



INSTRUCTIONS

The cards will help to build quick chains of associations and improve critical thinking skills.

1. Place the deck of cards face down. Ask your student to take one card at a time and to come up with a topic, make a list of active vocabulary that correlates with the topic, speak for 1-2 minutes, expressing their point of view.
2. Prepare pairs of cards. Ask your students to come up with the topic that both cards show, brainstorm useful vocabulary, compare the pictures, speak for 2-3 minutes.
3. Shuffle the cards, pick two random ones, try to find something in common, share your ideas.

INSTRUCTIONS

GAME VARIATION

The active player describes their card, all other players choose a card in their hand matching the description as closely as possible.

Receiving these cards face-down and shuffling the original card into the mix, the active player will randomly reveal each card by placing them alongside the board by the numbers 1-6.

NOTE: If there are only 4 players, the cards will go in spaces 1-4, and so on.

Voting:

Everyone except the active player will then use one of their voting tokens to select the original card they think is. Players cannot vote for their own cards.

After voting, the active player will point out which card was theirs.

Players receive 2 points for guessing the correct card; however, the active player will receive 0 points if everyone guesses correctly.

If no one votes for the active player's card, the active player still receives 0 points, but the other players still receive 2 points, plus an additional point for any votes made on their card.

If at least one person votes the active card correctly, those and the active player will each get 3 points. Everyone still earns one point for each vote received on their cards.

Discard the used cards, deal replacement cards back out to the group, and rotate clockwise to the next player. The new player is now the active player, and everyone starts another round.

Topics and SUGGESTED VOCABULARY

1&2

Birthday celebrations

- Face-to-face event;
- Traditional birthday celebration,
- Nearest and dearest;
- Receive a lot of attention;
- Home-cooked meal;
- Clean-up

3&4

Sport

- Individual/group sport
- Competitive,
- Improve physical fitness and concentration;
- Set achievable goals;
- Socialize;
- teamwork

5&6

Communication

- communication in person;
- arrange special time;
- poor internet connection;
- from anywhere in the world;
- body language and facial expressions

7&8

Entertainment

- hang out with your friends
- theme park;
- well-loved free-time activity;
- a variety of fun activities;
- spend money on entertainment.
- could take hours to complete;
- quickly get bored.

9&10

Hobbies

- boost creativity;
- practice on a daily basis;
- squeeze into the timetable;
- take my mind off studies;
- patience



Topics and SUGGESTED VOCABULARY

11&12

Career

- be in the spotlight;
- financial stability;
- face the risk to lose your voice;
- work late hours;
- morally/physically tough

13&14

Places of living

- organic/fresh food;
- close to nature;
- stress-free living;
- career opportunities;
- healthcare;
- entertainment

15&16

Education

- form lasting relationships;
- socialization;
- discipline;
- individual attention;
- no distractions;
- work at your own pace

17&18

Pets

- affectionate companion;
- improve mental health;
- learn to be responsible;
- pose a threat to;
- inflict a serious injury;
- transmit harmful diseases

19&20

Food

- maintain a healthy diet;
- improve overall well-being;
- can be three times more expensive;
- hard to find healthy options.
- malnutrition;
- overweight;
- eat on the go;
- cheap and tasty



Topics and SUGGESTED VOCABULARY

21&22

Space

- Space exploration;
- Your own observations;
- Knowledge of the subject;
- Telescope/you learn from the perspective of the Earth;

The structure of our Solar System

23&24

Environmental protection

- Recycle rubbish;
- Renewable sources of energy;
- Pollute the environment;
- A threat to our next generations;
- Eco-friendly;

Sustainable energy

25&26

Wild animals

- Be raised in captivity;
- On the edge of extinction;
- Die out;
- Poachers;
- Illegal hunting;

Natural habitats

27&28

Volunteering

- Clean-up day;
- Donate clothes to charity;
- Meet like-minded people;
- Help victims of natural disasters;
- Gain valuable experience;

Emotionally challenging

29&30

Childhood

- Carefree time;
 - Get away from the city;
 - A commonplace practice of playing in the park;
 - Spend time exploring the beach;
- Build communicative skills/develop creative thinking



Topics and SUGGESTED VOCABULARY

31&32

Travelling

- Cultural heritage;
 - Enjoy magnificent views;
 - Explore/go off the beaten track;
 - Take a guided tour;
 - Physically tough;
- Survival

33&34

Natural Disasters

- Detect and predict natural disasters;
 - Take preventive measures;
 - Medical assistance;
 - Donate supplies;
 - Take risks
- Complete destruction

35&36

Household Chores

- acquire organisational skills;
- a sense of responsibility;
- time-consuming;
- affect the academic results.
- carry out tasks quickly and efficiently;
- less motivated to do household jobs by hand;
- people become more dependant on machines.

37&38

Shopping

- Time-consuming;
 - Huge variety;
 - Compare prices;
 - Inspect products before purchasing;
 - Carry heavy bags home
- Nasty weather

39&40

Uniform

- Rules and freedom;
 - Express yourself;
 - Casual atmosphere;
 - Don't waste time on choosing what to wear;
 - Show off
- Classical mindset



Topics and SUGGESTED VOCABULARY

41&42

Festivals

- ...Funny costumes;
 - Follow the traditions;
 - Trick-or-treat/ brings joy and fun;
 - Mysterious and exciting;
 - Buy souvenirs at inflated prices;
- Outdoor celebrations can be ruined by weather

43&44

Winter weekend breaks

- Low cost/high cost;
 - Recharge your batteries;
 - Helps to keep fit;
 - Quality time with your family;
 - Kids can easily get bored;
- Enjoy the weekend right outside your home

45&46

Reading

- Paper book/e-book;
 - Convenient for reading on the go;
 - Better for your eyes;
 - Build up your knowledge;
 - Space-consuming/heavy to carry
- Make sure the battery has enough charge

47&48

Habits

- Screen time;
 - develop unhealthy eating habits;
 - improve cognitive skills;
 - hurt your eyes;
 - fast/ eat on the go;
- negative health consequences

49&50

Sightseeing

- ...modern architecture;
 - ancient ruins;
 - iconic structure;
 - virtual tours; digital experiences;
 - accessible;
- discover something new



Topics and SUGGESTED VOCABULARY

51&52

Family

- quality time;
 - tradition of gathering around the table;
 - feel protection;
 - create a sense of closeness
- feeling of connection

53&54

Health

- advanced technologies;
 - follow the doctor' prescription;
 - unconventional medicine;
 - medical check-ups;
- obsession with vitamins and food supplements

55&56

Technology

- emissions;
 - factories and plants that put waste into rivers;
 - reduce the consumption;
 - petrol-powered cars/electric cars;
 - regular service;
- more affordable

57&58

School subjects

- science-based subjects/humanities
 - develop creativity;
 - prepare students for their adult life;
 - linguistic/mathematic intelligence;
- require more effort

59&60

Keeping fit and healthy

- develop healthy eating habits;
 - mental practices;
 - reduce stress and anxiety;
 - stay active and fit;
- reduce the consumption of junk food

