



## 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?*



*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*

*Before or after this game, you could ask them to play Pelmanism with the Classroom Language Determiners Review cards (<http://www.usingenglish.com/files/pdf/classroom-language-determiners-review.pdf>)*

Take a pack of cards from your teacher
Shuffle the pack of cards
Spread the cards across the table face down
Turn over one card and then try to find a card that matches it
If the two cards are the same, you can keep them and score two points
If the two cards are different, put them back in the same places face down
Then it is the next person's go
Continue until all the cards are gone or until the teacher stops the game
The person with the most cards at the end of the game is the winner
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