

Bis



Aims of the game

Bis is a card game for **A1 level** students. By matching pictures and words, the game allows students to learn and memorise basic, everyday English vocabulary. The game can be used in the classroom with the teacher or at home with friends.

Contents

The game contains 132 cards divided into two packs, one with pictures (red cards) and one with words (blue cards).

Special cards

The **Joker** card: this card can be set aside without matching and can help the player to win the game.

The **Surprise** card: this card cannot be matched and can make a player lose the game.



water



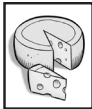
milk



chips



tea



cheese



fruit



coffee



meat



vegetables



bread



eggs



chicken



fish



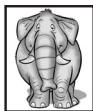
cake



ice cream



kangaroo



elephant



crocodile



giraffe



lion



monkey



snake



cat



dog



sheep



cow



hen



horse



bird



butterfly



skirt



socks



ship



jumper



hat



train



shirt



bicycle



aeroplane



trousers



car



fridge



T-shirt



lorry



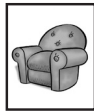
couch



jacket



bus



armchair



shoes



motorcycle



chair



table



bed



wardrobe



door



window



write



speak



listen



drink



eat



read



sleep



walk



run



How to play

Memory game

The teacher or group leader divides the players into two teams (A and B) and puts several red cards (with pictures) and the matching blue cards (with the words) face up on the table. Players have at least one minute to look at and memorise the pictures and the words. Then the cards are turned over, face down.

The youngest player starts the game: he/she turns over a red card, then a blue card. If the picture and word match, the player keeps both cards and play passes to the next player in that team. If the cards do not match, the player puts them back on the table, face down, and play passes to the opposing team.

The team with the most matching cards is the winner. The game can be played until all of the cards have been correctly matched, or you can choose to set a time limit for game play.

Surprise!

The teacher or group leader shuffles and hands out the cards. Players set aside any matching cards (matching pictures and words). They then hold their remaining cards, keeping them hidden from the other players.

Remove the Joker card.

The youngest player starts the game: he/she takes a card from the player on his/her left. If the card matches one of his/her cards, the player sets aside the two cards. If the card doesn't match, he/she keeps the card and play passes to the next player.

The winner is the first player to match all of his/her cards correctly. The game can continue until all of the cards have been matched, or you can choose to set a time limit for game play. The player who is left holding the Surprise card is the loser.

What is it?

The teacher or group leader divides the cards into two packs: one with the pictures and one with the words. He/She removes the Joker and the Surprise cards, then hands out the word cards to the players. The picture cards are placed face down in the middle of the table.

The youngest player turns over a card from the pack on the table and shows the picture to the other players. The player with the matching word card, reads the name out loud and receives the picture card. He/She sets aside the matching cards and play passes to the player on the left. The first player to match all of his/her cards is the winner. The game can continue until all of the cards have been matched or you can choose to set a time limit.

Who's got the card?

The teacher or group leader removes the Joker and Surprise cards, then shuffles and hands out all of the cards to the players. Each player sets aside any matching cards (pictures and words) and then holds their remaining cards, keeping them hidden from the other players.

The youngest player starts the game: he/she can show the players a picture card or a word card. The player with the matching word or picture puts up his/her hand, reads out loud the name of the word and wins the pair of cards that are set aside. Play passes to the player on the left.

The first player to match all of his/her cards is the winner. The game can continue until all of the cards have been matched or you can choose to set a time limit.

*These are just a selection of activities to use with **Bis**. They are intended as a starting point and you can use the game as you prefer, according to the language level of the class and your own teaching aims. You can develop the game with various activities to help and encourage students as they learn the English language.*

CEFR levels:

Common
European Framework
of Reference
for Languages

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

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