

# PICTURE PAIRS

## Teacher's Notes

### Aim

Expressing possession.

### Materials

One copy of Worksheet 1 and Worksheet 2 per group of three children.

### Duration

15 minutes

### Language focus

his/her/their... television, flat, bicycle, school bag, ball, cap, book, cat, trainers, jumper, roller skates, dog, glasses, car, photograph, trousers

### Aim of the game

Players try to match as many *his/her/their* cards with the corresponding picture cards as they can. The winner is the person with the highest number of pairs of matched cards.

### Introduction

Introduce the family: Mum, John and Alison. Write the names of the objects from the game on the board, e.g. *T.V., dog, book*, etc. Ask the children to guess which family member owns which object. Show them the picture cards to check if they were right. (The owner of the object is shown in the small picture at the top of each card.) Practise *his/her/their* with these cards. For example, elicit *It's his book*, as you hold up the card for John's book.

### Playing the game

Give each group a set of *his/her/their* cards and a set of picture cards. One child in each group is the dealer. He/she shuffles the cards and deals out six cards to each person in the group including him/herself. Extra cards are left face down in the middle of the table.

- 1 All players look at their cards and try to match the possessive cards with the picture cards. For example, if the picture card has a picture of JOHN with the object, this card goes with a *his* card. If there are pictures of MUM, ALISON and JOHN above the object, the player matches this card with *their* and so on. Any pairs of cards that can be matched are placed face up in front of the player.
- 2 The dealer begins by taking one card from the top of the remaining pack and checks to see if he or she can make any more pairs. Another player then follows also by taking one card from the top of the pack and laying down any matched cards, and so on. The players continue to take it in turn to pick up one card and lay down any matched cards, until there are no more cards left in the middle of the table, and no-one can make any more pairs of cards.
- 3 The game stops here and each player counts up the number of pairs of matched cards they have in front of them. The winner is the person with the most matched pairs.

### Extra ideas

Play the "Memory" game using the same cards. The children play in groups of threes and one set of cards (pronouns and pictures) are spread out face down on the table. The cards should not touch each other. Players take it in turns to turn over two cards, letting the other players see them. If the cards match, they keep them and repeat their turn. If they do not, the cards are replaced in exactly the same position as before and it is the next player's turn. The game is based on remembering where the cards are on the table. Once all the cards have been matched, players count up the number of pairs they have. The player with the most matched cards is the winner. The same game can be adapted for a variety of lexical sets, for example, Animals, etc.