














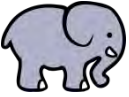




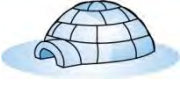











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Articles Pelmanism Game

Article Cards

| | | | | | |
|---|-----|-----|-----|-----|-----|
| ✂ | a | a | a | a | a |
| | a | a | a | a | a |
| | an | an | an | an | an |
| | an | an | an | an | an |
| | the | the | the | the | the |
| | the | the | the | the | the |

Picture Cards

| | | | | | |
|---|--|---|--|---|--|
| ✂ |  wheel |  dog |  car |  pencil |  baby |
| |  flower |  knife |  lamp |  table |  tree |
| |  eagle |  actor |  egg |  elephant |  apple |
| |  exam |  umbrella |  oven |  igloo |  hour |
| |  Himalayas |  Amazon |  Mona Lisa |  Taj Mahal |  United States |
| |  sun |  moon |  sky |  sea |  world |

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Articles Pelmanism Game

In this enjoyable pelmanism game, students practice matching articles (a, an, the) with words.

Before class, make one copy of the article cards and picture cards for each group of three or four.

Procedure

Explain to the students that they are going to play a card game where they match articles (a, an, the) with words.

Pre-teach or revise how to use articles:

We use 'a' before singular countable nouns beginning with a consonant sound

We use 'an' before singular countable nouns beginning with a vowel sound

We use 'the' when there is only one of something. We also use it for countries whose names include words like kingdom or states, well-known buildings or works of art (other uses are not covered in this activity).

Divide the students into groups of three or four.

Give each group a set of article cards and picture cards. Groups will also need a pen and paper for keeping score.

Tell the students to shuffle the two sets of cards. Then ask them to spread the cards face down on the table, keeping the two sets separate.

Students then take it in turns to turn over an article card and a picture card.

If the article matches with the word, the student wins a point. The student can then win another point by making a sentence with the article and word. The student then keeps the cards and has another turn.

If the cards don't match, the student turns the cards over again so they are facing down.

The students play until all the cards have been matched.

If students are unsure whether two cards match, they can ask you.

The student with the most points at the end of the game is the winner.

Finally, go through the correct answers with the class and deal with any problem words, e.g. an hour.