

WHAT is IT?



Object of the game

What is it? is a card game aimed at students who have a basic knowledge of English and are at **A2-B1** on the Common European Framework of Reference.

The object of the game varies according to the way it is used. It can initially be used to broaden vocabulary, then at a later stage, it can be used to teach students how to describe objects and find out the words for the materials they are made of. The game is useful for practicing the interrogative, affirmative and negative forms of verbs, as well as for practicing short and long form answers.

Contents

The game consists of **132 cards**:

- **55 object cards**
- **55 clue cards** with 5 clues each. There are points for each clue. The most difficult clue is worth 5 points and the easiest 1 point
- **11 material cards** with lists of the corresponding objects
- **11 help cards**: ten with possible questions and one with suggested answers

The **instruction booklet** contains instructions and suggests different ways of using the game in the **classroom**, at home and during **online courses**.

How to play

Note: all the proposed games can be played in the classroom, at home, individually, in pairs or teams, using all or only some of the cards.

What is it?

The game leader chooses the object cards and corresponding clue cards to be used during the game and then places the object cards on the table so that all the players can see them. The clue cards remain face down. The youngest player starts by turning over one of the clue cards and reading aloud the first clue without showing it to the other players. If nobody guesses the object from the first clue, the player continues reading the other clues until someone guesses it. The game leader then assigns the relative number of points to the player(s) who guessed correctly. The winner is the player, pair or team with the most points at the end of the game. The game ends when all the cards have been used or after a pre-established period of time.

Other suggestions

• GUESS THE OBJECT

The game leader chooses the object cards and corresponding clue cards to be used during the game and then places the object cards on the table so that all the players can see them. The clue cards remain face down. The youngest player starts by turning over one of the clue cards without showing it to the other players. This time the indications given by the player are not on the clue cards, they refer to the spelling of the word e.g. *it starts with the letter...*, *it ends with the letter...*, *it contains the letter...*, *there are...double letters*, *there aren't any double letters*, *there are... syllables*, *there are...vowels*, *there are...consonants*, *it doesn't contain the letter...*, *there are...letters*, *there are ...consonants and ...vowels*, *it rhymes with...* The player who guesses the object wins the card. The winner is the player, pair or team with the most cards at the end of the game. The game ends when all the cards have been used or after a pre-established period of time.

• YES/NO GAME

The player whose turn it is takes an object card without looking at it, shows it to the other players and then puts it face down on the table. The player then has to guess what the object on the card is by asking the other players questions (using the questions on the help cards if necessary). They can only answer Yes or No. The winner is the player who guesses the most objects in the shortest time or by asking the fewest questions.

• THE QUESTION GAME

The game leader decides whether to play with all or only some of the object cards, then places the selected object cards on the table so that all the players can see them. The game leader also puts the help cards on the table, so that they can be consulted by the players during the game. The deck of Clue Cards is then placed face down in the centre of the table and the youngest player starts the game by taking a card. The other players then take it in turns to ask questions (using the questions on the help cards if necessary). The player with the clue card can only answer the questions by saying either Yes or No or using the suggested answers on the help card. The player who guesses the object wins the clue card and the corresponding object card. The winner is the player, pair or team with the most pairs of cards at the end of the game. The game ends when all the cards have been used or after a pre-established period of time.

• VARIATION

The players can only consult the help cards **before** starting the game, then they put them aside and ask questions by trying to remember the ones on the help cards or inventing new ones.

• FAMILIES

The game leader gives each player, pair or team one material card each, shuffles the object cards and gives 5 object cards to each player, pair or team. The object of the game is to collect all five objects on the material card list to make a “family”. The players take turns to ask the player on their right a question e.g.:

“Have you got the glass?”

If the answer is no, the player answers:

“No, I’m sorry. I haven’t got it!”

In this case the next player checks their cards and if they have the object they give it to the player who asked the question, who in turn takes it and swaps it for one of their own cards (one which isn’t needed to make up a “family”). Then another player takes a turn. The winner is the first player, pair or team with a “family” of 5 cards at the end of the pre-established period of time.

• BIG FAMILIES

The game leader puts the players into small groups and gives each group a material card. Each group has to write a list of some more objects made from the material they have been given.

The winner is the group with the longest correct list at the end of the pre-established period of time. Words which are not spelled correctly are not counted.

PLASTIC

DUSTPAN
COMB
WATERING CAN
RULER
BUCKET

• MEMORY

The game leader chooses the object cards and places them face up on the table. The players look at the cards for a few minutes and try to memorise them. The game leader then turns the cards over, leaving them in the same position. At this point the youngest player starts the game by saying the name of one of the objects and turning over a card. If it is the correct object then the player takes the card and it is the next player's turn. If it's not the correct card the player turns it back over again, leaving it in the same position and the next player takes a turn. The winner is the player with the most cards at the end of the game. The game ends when all the cards have been used or after a pre-established period of time.

• YOU CAN...

The game leader gives all the players one object card each. The players then have to list all the things that can be done with that object. Each idea wins one point. At the end of the pre-established time the players take it in turns to read their lists. Players can disagree if they are not convinced about the things on other players' lists. In this case players must explain their choices, otherwise they lose the point. The winner is the player with the most points.

• YOU CAN'T...

The game leader chooses a object card, shows it to the players who then have to list all the things that can't be done with that object. The winner is the player who gives the most answers in the least amount of time and convinces the other players that their answers are correct.

• THE HIDDEN PAIR

The game leader divides the players into two teams and puts some or all of the object cards on the table, as well as the corresponding clue cards. The teams observe and memorise the cards. Then the game leader turns them over. The youngest player starts the game by turning over one of the object cards and one of the clue cards. If the cards correspond then the player takes the card and another player from the same team takes a turn. If they don't correspond, the player turns them over again and a player from the other team takes a turn. The winner is the team with the most matching pairs at the end of the game. The game ends when all the cards have been matched or after a pre-established period of time.

Online lessons and courses

• ODD PAIRS

The game leader chooses two cards depicting very different objects and shows them to the players. The players are then given a specific time limit to find as many things as possible that the two objects have in common. E.g.:

TEAPOT - T-SHIRT

You can wash them

They can both be different sizes

They can be one colour or multi-coloured

*These are only some suggestions on how to use **What is it?** The game leader can use the game in different ways, depending on the language level of the players and their language objectives. It can be used as a basis for many other activities and is an effective teaching aid which stimulates and encourages the English language learning process.*



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LEVEL A2-B1

Play for the Planet

A board game which encourages players to practise talking about the environment, recycling, renewable energy, organic agriculture, organic food and an eco-friendly lifestyle.



LEVEL A2-B1

How are you?

A fun board game with an illustrated playing board. Players move along a path and reach the finish line by performing a series of tasks which require knowledge of lexis related to the body, health and a healthy lifestyle.



LEVEL A2-B1

Famous People from the English-speaking World

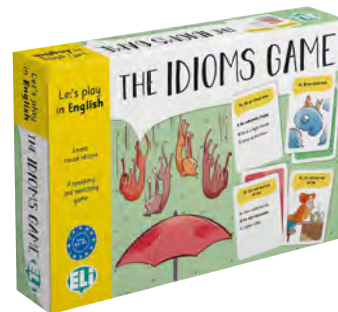
A fun card game based on the lives of famous people from all over the English-speaking world. Players match the famous people with their ID cards.



LEVEL A2-B1

The Emotions Game

An engaging card game which helps players to understand and express their own emotions, recognise emotions in others, as well as to broaden vocabulary and learn grammar and syntax.



LEVEL A2-B1

The Idioms Game

A useful card game which helps players discover the meaning of some of the most common idioms in English, as well as broadening the players' knowledge of vocabulary and improving their listening and reading skills.



LEVEL A2-B1

The Busy Day Dominoes

In this fun domino game players put daily activities into a logical sequence and conjugate verbs in the present, past and future.



LEVEL A2-B1

Question Chain

These cards provide a fun way of encouraging mini-dialogues and practising question forms, as well as introducing some common idiomatic expressions.



LEVEL A2-B1

Questions and Answers

A fantastic illustrated board game depicting a very detailed fun fair. The board is filled with elements designed to improve observational skills. Players have to guess their opponents' cards by asking questions using the question words on the die: who, what, where, when, which, how.



LEVEL A2-B1

Sentence Maker

Verbs are the focus of this board game which consists of cards and 3 dice. The game helps students to make sentences in a fun way.



LEVEL A2-B1

The Story Maker

A great card game ideal for practising sentence construction and verb forms. The game stimulates imagination through the creation of stories.



LEVEL A2-B1

English Championship

A fun general knowledge game in which players challenge each other on topics including history, culture, traditions, geography, sport.



LEVEL A2-B1

Triboo

Triboo is a fantastic board game in which players guess their opponents' cards. There are 132 cards divided into 6 categories: science, history, geography, sport, entertainment, art and literature.



LEVEL A2-B1

Around the City

A lively board game based on the observation of places and services in the city. Players develop their knowledge of vocabulary including shops, transport, road signs and road safety.



LEVEL A2-B1

Roundtrip of Britain and Ireland

A beautiful playing board illustrated with a map of Great Britain and Ireland. Players increase their knowledge of British culture by visiting cities, monuments and finding out about traditions and culture. It's just like being on a real road trip!



LEVEL A1-B2

Verb Draughts

This traditional game is useful for helping students to learn the conjugation of verbs.

CEFR: Common European Framework of Reference for Languages

A1 Beginner

A2 Elementary

B1 Intermediate

B2 Upper Intermediate

C1 Advanced

C2 Proficiency

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