

The purpose of this game is to create situations that are communicated by descriptive wording.

Educational objectives

- Learning to observe and identify clues on an image.
- Becoming aware of the precision of words to describe and identify an object.
- Learning to communicate with structured sentences in order to be understood.
- Understanding and applying the rules of a game in an autonomous situation.

Recommended ages

From the age of 4.

Playing materials

- 4 cardboard support cards (25 × 10 cm) with 4 blank squares.
- 12 illustrated cardboard model cards (25 × 10 cm) representing the situations to be described. 3 series of 4 cards split as follows:
 - series 1 (green), sentences with: subject/verb/direct object;
 - series 2 (blue), sentences with: subject/verb/direct object + quality;
 - series 3 (red), sentences with: subject/verb/place + quality of subject or object.

Instructions for use

Workshop for 4 children

Game with the model cards and 1 pack of playing cards

Objective of the game

- To complete the support card with 4 playing cards corresponding to the model card.

Sequence

- Choose a series of model cards and sort the playing cards according to the chosen series.
- After a phase of observation and familiarisation with the game, each child takes a model card which they place vertically in front of them in the transparent stubs. They each take a support card as well.
- The playing cards corresponding to the chosen series are placed in the centre, face down.

- Each child in turn picks a playing card and describes it without showing it to the others. The child who identifies the playing card on their model card, takes it and places it on their support card.
- At the end of the game, the children check that they each have the playing cards corresponding to their model card.
- During or after the game, there can be a discussion phase if certain playing cards have not been correctly identified.

Variation

- The playing cards are distributed to the 4 children.
- Each child compares their playing cards with their model card and if he has identical cards, places them on their support card.
- Based on the principle of the Happy Families game, each child asks any other player for the playing card he needs.

Game with the 2 packs of playing cards

Objective of the game

- To make up the maximum number of pairs.

Sequence

- From each pack, select the cards from the same series and shuffle them.
- Distribute several cards and leave a talon to pick from.
- Each child in turn describes a card from their pack to ask another player for the identical card to make a pair.

Extension

- When the children have memorised all the illustrations well, they make up pairs of playing cards that have 1 difference.

Comments

- The proposed sentences are not a model to be identically reproduced by the child. They highlight the essential grammar points that distinguish each description.