

CAN AND CAN'T

This is a game for 2-4 players (or teams). Before playing the game revise or pre-teach the names of all the items on the question cards. Use them as flashcards.

Shuffle question and wild cards. Make your own game course by placing the cards face up (answer side down) on the floor (or table) like this:



Students roll the dice and land on a card.

If it is a wild card, he or she follows the instruction (e.g. Miss a turn or sing an English song).

If it is a question card, they say, for example, *She can't swim. / Can she swim?* (check by flipping the card).

Each correct answer gains 1 point.

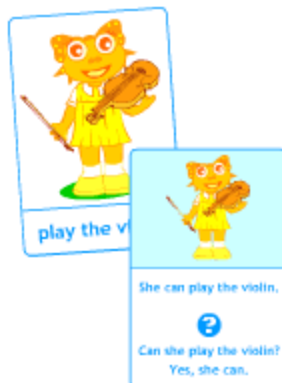
The student with the most points wins the game.

Preparation

Print out playing and wild cards. If you want, you can stick the printout onto the heavy paper.

Cut out the individual cards, fold them and glue. You can laminate your game cards for future use.

MATERIALS



question cards



wild cards



a dice



a place marker for each player

You can use buttons or pawns as markers.

If you would like to make your own markers, you can use our templates.