Classroom instructions and determiners practice Teacher training worksheet

Do you know the card game Pairs (sometimes known just as Memory Game) and/or its language teaching version Pelmanism? Describe the game to anyone in your group who doesn’t know it, together discuss how you would explain it to a group of students, or listen to the trainer’s description and then answer their questions to check that you understand.

Put the following instructions into the correct order.

A) The person with the most cards at the end of the game is the winner
B) Turn over one card and then try to find a card that matches it
C) If the two cards are the same, you can keep them and score two points
D) Shuffle the pack of cards
E) Spread the cards across the table face down
F) If there are any cards that don’t match at the end of the game, someone has made a mistake so you’ll need to check all the cards again
G) If the two cards are different, put them back in the same places face down
H) Take a pack of cards from your teacher
I) Then it is the next person’s go
J) Continue until all the cards are gone or until the teacher stops the game

Check your answers with the trainer or the answer key.

Are these the same rules that you know? If not, how are yours different?

Are there any instructions that you would change or add to the list to make it clearer for the students?

Written by Alex Case for UsingEnglish.com © 2010
Without looking back at the previous page, try to fill the gaps below with a, an, the, any or –

1. Take ______ pack of ______ cards from your teacher
2. Shuffle ______ pack of cards
3. Spread ______ cards across ______ table face down
4. Turn over one card and then try to find ______ card that matches it
5. If ______ two cards are ______ same, you can keep them and score ______ two points
6. If ______ two cards are different, put them back in _____ same places face down
7. Then it is ______ next person’s go
8. Continue until all ______ cards are gone or until ______ teacher stops _____ game
9. ______ person with ______ most cards at the end of ______ game is ______ winner
10. If there are _____ cards that don’t match at ______ end of ______ game, someone has made _____ mistake so you’ll need to check all _____ cards again
## Trainer’s page/ Answer key

The table below can be used to cut up and give students to put in the right order and/or as an answer key for them to check their answers with. Alternatively, they could check their answers with the sheet with blanks on the second page.


<table>
<thead>
<tr>
<th>Take a pack of cards from your teacher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shuffle the pack of cards</td>
</tr>
<tr>
<td>Spread the cards across the table face down</td>
</tr>
<tr>
<td>Turn over one card and then try to find a card that matches it</td>
</tr>
<tr>
<td>If the two cards are the same, you can keep them and score two points</td>
</tr>
<tr>
<td>If the two cards are different, put them back in the same places face down</td>
</tr>
<tr>
<td>Then it is the next person’s go</td>
</tr>
<tr>
<td>Continue until all the cards are gone or until the teacher stops the game</td>
</tr>
<tr>
<td>The person with the most cards at the end of the game is the winner</td>
</tr>
<tr>
<td>If there are any cards that don’t match at the end of the game, someone has made a mistake so you’ll need to check all the cards again</td>
</tr>
</tbody>
</table>

Written by Alex Case for UsingEnglish.com © 2010