <p>Give each group a board.</p> <p>Each player should choose a color of chip to use.</p> <p>The players, one at a time, roll the dice. The one who gets the highest number, begins the game.</p> <p>The first player rolls the dice; the number that appears on it is the number of spaces he/she should advance.</p> <p>If there is a question on the space, the student is to answer it. If there is an answer on the space, the student is to make up an appropriate question.</p> <p>If the player replies correctly, he/she should move one space ahead. If not, he/she should go back two spaces.</p> <p>Then, it's the next player's turn.</p> <p>There are some spaces with a happy face. When a player stops on one of these spaces, he/she should move two spaces ahead.</p> <p>There are some spaces with a sad face. When a player stops on one of these spaces, he/she should go back two spaces.</p> <p>The winner is the player who gets to the end first.</p>	<p>Pass out one playing card and eight chips to each player.</p> <p>Start the game. Pick one calling card at a time. Call out the word or sentence on it.</p> <p>The player who has the picture that corresponds to the number, word or sentence that has been called out should put a chip on it.</p> <p>Keep playing until someone calls out BINGO.</p> <p>To call out BINGO, a player has to have chips on all squares on the playing card.</p> <p>Check the playing card and the calling cards. If they match, you have a winner.</p> <p>If they don't match, keep playing until someone has BINGO.</p> <p>Reshuffle the calling cards, have the players exchange playing cards and start a new game.</p>