

Yes/ No questions with can personalised pelmanism card games

Instructions for teachers

Choose which set or sets of cards below you want to use and copy and cut up one set per group of two to four students. Ask students to spread the cards face down across the table. One student turns over two cards and asks "Can...?" questions related to or including those two things. If they get the same answer to both questions, e.g. two "Yes, she can" answers or two "No, I can't" answers, they can keep both cards and score two points. If they get two different answers, they have put the cards back face down in the same places and play passes to the next person.

Categories cards

<i>animals</i>	<i>art</i>	<i>computers</i>
<i>cooking</i>	<i>crafts</i>	<i>distance</i>
<i>drawing</i>	<i>drink</i>	<i>food</i>
<i>games</i>	<i>instruments</i>	<i>languages</i>
<i>maths</i>	<i>memory</i>	<i>music</i>
<i>sounds</i>	<i>speed</i>	<i>spelling</i>
<i>sports</i>	<i>strength</i>	<i>technology</i>
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<i>cooking</i>	<i>crafts</i>	<i>distance</i>
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Verbs cards

<u>balance</u>	<u>bounce</u>	<u>catch</u>
<u>climb</u>	<u>cook</u>	<u>cycle</u>
<u>draw</u>	<u>drive</u>	<u>eat</u>
<u>head</u>	<u>hop</u>	<u>juggle</u>
<u>jump</u>	<u>kick</u>	<u>lift (up)</u>
<u>make</u>	<u>move</u>	<u>paint</u>
<u>play</u>	<u>pull</u>	<u>push</u>
<u>remember</u>	<u>ride</u>	<u>run</u>
<u>say</u>	<u>sing</u>	<u>skate</u>
<u>ski</u>	<u>skip</u>	<u>speak</u>
<u>swim</u>	<u>throw</u>	<u>touch</u>
<u>turn</u>	<u>use</u>	<u>walk</u>
<u>climb</u>	<u>cook</u>	<u>draw</u>
<u>jump</u>	<u>lift (up)</u>	<u>make</u>
<u>play</u>	<u>pull</u>	<u>push</u>
<u>ride</u>	<u>sing</u>	<u>use</u>