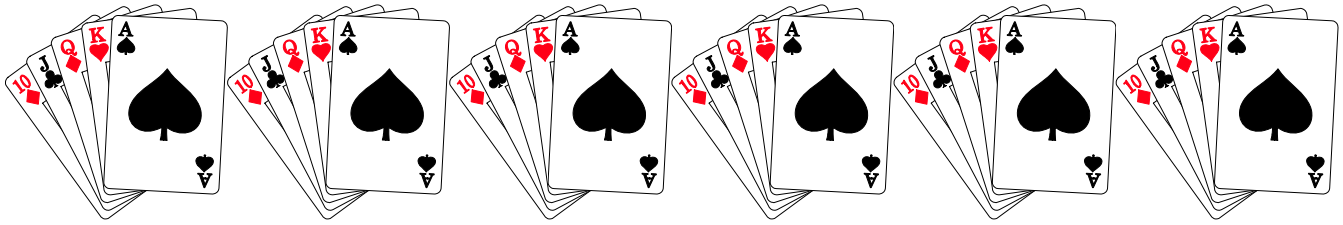


Sentence Builder Card Game



1. Bring a pack or two packs of playing cards to class (depending on class size)
2. Start by shuffling the pack(s) of cards
3. Deal out 4 cards each
4. Leave the rest of the cards in the card bank on the table facing down
5. Match numbers or card types to play
6. The winner is the first person to exhaust all the four cards given him or her.

POWER CARDS

J – You change the game - ask any card type from next player

A – stop next player


Joker – ask next player to pick 4 cards

7 – ask next player to pick 2 cards

CARD TYPES:

a)  Heart

b)  Diamond

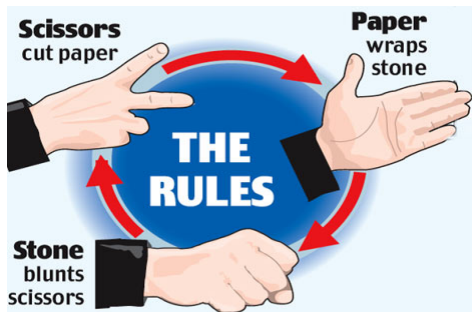
c)  Spade

d)  Club

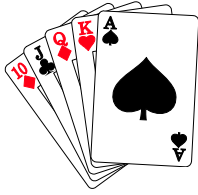
Rules for teachers to explain to students

You must add language to the game and this is easy. Here is a suggestion.

1. Write a list of words on the board which students must use in a sentence everytime they play.
2. Students sit in a circle with 4 cards each which you deal out. They shouldn't be stupid to let others see their cards. Put a table in the center with the rest of the cards in the card bank facing down.
3. Do a game of Stone Paper Scissors to decide who starts first.



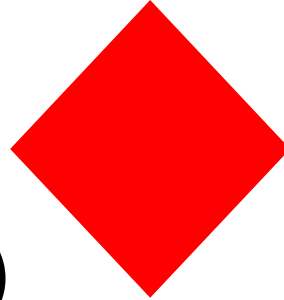
4. The first player makes a sentence and drops his/her card face up on the table.
5. The next player looks at his/her 4 cards and finds a card that matches the card type or has the same card number to play. The player makes a sentence and drops his/her card on the card first played. Drop it face up.
6. If a student does not have a matching card type or number, the student loses a turn and draws a card from the card bank.
7. If the student has a command card **J** the student has the power to ask the next player for a particular card type. This would normally be the card type the player commanding has and wants to get rid of. The student makes a sentence and passes the command for example he/she can say : **I want club.** to command.
8. If a player does not have a card type or number to match the card on the table, they go to the card bank.
9. If a player has **Joker** he or she can slow down the next player by sending him or her to draw 4 cards from the bank. BUT!!! The **Joker** must be of the same colour as the card on the table – Black or Red. For example you cannot ask the next student to draw 4 cards with black Joker when the last card played was a red. Red Jokers go with red cards and black Joker goes with black cards.
10. Just like the Joker, the card number 7 is a power card that sends the next player to the draw 2 cards from the card bank. But the 7 can only be played on the same card type. For example 7 diamond can only be played on the board if there is a 7 or if there is a diamond.
11. The first player to exhaust his or her 4 cards wins. The final winner is the student who wins the most amount of rounds.
12. The teacher monitors the activity to make sure they use English. Teacher also provides help in sentence formation. The teacher can even join the game to kick it off.
13. The first day might be hard. It is important to do a trial game to clarify the rules. Later it only gets better.
14. Small groups of 4 or maximum 6 are ideal. Larger than this it can be chaotic.



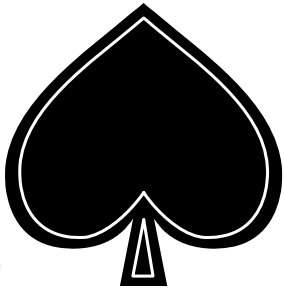
CARD TYPES



a) Heart



b) Diamond



c) Spade



d) Club

COMMAND CARDS

J – Demand a particular card type from next player.

For example say: “I want Diamond.”

A – Stop next player from playing (punishing act)

7 – Punish next player to pick 2 cards from bank

Joker – Punish next player to pick 4 cards from bank

(Put this sheet on the board for players to remember the rules)