

# LET'S MAKE QUESTIONS!

Thank you for purchasing 'LET'S MAKE QUESTIONS'.

LMQ is a set of card games, designed to help your students understand **How**, **When** and **Why** verbs change through making questions and have fun at the same time. LMQ is also designed to be flexible and to evolve at the same speed as your students evolve. I hope that you and your students will have as much benefit and pleasure from LMQ as my students and I do.

## THE CARDS

There are 16 different Topic Cards and each Topic Card comes in five different colors. This means that each topic can appear up to five times during a game. For beginning students this is great, because there is more exposure to the same target language during each game. With more advanced students, you can use the Color Coded Cards (see: Using the Color Coded Cards) to change the target language for each color. This way, even if the same Topic Card is played two or three times in a row, the target language for each card will be different depending on the color of the card.

## THE GAMES

There are five basic games that make up LMQ, but new games are being added to the homepage from time to time.

'**Dealer's Choice**' is the main 'Teaching Game' and **should be used first** to introduce new target language. The other games are for the students so they can practice the new target language.

For additional videos, games and downloads, please check : <http://www.thinkingworld.jp/games.html>

## HOW TO PLAY THE GAMES

### GAME 1. DEALER'S CHOICE (for 2 or more players)

Use this game to introduce new language. It's also a great warm-up game and it's the perfect tool to sharpen your student's listening skills. In 'Dealer's Choice' **only the teacher uses the target language** and the students only give short yes/no answers. *(and all the students answer at the same time! Yes, you've read that correct, all at the same time..!)*

### SETTING UP

1. Decide the target language and select the cards you want to practice. (make sure to select all 5 colors for each topic)
2. Separate the cards into 2 piles. One pile is the Dealer Pile (eg. all blue cards) and the other pile is the Player Pile. *(the other four colors)*
3. The Dealer gives each player 7 cards from the Player Pile.
4. The players arrange their cards according to topic: All 'read a book' cards together, all 'watch television' cards together and so on.

**Note:** With very small children, holding more than 5 cards can be difficult, but for older ones, more cards should be no problem. If you want your students to practice lots of 'No!' answers, give them only 4 or 5 cards.

### HOW TO PLAY

1. The Dealer takes the top card from the Dealer Pile, puts it on the table in front of him/her (face up) and uses the target language. For example: 'Are you reading a book?'
2. Players who have one or more 'read a book' cards all say 'Yes, I am' and place the card(s) on a pile in front of them.
3. Players who don't have any 'read a book' cards, all say 'No, I'm not'.
4. The Dealer continues taking cards from Dealer Pile and making questions until the Dealer Pile is gone.
5. The player who puts down all cards first is the winner. HOWEVER... the game continues until the teacher has played the last card from the Dealer Pile. This means that the winner(s) still have to continue answering 'No, I'm not' until the end of the game.



**Note:** When your students are more advanced and you start mixing various questions types during a game, it will become more obvious why it is important that everybody continues answering until the last card is played. Remember... 'Dealer's Choice' is also a tool to sharpen your students' listening skills...

**Note:** If somebody makes a mistake, just repeat the question. You might have to repeat the question several times, but eventually they'll get it right. *(Just make sure that all the students answer each time you repeat the question. There's no need to single anybody out)*

**Note:** Of course very young learners can start off using only 'yes' and 'No'.

## GAME 2. FIRST OUT (for 2 or more players)

This is the best game to play after 'Dealer's Choice' with beginners. This is because gameplay is very similar, but now the students take turns using the target language themselves.

### SETTING UP

Select the cards you want to review. (make sure to select all 5 colors for each topic) Shuffle them and give each player 7 cards. The players arrange their cards according to topic: 'read a book' cards together, 'watch television' cards together and so on. Place the remaining cards, the Draw Pile, in the center, face down.

### HOW TO PLAY

1. The first player puts down a card in front of him/her and uses the target language e.g. 'Are you drinking juice?'
2. If player 2 has a 'drink juice' card, (s)he answers: 'Yes (I am)' and puts the card down in front of him/her, face up.
3. If player 2 doesn't have a 'drink juice' card, player 2 must take a card from the Draw Pile. If it is a 'drink juice' card, (s)he can put the card down in front of him/her, face up and say: 'Yes (I am)'. If it's not a match, player 2 gets to keep the card and says 'No (I'm not)'.
4. If all the players answer 'No', player 1 can continue the next round.
5. If one or more players answers 'Yes', the next round becomes player 2's turn.
6. The game continues until one of the players has put down all cards.

**Note:** The player who puts down all cards first is the winner. HOWEVER... Depending on time left and on how many students there are, you might want to continue the game until the last player has put down all cards. This means that all the other (early) finishers, still have to answer each question. Of course they should all answer with 'No'.

**Note:** Players can put down **only one matching card** during a turn. (as opposed to Dealer's Choice where they *have to* put down all matching topic cards at once)



## GAME 3. MEMORY GAME (for 2 or more players)

In this game (aka 'Concentration') the students have to answer their own questions. Depending on whether the second card is a match or not, this answer is either positive or negative... Answers can be short and compact 'Yes, I do' but also long and extensive 'Yes, I do. I watch TV every day. I love watching TV!'. It all depends on the students' level and on what you want them to practice.

### SETTING UP

Select two sets of identical cards you want to review. For example 6 blue topic cards and 6 orange topic cards. Shuffle them and put them face down on the table. You can put them neatly in a 3 by 4 grid or place them randomly.

### HOW TO PLAY

1. Player 1 turns over a card and uses the target language. For example: 'Are you drinking juice?'
2. Next, player 1 turns over a second card.
3. If the second card is a 'drink juice' card, player 1 answers: 'Yes, I am' and takes both cards. If it's not a match, player 1 says: 'No, I'm not' and turns both cards over again, face down.
4. Now it's player 2's turn. The players keep taking turns until all cards are gone. The player with the most cards wins.

**Note:** Very young learners and beginners can just say 'Yes!' when the second card is a match and 'No!' if the second card is not a match. Or only say the topic names on the cards.

**Note:** You can also assign different target language to each color. For example blue cards 'Do you like to...?' and orange cards 'Do you want to...?'. or statements such as 'I (don't) like to...' and 'I (don't) want to...'. There are lots of possibilities....

**Note:** With small children, making teams is good way to avoid 'losers'. Two or three players per team works best. Just make sure that members of the same team are not seated next to each other....



#### GAME 4. SUPER DOMINO (for 2 or more players)

The students have to connect cards of the same color. This game is designed so that students usually can play 2 or more cards during one turn. (sometimes even 4 or 5) This means that they have to apply the same target language to several different topic cards in a row. A great workout for everybody!

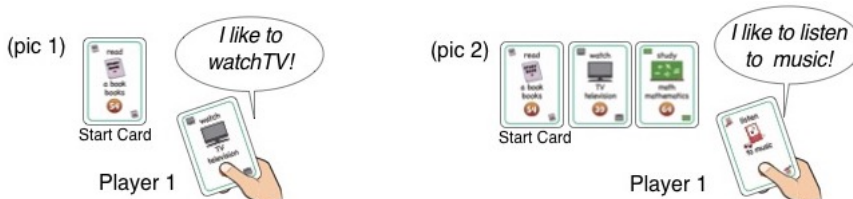
##### SETTING UP

Select the cards you want to use. (make sure to select all 5 colors for each topic) Shuffle them and give each player 7 cards. Place the remaining cards on the table face down. This is the Draw Pile. The Players arrange their cards according color, orange cards together, blue cards together and so on. Take the top card from the Draw Pile and put it in the center, face up. This is the Start Card.

##### HOW TO PLAY

Let's assume that the Start Card is a green 'read a book' card and the target language is 'I like...!' or 'I don't like...!'

1. If player 1 has a green card, (s)he can put this card down either on the left side or on the right side of the Start Card and apply the target language. For example: 'I like to watch TV!' (pic 1)
2. If player 1 has more than one green card, (s)he can continue connecting these cards one after another, using the target language. (pic 2)



3. If player 1 **doesn't have** any green cards, but has a matching Topic Card, for example **an orange** 'read a book' card, (s)he can place it on either side of the green 'read a book' card. If player 1 has any other orange topic cards, (s)he can connect those too, one by one using the target language for that color. (pic 3)



4. If player 1 doesn't have any green cards or a 'read a book' card in another color, (s)he must take a card from the Draw Pile. If it is a green card (s)he can connect it. If it is another 'read a book' card, pink for example, (s)he can place it and connect any other pink cards (s)he has, using the target language with each card. When player 1 is done, it becomes player 2's turn.
5. Now player 2 can add green cards to the green side **or** pink cards on the pink side **or** change to a new color using a matching Topic Card **or** take a card from the Draw Pile.

**Note:** If a player is finished, (s)he says '(I'm) finished!'. Then it's the next player's turn. If a player **can't put a card after taking a card from the Draw Pile**, (s)he says 'Nothing!' and it becomes the next player's turn. **You're not allowed to play two different colors during one turn!** If you put a green card first, all other cards during this turn, **must** be green too.

**You can't put down a card at both sides of the Start Card during one turn.** If you connect a card on one side, you have to continue connecting all other cards on that side during that turn. If you have any cards that match the color on the other side (this will happen) you will have to wait for another turn to play these cards.

#### GAME 5. LET'S MAKE QUESTIONS (aka HIGHEST CARD) (for 2 or more players)

This game can last 30 minutes but it can also last 30 seconds, YOU decide.... So it's also a great filler-game! And because the player with the highest points wins the round, anybody can win!

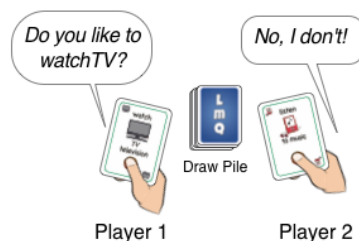
To turn this game into a collection of mini-conversations take a look at ☆NEW☆ GAME 5-PLUS

##### SETTING UP

Select the cards you want to use. (make sure to select all 5 colors for each topic) Shuffle them and put the pile face down on the table. The target language can be fixed or decided by the players themselves.

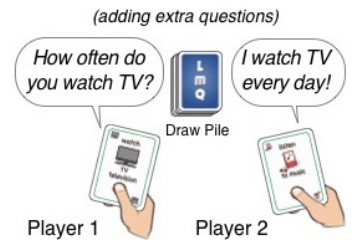
##### HOW TO PLAY

1. Player 1 takes the top card from the pile, shows it to the other players (covering the number on the card with his/her thumb) and makes a question based on the topic, for example: 'Do you like to watch TV?'
2. Next, each player picks up a card (clockwise) from the pile, covers the number and answers the question. If it's a match, they answer 'Yes, I do' and if not, they say 'No, I don't'.
3. After everybody has answered, each player (starting from player 1) shows the number on their card and says: 'I have x points!'
4. The player with the highest points wins and gets the other players' cards.
5. The next round player 2 takes a card and makes a question.



☆NEW☆ GAME 5-PLUS

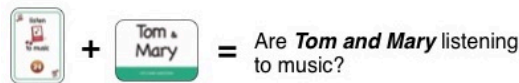
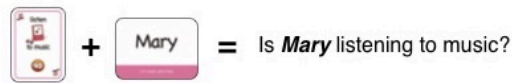
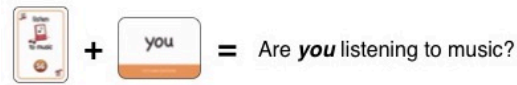
Same as the original game, but instead of making answers based on the cards they are holding, the students give **real information** about themselves. The player whose turn it is, is encouraged to **add extra questions**. This will change LMQ into a collection of mini-conversations. Of course, each round, the player with the highest number, gets the other players' cards.



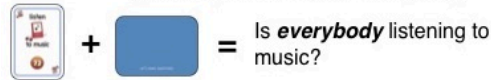
USING THE COLOR CODED CARDS

The Color Coded Cards are special cards which you can use to assign target language to a topic card depending on its (border) color. And since each topic card comes in five different colors, you can assign up to five different types of target language to each topic.

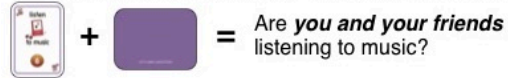
Changing the Subject



(For example use blue for "everybody")

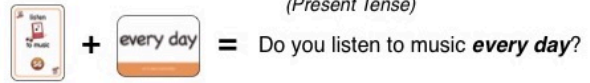


(For example use purple for "you and your friends")

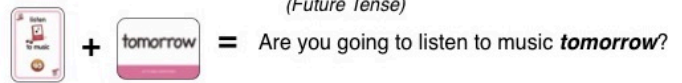


Changing the Verb Tense

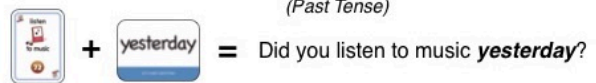
(Present Tense)



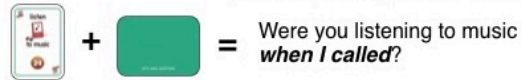
(Future Tense)



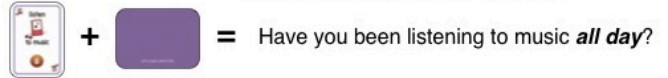
(Past Tense)



(For example use green for "when I called")



(For example use purple for "all day")



So even if the same topic card comes up several times during a game, the target language is never the same. You can use the Color Coded Cards to assign different questions patterns, 3rd person questions, Verb Tenses and so on. The possibilities are endless. For more ideas and videos on how to use the Color Coded Cards, please check : <http://www.thinkingworld.jp/ccc.html>

SOME QUESTION AND ANSWER PATTERNS TO GET STARTED

- Are you *playing volleyball*? Yes, I am. No, I'm not.
- Are you good at *playing volleyball*? Yes, I am. No, I'm not.
- Are you going to *play volleyball tomorrow*? Yes, I am. No, I'm not.
- Is (name) good at *playing volleyball*? Yes, (s)he is. No, (s)he isn't.
- Is *playing volleyball fun/boring/difficult* etc? Yes, it is. No, it isn't.
- Do you *play volleyball* everyday? Yes, I do. No, I don't.
- Do you like to *play volleyball*? Yes, I do. No, I don't.
- Do you want to *play volleyball*? Yes, I do. No, I don't.
- Do you think that *playing volleyball is fun*? Yes, I do. No, I don't.
- Did you *play volleyball* yesterday? Yes, I did. No, I didn't.
- Can you *play volleyball*? Yes, I can. No, I can't.
- Have you ever *played volleyball* (before)? Yes, I have. No, I haven't.

For a more complete Q&A list in English and Japanese, MP3 sound files, Bingo sheets and more, please visit <http://www.thinkingworld.jp/download.html>

