

Let's Find Out...Similes

The series 'Let's Find Out...' has been developed to strengthen language skills, especially Question-Answer skills.

In this set children observe each puzzle carefully and establish connection between two different things.

In addition to practising analogies they also improve their vocabulary and knowledge of opposites, plurals etc.

The colourful and bright illustrations of this set help children make a visual connection to the answers.

Each set has pictures and text printed on it so that both readers and non readers can play.

How to Play:

Individual Play:

For Non- Readers

Take out any 3 to 4 sets from the box. Separate, both large and small cards and place them on a flat surface.

Pick up large cards one by one and read the text printed on the cards and ask the child to find out the corresponding connecting cards and match them.

Help wherever required.

Repeat the above process with a few more sets.

Ask him\her to match the other sets independently.

For Readers

Ask the child to read the text printed on each large card and match it with its corresponding connecting card and read it loudly.

Follow other steps as given for non-readers.

Group Games:

MEMORY

Take all the picture cards, mix them and place them picture side down on a flat surface.

The youngest player starts. He\she picks up any two cards and turns them picture side up.

If it makes a set, i.e., that the two cards belong to the same set, he\she keeps it and takes another turn.

If he\she misses, the next player takes the turn. The players take their turns clockwise.

The players have the added advantage of picking up cards from the cards that have already been revealed.

The player with the highest number of sets at the end wins.

FISH

The dealer deals all the cards to the players.

Each player checks his her hand to see if he/she has any matching sets. These matching sets are removed and placed in front of each player.

The children must now attempt to find matching card/cards of the cards they have left with by asking any player, for example,

“Friend do you have me connecting card of, The Ship is to Water, As an Aeroplane is to ...?
The connecting card will be that of Sky.

The player who has that card must hand over the card when requested.

The winner is the player with the most matching sets at the end of the game.

CLASSROOM GAME

The teacher divides the class into 2 groups. The first group tries to match the pairs as fast as possible.

Then the cards are shuffled again and the second group takes its turn. The group that matches all the sets faster wins