

## Aims of the game

**Super Bis** is a card game for **A2 level** students. It is ideal for revising and practising grammar and sentences in the English language, encouraging students to use questions and answers from everyday situations.

### **Contents**

The game contains 132 cards divided into two packs, one with questions (red cards) and one with answers (blue cards). Each card presents an illustrated situation and a sentence (question or answer).

#### Special cards

The Joker card: this card can be set aside without matching and can help the player to win the game.

The Surprise card: this card cannot be matched and can make a player lose the game.

Questions	Answers
Hello, what's your name?	My name's Winnie.
How old are you?	I'm thirteen.
What's in the box?	It's a mobile phone.
How are you?	I'm fine, thanks.
What's her name?	Her name's Silver.
Who is it?	It's me, Tony.
Is Jack in?	No, Uncle Jack is out.
Where's Grumpy?	Grumpy is in the bedroom.
Where do you live?	I live at 45 Hill Street.
Can you open the window, please?	The window? Yes, certainly.



Does this jacket suit me?	Yes, it suits you perfectly!	
Who cut your hair?	The hairdresser at Curl and Cut.	
What's your father's job?	My father is a vet.	
What do you do?	I'm a waiter.	
What time does our train leave?	The train leaves at half past twelve.	
What time do you wake up in the morning?	I wake up at 7.	
What time is grandma arriving?	She arrives at a quarter past five.	
What's the time?	It's a quarter to five.	
Where are you going?	We're going to the park.	
Shall we have another game?	Sorry, but we're tired now!	
Are we late?	Yes, so let's run!	
Was I first?	No, you were second.	
How many swans are there in the lake?	There are seven swans.	
What have you got in your hand?	I've got a frog.	
Do you prefer the bike or the scooter?	I prefer the scooter.	
Shall we take a taxi?	No, let's take the bus.	
Who are you going to the cinema with?	I'm going with Jim.	

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What do you have for breakfast?	I have toast and honey.	
What do you want to be when you grow up?	I want to be an astronaut.	
Have you read Treasure Island?	Yes, I have. I really enjoyed it.	
Where did you buy these shoes?	I bought them on the Internet.	
How many days a week do you train?	I train on Mondays, Wednesdays and Fridays.	
Who are you waiting for?	I'm waiting for Uncle Peter.	

# How to play

### Surprise!

The teacher or group leader shuffles and hands out the cards. Players set aside any matching question and answer cards that they have. They then hold the remaining cards, keeping them hidden from the other players. Remove the Joker card.

The youngest player starts the game: he/she takes a card from the player on his/her left. If the card matches one of his/her cards, the player sets aside the two cards. If the card doesn't match, he/she keeps the card and play continues with the next player.

The winner is the first player to match all of his/her cards correctly. The game can continue until all of the cards have been matched, or you can choose to set a time limit for game play. The player who is left holding the Surprise card is the loser.

#### Who's got the answer?

The teacher or group leader divides the cards into two packs: one with the questions and one with the answers. Remove the Joker and Surprise cards. Hand out the answer cards to the players and put the pack of question cards face down, in the middle of the table.

The youngest player takes the first card from the pack on the table and reads the question out loud. The player with the corresponding answer card, reads out the answer and receives the question card. He/She then sets aside the two matching cards and the player on the left continues.

The winner is the first player to match all of his/her cards correctly. The game can continue until all of the cards have been matched, or you can choose to set a time limit for game play.

#### Questions and answers

The teacher or group leader removes the Joker and Surprise cards, then shuffles and deals the cards to the players. Players set aside any matching question and answer cards that they have. They then hold the remaining cards, keeping them hidden from the other players.

The youngest player starts the game and reads the sentence on one of his/her cards. If a player has the matching question or answer, he/she puts up their hand, reads the matching sentences and wins the two cards, which are then set aside. Play then passes to the player on the left.

The winner is the first player to match all of his/her cards correctly. The game can continue until all of the cards have been matched or you can choose to set a time limit for game play.

These are just a selection of activities to use with **Super Bis**. They are intended as a starting point and you can use the game as you prefer, according to the language level of the class and your own teaching aims. You can develop the game with various activities to help and encourage students as they learn the English language.

#### CEFR levels:

Common European Framework of Reference for Languages

A1	Beginner
A2	Elementary
B1	Intermediate
B2	Upper intermediate
C1	Advanced
C2	Proficiency





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