

3.12 Play Snap

Level: A1 and A2 (some activities may be suitable for students at Level B1).

Type of activity: Small groups or whole class.

Purpose: A double set of important key vocabulary is presented in each unit. The vocabulary is taken from the keyword list for the topic that is focused on in the unit.

Using 'snap' cards as a language-learning game provides a relaxing way of consolidating newly-learnt vocabulary while encouraging students to carry out challenging activities with the vocabulary.

Methods:

- 1 **Regular 'snap'** where students must identify when a pair of cards is put down. This is suitable for very low level learners and it develops word recognition. (Level A1)
- 2 **'Snap and say'** when a student calls snap then he or she must say the word that is on the card. The focus is on word identification and pronunciation. (Level A1)
- 3 **'Snap and say something'** when two identical cards follow each other the student calling 'snap' must explain what the word means. (Level A1-B1)
- 4 **'Snap and put in a phrase/sentence'** when two identical cards follow each other the student calling 'snap' must put the word into a phrase or sentence depending on level. (Level A2-B1)
- 5 **'Memory Game'** when all the cards are put face down on the table. Students take turns to reveal two cards. When they get a matching pair they keep the pair. The student with most pairs at the end is the winner. (Levels as above)

Note: The **Memory Game** may be made increasingly difficult in the same way as 'snap' above.

For students at Level B1 it would be possible to mix two or three topics in the cards. This would provide opportunities for identifying the topic or categorising the word.