

SAME/DIFFERENT Instructions

SAME/DIFFERENT is a game that gives students practice comparing and contrasting words. It was adapted from *Scholastic Teaching Resources*.

Players: two or more

Resources:

- Same/Different cards (Same_Different.doc)
- A means of keeping score (I use poker chips, but you could also keep score on paper or have the players move tokens around a track.)
- A Same/Different die or cube. (I took an ordinary die and pasted small stickers with **S** on two opposite sides, **D** on two other opposite sides, and **S/D** on the remaining two sides.)

To Play:

1. Shuffle the Same/Different cards and stack them face down.
2. On each turn, a player rolls the cube and picks a card. If the die turns up **S**, the player explains how the two words are alike. If it shows **D**, the player explains how the words are different. If **S/D** appears, the player explains both how the words are same *and* how they are different. For example, if the words are *sun* and *moon*, they are the same because both are in the sky, but they are different because we see the sun in the day and (generally) the moon at night.
3. If the player answers **S** or **D** correctly, he or she gets the number of points shown on the card. If the player rolls **S/D** and answers both correctly, he or she gets twice the number of points on the card (once for **S** and once for **D**).
4. If you are keeping score with numbers, you can stop at any point that all players have had the same number of turns. The player with the most points wins. If you are playing with a track, the first player to complete the track wins.

Notes:

Same_Different.doc is formatted to be printed on business card stock that matches the Avery® 8371™ template, which you can buy at any office supply store. You can print any page or pages you want to use.

When I use the game, I insist that the answers correspond to the **meaning** of the words. For example, I don't accept the answers "*Sun* and *moon* are both nouns" or "They are different because *sun* has three letters and *moon* has four."

Often the answers given are generalizations. For example, sometimes we do see the *moon* during the day, and some nights we don't see it. Nonetheless, I accept the "day/night" answer as a valid answer for **D** for *sun* and *moon*.

This game can be used with learners at any level who are familiar with the words on the cards. More advanced learners will get a chance to practice abstract thinking in English.

Although I have used this game only with ESL groups, I would expect it to be usable with BL groups as well.

If you keep score with numbers, this is a good filler to use if you have time left at the end of your planned lesson, as you can take up as little or as much time as you want.