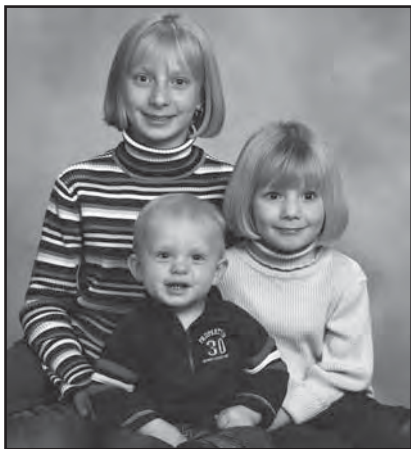


# About the Author



**Paul F. Johnson, B.A.**, is an editor and writer for LinguSystems. He lives in rural Illinois with his wife, Kenya; daughters, Maureen and Lauren; and son, Paul. Paul is particularly interested in developing critical thinking, writing, and reading skills in students of all ages. He is currently pursuing his M.A. in elementary education. He also thinks you'd rather see a picture of his beautiful children instead of him in this space!

Paul is the author of a number of LinguSystems titles, including *50 Quick-Play Language Games*, *50 Quick-Play Grammar Games*, and *Category Scramble*. He is also the co-author of many other titles.

## Introduction

The goal of *Question Card Games* is simple: to provide students with repeated practice in transforming simple statements into *wh-* questions. Many language-delayed students have difficulty formulating coherent questions that will result in getting information they want and need.

These materials are included:

- 1 50-card deck of **Question Cards** (10 each of *Who?*, *What?*, *Where?*, *When?*, and *Why?*)
- 1 75-card deck of illustrated **Item Cards**:
  - ✓ 10 Who/What
  - ✓ 10 Who/When
  - ✓ 10 What/When
  - ✓ 4 Who/Why
  - ✓ 4 Where/Why
  - ✓ 10 Who/Where
  - ✓ 10 What/Where
  - ✓ 10 Where/When
  - ✓ 4 What/Why
  - ✓ 3 When/Why

The simple games included here and the flexible materials should provide you and your students with a number of ways to make their language more precise and effective.

## Game 1: Match and Ask

- Players** 2 or more  
**Object** To get rid of all your cards  
**Materials** Question Cards (playing cards)  
Item Cards (illustrated cards)

### Setting Up

1. Shuffle the Item Cards and place 12 of them illustration-side up on the table.
2. Shuffle the Question Cards and deal five to each player.
3. Set the remaining Item Cards off to the side. Place the remaining Question Cards in a facedown pile within reach of all players.

### Playing the Game

1. The first player chooses one of the Question Cards from his hand and matches it to the same color question space on one of the illustrated Item Cards. For example, if he has a green "What?" card in his hand, he places it next to a green "What?" space on one of the Item Cards.
2. The player reads the statement on the Item Card (*The waiter brought our food*) and asks a question that begins with the card he played (*What did the waiter bring?*). If the player creates an acceptable question, the card stays where it was played, and his turn ends. If he does not create an acceptable question, he picks up the card he played, puts it back in his hand, and draws an extra penalty card from the stack.
3. Play continues until one player has played his last card. He is the winner.

### Notes

- If a player cannot match a card from his hand to one of the Item Cards, he discards a Question Card of his choice and draws the top card on the pile. Play moves to the next player.
- Once an Item Card has been matched on both sides, remove it and the Question Cards and place them off to the side. Put a new Item Card in its place on the table.

## Game 2: Question Pairs

- Players** 2 or more
- Object** To earn cards by playing pairs of Question Cards and asking questions
- Materials** Question Cards (playing cards)  
Item Cards (illustrated cards)

### Setting Up

1. Shuffle the Item Cards and place 12 of them illustration-side up on the table.
2. Shuffle the Question Cards and deal five to each player.
3. Set the remaining Item Cards off to the side. Place the remaining Question Cards in a facedown pile within reach of all players. Turn over the top card and set it beside the facedown deck.

### Playing the Game

1. The first player looks at her hand. If she has a matching pair of Question Cards (for example, green "What?" cards), she places them in front of her and selects an Item Card that contains a matching question space (a green "What?" space). The player places the Item Card next to the pair of Question Cards in front of her.
2. The player reads the statement on the Item Card (*The waiter brought our food*) and asks a question related to the statement that begins with the word on the pair of cards she played (*What did the waiter bring?*). If the player creates an acceptable question, she keeps the Item Card and places the two Question Cards off to the side facedown. She draws two cards from the facedown deck to return her hand to five cards. If she does not create an acceptable question, the Item Card is returned to its place on the table, she puts the two Question Cards back in her hand, and her turn ends.
3. The winner is the player who has earned a predetermined number of Item Cards (such as five) or the player who has earned the most cards when a time limit has been reached.

### Notes

- If a player cannot make a pair from the cards in her hand, she can begin her turn by taking either the face-up card beside the Question Card deck or a facedown card from the deck. After

she takes a card, she discards one from her hand to the face-up pile. If her card draw results in a pair of Question Cards in her hand, her turn continues as described above. If she does not have a pair, her turn ends.

- Once an Item Card has been earned by a player, put a new one in its place on the table.

### Game 3: *Making a Statement*

**Players** 2 or more

**Object** To collect the most cards by answering questions with complete sentence statements

**Materials** Item Cards (illustrated cards)  
Index card or small piece of paper (to conceal the statements printed on the front of the Item Cards)

#### Setting Up

1. Shuffle the Item Cards and place them in a facedown (illustration-side down) pile in front of you.

#### Playing the Game

1. Show the player the illustration side of the top Item Card and conceal the statement with an index card or piece of paper. Read a question printed on the back of the card (*What did the waiter bring?*). The player answers the question with a complete sentence (*The waiter brought our food*).
2. If the player states an acceptable sentence, he earns the card and his turn ends. If he does not answer the question with a complete sentence, his turn ends. The next player gets a chance to "steal" the card by providing an acceptable response, in which case that player earns the card and then takes his regular turn. If that player does not successfully steal the card, he simply begins his regular turn with a new card.
3. Play continues until the winner has earned a predetermined number of Item Cards (such as five) or when a player has earned the most cards when a time limit has been reached.

#### Notes

- You may lower the level of this game by not requiring players to answer in complete sentences.

## Game 4: Question Challenge

- Players** 2 or more  
**Object** To earn Item Cards by asking appropriate questions  
**Materials** Item Cards (illustrated cards)  
Question Cards (playing cards)

### Setting Up

1. Shuffle the Item Cards and place them face-up in a pile within reach of all players.
2. Shuffle the Question Cards and place them facedown in a pile within reach of all players.

### Playing the Game

1. In this game, the colored question spaces on the Item Cards are ignored. The first player looks at the top Item Card and either reads the statement or listens as you read it to her. Then she turns over the top card of the Question Deck.
2. The player asks a question that begins with the word on the Question Card that relates to the illustration and/or statement on the Item Card. For example, if the "The waiter brought our food" Item Card is showing and the player draws a "When?" Question Card, she might successfully ask, "When did the waiter bring our food?" or "When will the waiter bring our food?"
3. If the player creates an appropriate question, she takes the Item Card, places it in front of her, and returns the Question Card to the bottom of the deck. If she fails to create an appropriate question, she returns the Question Card to the bottom of the deck, and her turn is over. The next player draws a new Question Card and attempts to create a question using the existing Item Card.
4. The winner is the player who has earned a predetermined number of Item Cards (such as five) or the player who has earned the most cards when a time limit has been reached.

## More Ideas

Use the flexible materials included in *Question Card Games* to best meet your instructional needs. You will, no doubt, find many uses for these cards beyond the simple game rules included in this manual. Here are a few other ideas:

- Lay out the Question Cards (or a selection of them) in a grid, and have students play "Concentration." When a player has achieved a match, provide him with an Item Card that contains the appropriate question type and challenge him to create a question based on the statement and illustration on the card.
- Deal players several Question Cards and have them play "Go Fish." When a player has a pair of cards, provide her with an Item Card that contains the appropriate question type and challenge her to create a question based on the statement and illustration on the card.
- Work with students to create new Item Cards for the game that reflect their own personal interests and characteristics. Have students add statements and illustrations to large index cards and add them to the game. Cue students to create statements that would be answers to the various *wh*-question forms. They might include statements such as "I like to eat macaroni and cheese for dinner" (*Who? What? When?*) or "We go to Grandma's house every Saturday morning" (*Who? Where? When? Why?*).

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