Activity Type
Reading and matching activity, pairwork

Language Focus
Parts of the body

Aim
To practice parts of the body by matching words and pictures together.

Preparation
Make one copy of the cards for each pair of students and cut as indicated. Keep the word cards and picture cards separate.

Level
Beginner

Time
25 minutes

Introduction
This engaging teaching activity consists of a pelmanism game and game of snap to practice parts of the body.

Procedure
The students begin by playing a pelmanism game with the cards.

Divide the students into pairs. Give each pair a set of word cards and a set of picture cards.

Ask the students to shuffle each set of cards and spread them out face down on the table in two sets.

Students then take it in turns to turn over one word card and one picture card.

The student reads the body part on the word card. If the word matches with the picture, the student keeps the two cards and has another turn.

If the cards don't match, the student turns them back over, keeping them in the same place.

The game continues until all the cards have been matched. The student with the most pairs of cards at the end of the game wins.

The students then move on to play a game of snap with the cards.

One student takes all the word cards and the other student takes the picture cards.

Ask the students to shuffle their cards and place them face down in a pile in front of them. Students will also need a pen and paper for keeping score.

Both students turn over a card from their pile at the same time.

If the word card and picture card match, the first student to say 'Snap' scores a point. Students then pick up their own cards, shuffle them and play again. Students do not pick up their partner's cards.

If the word and picture don't match, the students continue turning over cards until a matching pair comes up and someone says 'Snap'. If students run out of cards without a match occurring, they pick up their own cards, shuffle them and play again.

If a student says 'Snap' when the cards don't match, the other student scores a point and the game continues.

The first student to get ten points wins the game.
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