

Box content:

48 double-sided cards containing 230 sentences to complete.

The **Learn English Like a Pro** series consists of 5 sets of cards, covering different language levels:

Absolute beginner

A1 (beginner)

A2 (elementary English)

B1 (intermediate English)

B2 (upper-Intermediate English)

The **Learn English Like a Pro** series is not only a great fun, but also an effective method for learning vocabulary.

Each set of cards contains hundreds of useful words and phrases, carefully selected to be applicable in everyday situations.

The cards can be used as flashcards for individual study or as teaching aids in lessons.

More information about the cards:

Each card features 5 sentences. Learners need to complete the sentences with missing words or guess what word is described.

The correct answers are provided on the back of each card.

The cards can be used in various ways, depending on the creativity of teachers and students.

The back of the instructions provides a suggestion for using the cards as a game.

If you want to explore other sets of cards or download free materials, please visit our website:

www.creativo-enulish.com

Objective of the game:

The objective of the game is to score more points than the opposing team.

Game setup:

You don't have to use the entire deck of 48 cards. If there are more players, the game can be played in 2 or 3 separate groups with a smaller number of cards (24 or 16). The game should be played between 2 players or teams. All the cards are placed in a single stack with the *Guess the word and remember sentences* side facing up. Two additional cards with the label *Learn English Like a Pro* are placed on top of the stack to cover the sentences.

Gameplay:

At the beginning, determine which player or team starts the game. The front side of each card features 5 sentences with descriptions of a given word. The player or team must guess the word being referred to. It's important to draw a card that is covered by the *Learn English Like a Pro* card and reveal the sentences one by one. The stack of cards remains covered at all times to prevent players from seeing the sentences. Next to the sentences, there are numbers corresponding to the points that can be scored. If the player or team guesses the word correctly on the first sentence, they earn 10 points. If they guess it on the last sentence, they earn 4 points. If the player or team provides an incorrect word, the opposing player or team earns 10 points. If, after reading all the sentences, the player or team couldn't guess the word, the opposing player or team can attempt and earn 4 points.

After guessing the word, players or teams have time to analyze and remember the sentences on the front of the card. Then they flip the card and take turns completing the sentences with missing words, starting with the team that didn't score points in the previous task. Each correctly completed sentence earns an additional 2 points. If a sentence is completed incorrectly, the opposing player or team takes the points. After completing the entire card, the earned points are recorded on a piece of paper, and the game proceeds to the next card. This time, the task of guessing the word from the front of the card goes to the second player or team.

NOTE: This is just a suggested game. The cards can be used in other variations depending on the creativity of the teacher and students.