Got it!

The teacher/group leader shuffles the cards and distributes them to the players. Each player puts any matching pairs to one side (picture and matching ID card) and keeps the unmatched cards without showing them to the other players.

The youngest player starts the game by showing either a picture card or an ID card. The player with the matching card says *"Got it,"* and reads the information on the ID card out loud or says the name on the picture card. The player then takes both cards and puts them to one side. The next player on the left continues the game. The winner is the first player to match all the cards in their hand. The game can be continued until all the cards have been matched or end within an established period of time.

Guess who?

The teacher/group leader divides the players into two teams, then puts 10 ID cards and the 10 matching picture cards face up on the table. The players observe the cards for a few minutes, then the teacher/group leader shuffles the ID cards and places them face down on the table without showing them to the players. The picture cards remain face up on the table.

The teacher/group leader tells the first team to choose an ID card and to take it in turns to make a sentence using the simple bio-graphical information on the card. *"It's a man; He's American; He was born in 1930; He was the first man on the moon."* (Neil Armstrong). They must not let the other team see the ID card.

The other team has to find the correct picture card as quickly as possible. Once they have guessed the correct picture, they remove and keep both cards. If they don't find the right card within an established period of time, the card should be put face down on the table again. The game ends when there are no cards left in the centre of the table or after an established period of time.

The winner is the team with the most cards.

Variation

Players can also give information about what the person looks like e.g. *He has black hair; He is very tall.* (Neil Armstrong) The number of cards on the table may be varied according to the number of players and the time available to play the game.

Five questions

The teacher/group leader divides the players into two teams. Each team chooses an ID card and holds it so that the other team can't see the information.

The players have to guess the name of the person on the opposing team's cards by asking a maximum of 5 questions. The questions must be closed questions. The other team can answer only Yes or No. E.g. *Is it a man? Is he American? Is he a politician? Was he the President of the U.S.A.? Was he president during the Civil War?*

If the team asking the questions guesses the name of the person in five questions, they take the card. If they have asked five questions but don't guess the name of the person, it's the other team's turn.

The team with the most cards at the end of an established period of time wins the game.

Obviously these are only some suggestions on how to use **Famous People.** The game can be used in many different ways, depending on the level of the class and the learning objectives. Teachers can adapt the game to suit their specific teaching needs and use it to encourage the students to learn English in a stimulating and fun way.

CEFR: Common European Framework of Reference for Languages

A1	Beginner
A2	**Elementary**
B1	**Intermediate**
B2	Upper Intermediate
C1	Advanced
C2	Proficiency

FAMOUS PEOPLE
from the
English-speaking world

CHARLIE CHAPLIN

STEVE JOBS

Aims of the game

The **Famous People** card game is aimed at students who are at level A2-B1 on the Common European Framework of Reference (CEFR). It helps students to learn and remember names and basic information about important people **from the English - speaking world**.
This is done by matching a picture of the person with the relative identity card. The game can be used in the classroom with the teacher or at home amongst friends.

Contents

The game includes 132 cards: 66 picture cards and 66 ID cards.

List of people in alphabetical order

Abraham Lincoln	1809 - 1865	Politics
Ada Lovelace	1815 - 1852	Science & Technology
Agatha Christie	1890 - 1976	Literature
Alexander Fleming	1881 - 1955	Science & Technology
Alfred Hitchcock	1899 - 1980	Cinema
Amelia Earhart	1897 - 1937	Pioneers
Amy Winehouse	1983 - 2011	Music
Andy Warhol	1928 - 1987	Art
Aretha Franklin	1942 - 2018	Music
Arthur Conan Doyle	1859 - 1930	Literature
Audrey Hepburn	1929 - 1993	Cinema
Barbara Hepworth	1903 - 1975	Sculptor
Billie Holiday	1915 - 1959	Music
Bob Marley	1945 - 1981	Music
Charles Darwin	1809 - 1882	Science & Technology
Charlie Chaplin	1889 - 1977	Cinema
Christopher Reeve	1952 - 2004	Cinema

David Bowie	1947 - 2016	Music
David Livingstone	1813 - 1873	Pioneers
Edgar Allan Poe	1809 - 1849	Literature
Eleanor Roosevelt	1884 - 1962	Social Reform
Elizabeth Taylor	1932 - 2011	Cinema
Elvis Presley	1935 - 1977	Music
Emmeline Pankhurst	1858 - 1928	Social Reform
Ernest Hemingway	1899 - 1961	Literature
Florence Nightingale	1820 - 1910	Social Reform
Georgia O'Keeffe	1887 - 1986	Art
Gertrude Ederle	1905 - 2003	Pioneers
Grace Hopper	1906 - 1992	Science & Technology
Grace Kelly	1929 - 1982	Cinema
Guy Fawkes	1570 - 1606	Historical Figures
Helen Keller	1880 - 1968	Social Reform
Henry Ford	1863 - 1947	Inventors
Henry Moore	1898 - 1986	Art
Sir Isaac Newton	1642 - 1727	Science & Technology
Jackson Pollock	1912 - 1956	Art
James Joyce	1882 - 1941	Literature
Jane Austen	1775 - 1817	Literature
Jesse Owens	1913 - 1980	Sport
John Lennon	1940 - 1980	Music
Margaret Thatcher	1925 - 2013	Politics
Marilyn Monroe	1926 - 1962	Cinema
Martin Luther King	1929 - 1968	Politics
Mary Anderson	1866 - 1953	Inventors
Mary Anning	1799 - 1847	Science & Technology
Mary Shelley	1797 - 1851	Literature
Maya Angelou	1928 - 2014	Literature
Muhammad Ali (Cassius Clay)	1942 - 2016	Sport

Neil Armstrong	1930 - 2012	Pioneers
Peggy Guggenheim	1898 - 1979	Art
Philip Roth	1933 - 2018	Literature
Queen Elizabeth I	1533 - 1603	Historical Figures
Queen Victoria	1819 - 1901	Historical Figures
Rosa Parks	1913 - 2005	Social Reform
Ruth Handler	1916 - 2002	Inventors
Samuel Morse	1791 - 1872	Inventors
Sitting Bull	1831 - 1890	Historical Figures
Stephen Hawking	1942 - 2018	Science &Technology
Steve Jobs	1955 - 2011	Science &Technology
Thomas Edison	1847 - 1931	Inventors
Vivian Maier	1926 - 2009	Art
Walt Disney	1901 - 1966	Cinema
Whitney Houston	1963 - 2012	Music
William Shakespeare	1564 - 1616	Literature
Wilma Rudolph	1940 - 1994	Sport
Winston Churchill	1874 - 1965	Politics

Games and educational activities

Here are some suggestions for fun games and educational activities which can be used to stimulate language learning and check students' progress.

Memory

The teacher/group leader divides the players into two teams (A and B), then puts some of the picture cards and their matching ID cards face up on the table. The players have at least one minute to observe the cards and memorise the information. Then the teacher/group leader turns all the cards over, so they are face down.

The youngest player usually starts the game. The player chooses a picture card and turns it over, then the same player chooses an ID card and turns it over. If the picture and the ID card match, the player takes both cards and another player from the same team continues the game. If the cards don't match, the first player turns them over again and the other team plays.

The player with the most matching pairs is the winner.
The game can be continued until all the cards have been matched or end within an established period of time.

Who is it?

The teacher/group leader divides the cards into two piles: one pile with all the pictures and the other with all the ID cards. The ID cards are then distributed among the players and the pile of picture cards is placed face down in the centre of the table.

The youngest player starts by turning over the top picture card from the pile on the table and showing the picture to the others. The player who has the matching ID card reads the information out loud and takes the picture card. This player then puts the matching cards to one side. The game continues with the next player on the left.

The winner is the first player to match all the cards in their hand. The game can be continued until all the cards have been matched or end within an established period of time.