RULES

CARD GAME	JIGSAW PUZZLE	MEMORY GAME	FIND IT FAST
Divide the class into four groups. Have each group sit in a circle. Give each group a pack of cards. The following instructions apply to each group: Choose a student to shuffle the cards. Hide one of the cards, and deal the other cards to the students. Some students may have one more card than others. Each student looks at his/her cards in order to find cards that match, that is, the picture on one card has to match the word on the other. If the cards match, the students, one at a time, should read the word on the card. Then, the cards are put aside. Each student holds the cards that do not match so that the other students in his/her group cannot see them. Each student takes turns offering his/her hand to the student on his/her left. This student selects a card and adds it to his/her hand. He/She sees if the selected card matches one of his/her cards. If so, he/she reads the word on the card and then puts the cards aside. If not, he/she keeps the card in his/her hand. The student who has just taken a card offers his/her hand to the student on his/her left and so on. The objective of the game is to continue picking cards and discarding matching cards until only one card is left. The card left matches the one hidden at the beginning of the game. The student who has this card is the winner. He/She has to read the word on the card or say the word that corresponds to the picture shown on the card.	Divide the class into four groups. Have each group a set of scattered puzzle pieces. Have each group try to put the pieces together to form a picture. While the students are solving the jigsaw puzzles, write the following questions on the board: What time is it? Where is the camera? Where is the book? Where is the pen? When the jigsaw puzzles are solved, have each group answer the questions. If time permits, have the groups exchange their sets, scatter the pieces, and begin to assemble the jigsaw puzzle from scratch. (Notice that there is a different color on the backs of the pieces in each set.)	Divide the class into four groups. Have each group sit in a circle. Give each group a pack of shuffled cards. The groups should play the game in the following way: Place the cards facedown on the floor. Select a student to begin the game. This student turns over two cards one at a time. If the student turns over two cards with contrasting words, he/she reads the words aloud, keeps the cards, and goes on to turn over two more cards. When a student turns over two cards with words that do not contrast, or is not able to read the words that do contrast, the cards he/she has turned over are turned facedown again and the next student takes his/her turn. The student with the most contrasting pairs of cards at the end of the game is the winner. The pairs of contrasting words are: yesno, boy-girl, small-big, HiBye., I-you, this-that, salt-sugar, mom-dad, Good morningGood night., black-white, here-there, his-her, uncle-aunt, and actor-actress.	Divide the class into four groups. Have each group a board and sixteen cards. The cards must be placed facedown. The following instructions apply to each group: Have a student pick up one card and tell the other students what is shown on the card. The other students look for this object, animal, color or number on the board. The student who finds it first says where it is, pointing at it, and takes the card. The student to the left of the one who picked up the card picks up another card, tells the other students what is shown on the card, and the group repeats the steps above. Each student picks up a card, one at a time, until all the cards have been used. The student with the most cards is the winner. If time permits, have the groups exchange their cards, and start the game from scratch.