

Joker - Grammar & Vocabulary Card Game

Cards 2 to 10 = 2 to 10 points.

Jack = 11 points.

Queen = 12 points.

King = 15 points.

Ace = 20 points.

Joker = Steal all of the opposing teams points.

- Rules of the game:
1. Choose any grammar or vocabulary point. Put the students into 2 or 3 teams.
 2. Write the question on the board, so that it is visible to the students.
For example: What can you do at school? → I can study at school.
 3. Ask a question and have the students put their hands up when answering it.
 4. When the student has answered the question let him or her choose a card from the deck. Give that students team the required points.
For example: They got a King, so they receive 15 points.
 5. The winner of the game is the team with the most points.
 6. Game duration: 15-30 minutes.
 7. Materials: A pack of cards.

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