

DIY! (DO-IT-YOURSELF)

The 24 *Guess What?* cards included in *Activate: Games for Learning American English* are meant to be a part of a larger collection. Once teachers and students become familiar with the cards, they can use them as models to make their own cards in just a few minutes, ensuring that the topics and vocabulary on the cards are appropriate to the students' levels and interests, and the content being studied.

MATERIALS

Use **small pieces of paper** or cut small rectangles to make **cards**. (Recycled file folders or pieces of cardstock are great for this purpose.) The original *Guess What?* cards are 2.75 inches (about 7cm) wide and 4.25 inches (about 11cm) long. However, it is not important that all the cards be the same size as the original *Guess What?* cards. You will also need **pens or thin markers** to write on the cards.

HELP FROM STUDENTS

Use the following instructions to involve students in the creation of new *Guess What?* cards:

1. Brainstorm a list of topics with the class. Write the topics on the board. The following are just a few examples of potential topics that could be suggested in such a brainstorming session:

countries

football

adjectives for describing people

sports

email

my country

funny adjectives

2. After compiling a list of 10 or 15 topics, divide students into small groups or pairs to work. Alternatively, have students work alone.
3. Tell students to choose a topic from the brainstorming session and check them off the list on the board as topics are selected. Students should write the topic at the top of their card. The cards should look something like this at this stage:

Countries	Adjectives for Describing People	Email	Football

- Have students write six words related to the topic below the topic. Tell them that there are no correct answers, and any six appropriate words will do. Remind students to print the words very neatly so others can read them. Offer to help them with the spelling of the words that they want to include. The following cards are examples:

Countries	Adjectives for Describing People	Email	Football
1. Brazil	1. smart	1. electronic	1. ball
2. Egypt	2. confident	2. Internet	2. goal
3. The USA	3. awkward	3. fast	3. pass
4. South Africa	4. lazy	4. computer	4. soccer
5. Spain	5. boring	5. subject line	5. World Cup
6. Australia	6. trustworthy	6. Internet café	6. goalkeeper

- Have students exchange cards with another group to edit and proofread the cards.
- Finally, collect the cards, use them, and have fun!

BUILDING A COLLECTION

In a matter of a few minutes, students can create dozens of *Guess What?* cards that can be collected and used again and again, year after year. Teachers and students should have fun making these cards. As more and more cards are created, the teacher can model and encourage creative topics like “Things You Can Find in a Monster’s Pocket,” “Words that End in R,” “Disgusting Creatures,” or “Places Where You Can Find Sand.”

Teachers can use clear contact paper to cover their cards to preserve them for many game-playing sessions. Alternatively, some schools may have access to a lamination machine that can provide a glossy protective cover for the cards and keep them in usable condition for many years.

COMBINING GAMES

Once students are comfortable playing *Guess What?*, *Picture This*, and board games, they can combine the cards, boards, and other materials to make new games of their own. Here is one example.

- Choose one of the game boards in this game kit, or have student teams make their own blank board similar to this example.
- Label a third of the spaces *Guess What?* Make sure to space them out across the path. Use an erasable pencil so that you can change the labels in the future.
- Label another third of the spaces *Picture This*. Again, space them out across the path. Use an erasable pencil.
- Label the rest of the spaces with typical game moves like *Lose a Turn*, *Go Ahead 2 Spaces*, etc.

5. Select 10–15 *Guess What?* cards and put them in a pile.
6. Select 10–15 *Picture This* cards and put them in a pile picture side down.
7. Decide how the *Guess What?* and *Picture This* cards will be used in the game. For example, players can answer the questions on the cards, or they can use one of the variations that the class is already familiar with.
8. Play as any other board game. When you land on *Guess What?* or *Picture This*, take the top card from the appropriate pile and complete the tasks decided upon in step 7.

Go Ahead 1 Space.	Picture This	Guess What?	OH NO! GO BACK 2 SPACES.
Guess What?	 Finish!		Picture This
Picture This	Guess What?	Guess What?	Guess What?
Lose a Turn	Go Ahead 1 Space.	Picture This	Picture This
Guess What?	Guess What?		
Picture This	OH NO! GO BACK 2 SPACES.	Picture This	Guess What?
Start			

