

Plural Picks

Learning objective: To display knowledge of plural formation by correctly matching words with their plural endings.

Game objective: To have the most sets of singular-plural card matches at the end of the game.

Organization: Played in small groups.

Preparation: Use the cards provided (which include examples of all the plural variations) or create your own, using the card template provided. Provide each group of students with one deck of cards.

Description of the game: The students sit in a circle. The cards are spread out before them, face down. In turn, a student turns over any two cards, trying to match the singular form of the noun with the correct plural ending required. (If the plural is irregular, there will be a specific matching card with the full form.) If the match is correct, the student takes the cards and plays again. If the match is incorrect, the cards are placed face down again in the same position, and play passes to the next student. (Students must try to remember where specific cards are located so that they can pick them up, if possible.) A match can be challenged by another student; if it is incorrect, the cards are replaced and play passes to the next student. Also, if a student replaces a correct match, another student should not point out the mistake, but try to claim those correct cards on his/her next turn. Play continues until all the cards have been claimed.

Rules:

1. Sit in a circle with the cards spread out in the middle, face down.
2. The first student to play turns over any two cards.
3. If the cards form a correct singular-plural match (a word with a correct plural ending or the correct irregular noun singular-plural forms), you keep the cards and play again.
4. If the match is incorrect, place the cards face down again in the same location. Play passes to the next student.
5. You can challenge a match made by another student. If it is incorrect, the cards are replaced and play passes to the next student.
6. If a student replaces a correct match, you should not point out the mistake, but try to claim those correct cards on your next turn.
7. You must try to remember where specific cards are located so that you can pick them up during your turn, if possible.
8. Play continues until all the cards have been claimed. The student with the most cards is the winner.

Variations:

- You can restrict the plural forms used in the game to those on which you wish to focus. The blank template will allow you to create additional examples, if desired.
- You can play the game as a matching card game like *Go Fish*, distributing eight cards to each student and then have them ask for a specific match or plural ending.



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church

es

potato

es

box

es

witch

es

place

s

tomato

es

bus

es

dish

es

key

s

monkey

s

ranch

es

sandwich

es

banana

s

radio

s

porch

es

address

es

test

s

park

s

teacher

s

book

s

mosque

s

paper

s

student

s

toy

s

fairy

city

party

fly

(y)ies

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story

family

dictionary

baby

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scissors

pants

glasses

fish

scissors

pants

glasses

fish

pyjamas

shorts

jeans

clothes

pyjamas

shorts

jeans

clothes

goose

man

foot

child

geese

men

feet

children

mouse

woman

tooth

person

mice

women

teeth

people

chief

s

belief

s

solo

s

photo

s

roof

s

chef

s

avocado

s

piano

s

shelf

(f)ves

life

(f)ves

calf

(f)ves

leaf

(f)ves

elf

(f)ves

hoof

(f)ves

wife

(f)ves

knife

(f)ves

