

How to Play **LOOK IN THE LAKE**

A Communicative Pronunciation Card Game for 3-5 Players

by Marsha Chan © Sunburst Media

Game Objective

- To collect the most sets of 4 picture cards

Language Objectives

- To pronounce very clearly
- To listen carefully
- To distinguish words with similar sounds
- To distinguish singular and plural nouns with /s/, /z/ and /iz/ endings
- To practice polite language for turn-taking, repetition, clarification, confirmation, thanking, and showing appreciation

How to Play the Game

For a regular game, play with all 13 sets (52 cards). For a short game, play with 6 or 7 sets. In the examples below, the players are Alex, Hoa, Victoria, and Ming.

1. DEALER (Alex): Shuffle the cards.¹ Deal five cards to each player. Deal to the player on the left first and continue clockwise. Place the remaining cards in the "lake" on the table in a pile with the pictures face down.
2. All players: Look at the cards in your hands.² You need to know which pictures you can ask for and answer about.
3. ASKING PLAYER 1 (the player to the left of the dealer) –(Hoa): Call the name of another player* – the ANSWERING PLAYER – and ask for a card matching one that you have in your own hand. For example, if you have a **duck** card, you may ask, "Alex, do you have any ducks?" (See **SENTENCE PATTERNS**.)
*You can ask any other player!
4. ANSWERING PLAYER: If you hold that card (e.g., a **duck** card), give an affirmative response, (e.g., "Yes, Hoa, I have one **duck** / two **ducks** / three **ducks**). Here you are." Give all of such cards to the ASKING PLAYER.
5. ASKING PLAYER 1: If you get the card(s) you asked for, thank the ANSWERING PLAYER by name. (See **SENTENCE PATTERNS**.) Your turn ends.
6. ANSWERING PLAYER (Ming): If you don't hold any of the cards asked for, give a negative response, and tell the ASKING PLAYER to look in the lake. For example, "No, Hoa, I'm sorry. I don't have any **ducks**. Please LOOK IN THE LAKE."
7. ASKING PLAYER 1: If the ANSWERING PLAYER tells you to LOOK IN THE LAKE, draw one card from the top of the lake. Your turn ends.
8. Everyone, practice asking: "Whose turn is it?" "It's Victoria's turn. It's my turn. It's her turn. Victoria, it's your turn." (See **SENTENCE PATTERNS**.) Asking Player 2 is to the left of Asking Player 1.
9. ASKING PLAYERS 2, 3 (4, 5): Continue asking and answering as described above. Take turns in clockwise order.
10. When you collect a set of four, place the set on the table in front of you. You score one point.
11. Continue playing until all of the sets of four are complete.
12. When all of the players have placed all thirteen sets on the table, the game ends. The player with the most sets wins.

Additional Game Rules

- Use only English.
- Do not spell any word orally.
- Do not write or draw a word in any visual form.
- Do not explain, describe, or demonstrate a word verbally or nonverbally.

¹ Optional: Another player cuts the deck.

² Look at your hand (card talk) = Look at the cards in your hands.

Remember: Clear pronunciation and attentive listening are essential. Players must ask and answer in complete sentences.

Game Play Variations

Optional: Players (Teacher) must decide on a variation to use before the start of each game.

1. If you run out of cards, you may draw one from the Lake instead of dropping out of the game.
2. ASKING PLAYER: If you receive the card(s) you asked for, you may continue asking the same player or another player for the same or different picture until you get a negative answer.
3. ASKING PLAYER: If you must Look in the Lake and you draw a card that you asked for but didn't receive from Answering Player, then you may show that card to everyone and take another card.
4. ANSWERING PLAYER: Surrender only one card per question even if you have more.
5. Before dealing the cards, a player draws one card and assigns that set 3 points instead of 1. All players see the 3-point set. Whoever completes that set scores 3 points for that set and 1 point for every other set.
6. For frequent or advanced players, impose penalties for grammar and pronunciation errors. For example,
 - a. Asking Player loses a turn if the question is incorrect.
 - b. Answering Player surrenders another card to the asking player if the answer is incorrect.
 - c. A non-English language user loses a turn.