



Straightforward

Second edition

Pelmanism

by Jim Scrivener

Pelmanism is a useful card game which helps students to recall grammatical or vocabulary items and their relationships to each other.

1. Prepare a pack of about 16-40 cards containing pairs of cards that go together, e.g. vocabulary items and illustrations; phrasal verbs; past simple verbs and infinitives; questions and replies, etc. If you have a very small class, you can use these cards with the whole group; otherwise prepare enough packs so that small groups can work with them.
2. Pelmanism is a basic memory game. The cards are laid out in a table so that the backs of all the cards are visible) but no-one knows what's on the other side).
3. Each player, one by one, turns over two cards attempting to reveal two that make a match. If they do this, they can keep the cards and have another turn. Otherwise, they turn the cards back (upside down again) in the same locations, and the next player has their turn. As the game goes on, students will have to try and remember which card was where. The winner is the player with the most cards at the end.