

What do you need?

Copy one set of cards per student.

*Halloween Game, Designed by Kieren McSweeney.*

Target language

Can and can't.

Monster types and verbs.

How to play.

Begin by showing the Halloween flashcards to the students to introduce the names of the different monsters. Reinforce this by asking the children to give you different cards and by hitting them with fly swatters (if you do this encourage the students to say the words after they hit the pictures)!!

Give each child a small card. Demonstrate that there are three different categories they can choose from: attack, move and power. Each category has three statistics. The order of supremacy is listed on the table below e.g. 'I t can crush.' beats 'I t can strike.' 'I t can fly.' beats 'I t can run.' And so on. Ask a child to choose an opponent. The student chooses a category and a statistic if their card is the highest they win and take their opponent's card. If it is the same the opponent chooses another category (attack, move or power). If, after this, it is still a draw the students should decide the winner by using stone paper and scissors. After you have done this a couple of times give each child a deck, put them in groups of up to 4 students and leave them to it. Good luck!

|   | Attack            | move             | Power                  |
|---|-------------------|------------------|------------------------|
| 1 | I t can crush!!!  | I t can fly!!!   | I t can do magic!!!    |
| 2 | I t can strike!!! | I t can run!!!   | I t can breath fire!!! |
| 3 | I t can bite!!!   | I t can't run!!! | I t can't do magic!!!  |

If the activity seems to difficult you can play the simpler version where the power of each statistic is rated by the number of pumpkins on the card.