



## Teacher training worksheet- Classroom language vocabulary random pelmanism

### ***Trainer's instructions-***

*This is similar to the game "pairs" or "the memory game", but without which cards match up being decided before the game.*

*Cut up one pack of cards per group of three or four participants. Each group spreads them face down across the table (you should be able to elicit that instruction with an action for extra practice!), then one person turns two random cards face up. If they can find a way of combining those two words or expressions in one thing a teacher says in a lesson (not necessarily one sentence, but logically connected to each other), they can keep the two cards and score two points. If not, they have to place them back in the same places face down. Continue until one team finishes all the cards or until 10 or 15 minutes have passed.*

*After they have played, discuss whether random pelmanism or a variation on it could be played in their classes, and how they could explain it.*



Playing cards

Set square	Messy	Blu Tack	Foolish
(Mis)behave/ (mis)behaviour	In the corner	Go for it!	The back wall
A drawing pin/ thumbtack	Pencil sharpener	Rip/ tear	Upset
Board rubber	Distracted	Apologise	Patient/ impatient/ patience/ impatience
Penultimate	Punish/ punishment	Hole punch	Hand (it/ them/ something) in
Share	Sticker	Notice board	Wipe
Clear up	Note	Notebook	Apron
Certificate	Post its	Revision/ review	Pop quiz
HE (Home Economics)	Portfolio	Ring binder	Detention
Suspension	Broken/ busted/ out of order	Technical problems	Spelling test
Pass mark	Follow	Fidget	Messing around
Separate	Fetch	Project (work)	Staple
Disturb/ disturbance	(Over) excited/ exciting	Knock	Collect
Check	Celebrate/ celebration	Volunteer	Paper scissors stone
Compass	Warning	Fragile	Swear



Insult	Beg your pardon	Outside	Knock
Show	Attention	Away	Finally
Hard	Together	Missing	Disappointed/ disappointment
Choose/ choice	Next period	The lesson after next	Fire drill