

Instructions

1. Two players each have an equal number of cards.
2. Player 1 says the Title of their card.
3. Player 2 must now give the definition* (or a close approximation) of the card which Player 1 is using.
4. If Player 2 gets it **right**, then they can choose which of the four attributes Player 1 must choose.

If Player 2 gets it **wrong**, then Player 1 can choose which of the four attributes they wish to use.

5. If **Player 1's attribute is less than Player 2's attribute** then Player 1 must concede the card and Player 2 then assumes Player 1's role for the next round in which two new cards are selected (the next cards down in the deck).

If **Player 1's attribute is more than Player 2's attribute** then Player 2 must concede the card to Player 1 and new cards are drawn for the next round (the next cards down in the deck).

6. The winner of the contest is the one with the most cards at the end.

*To make it easier you can allow the other person to give an example rather than a definition when playing.

Also available is the **Tournament Sheet** – I allow the students to do this on a voluntary basis during the week at break time etc. and the winner gets a prize.