

Clothes Snap and Match

Activity Type

Vocabulary and Speaking Game: snap, matching, pelmanism, forming sentences, freer practice (pair work)

Focus

Clothes and accessories

Aim

To practice vocabulary related to clothes and accessories.

Preparation

Make one copy of the cards for each pair of students and cut as indicated. Keep the word cards and picture cards separate.

Level

Elementary (A1-A2)

Time

25 minutes

Introduction

Here are two clothes vocabulary games to help students practice the names of different clothes and accessories.

Procedure

Divide the students into pairs.

Give one student a set of word cards and the other student a set of picture cards. Students will also need a pen and paper to keep score.

Students begin by playing a game of snap.

Ask the students to shuffle their cards and place them face-down in a pile in front of them.

Both students turn over a card from their pile at the same time.

If the clothes or accessories word card and picture card match, the first student to say 'Snap' scores a point. Students then pick up their own cards, shuffle them, and play again. Students do not pick up their partner's cards.

If the clothes word and picture don't match, students continue turning over cards until a matching pair comes up and someone says 'Snap'.

If students run out of cards without a match occurring, they pick up their own cards, shuffle them, and play again.

If a student says 'Snap' when the cards don't match, the other student scores a point, and the game continues.

The first student to get ten points wins the game.

After that, students move on to play a pelmanism game.

Ask the students to shuffle the word cards and picture cards separately and spread them out face-down on the table in two sets.

Students then take turns turning over one word card and one picture card. If the word matches with the picture, the student scores one point and keeps the two cards.





For an extra point, the student then tries to make a sentence with the clothes or accessories word. If the student successfully makes a sentence, they have another turn.

If the cards don't match, the student turns them back over, keeping them in the same place. The student with the most points at the end of the game wins.

Note: This resource can be edited using a PDF editor.

Clothes Snap and Match



T-shirt		jacket	
shorts		shirt	
trainers		hat	
skirt		boots	
dress		gloves	
trousers		scarf	
jeans		suit	
jumper		socks	

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pocket		necklace	
sunglasses		handbag	
earrings		ring	
coat		cap	
belt		watch	
button		tie	
purse		uniform	
wallet		umbrella	