


## BASIC ENGLISH DOBBLE

Each card has 8 images (they are of different sizes and randomly arranged for more exciting game) and only one of them matches the image on any other card in the other deck.

The goal of the game - to name a match in both decks faster than the opponents.

### How to play.

Both decks start and stop simultaneously by clicking on the red button or clicking separately on each deck.. The player, who calls the word first, gets a point. The players also can say: *I have got letter Gg/number 3/blue/a blue whale/a rectangle* or just name the elements. If both decks stop on the same cards, the round is not counted and the decks are restarted again.

The students can play in pairs or small teams (in this case, new members participate in every round). Clicking on the area P<sub>1</sub>, P<sub>2</sub>, P<sub>3</sub> or P<sub>4</sub> adds a point to the appropriate player. The first player to score 5 points wins. Clicking on  resets the game results.

**List of elements:** Aa-Zz, 1-12, 11 colours (animals): orange (fox), white (rabbit), black (cat), purple (chameleon), blue (whale), grey (elephant), pink (flamingo), brown (bear), green (frog), yellow (chick), red (crab); 8 shapes: square, rectangle, diamond, circle, oval, heart, triangle, star.

If the cards in the game don't change – update PowerPoint to 2013 or newer. To quit the presentation, press **ESC**.