

39 The proverb game

Type of activity

small group
card game

Function practised

making comparisons and contrasting

Exponent

. . . *is like* . . .
. . . *is similar to* . . .
. . . *resembles* . . .
. . . . *both* . . .
. . . *neither* . . .
. . . *as* . . . *as* . . .

Lexical areas

large abstractions

Problem vocabulary

arrow, peacock, balloon, barbed wire, butterfly, dragon, desert, sorrow, poverty, wealth, indifference, despair, hatred, jealousy, envy, desire, ambition, greed, ideals, shyness, courage, modesty, deceit, power, anxiety

How to use the game

Divide the class into groups of three or four and copy one set of picture cards and one set of concept cards for each group.

The picture cards should be dealt out equally to each member of the group and the concept cards should be placed face down on a table in the middle.

Players take it in turns to draw cards from the concept pack and lay them face up on the table. If they can find a point of comparison between the card they have drawn and one of the cards in their hand, (for example, *Sorrow is like a lemon – they both taste sour*) then they may discard the card they hold. If not, the turn passes to the next player.

The object of the game is to get rid of the cards you hold: the first to do so is the winner.

A rules sheet for this game is to be found at the back of the book.



