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Nicholas Beare

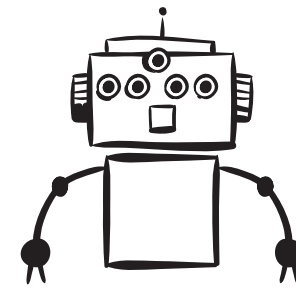
1



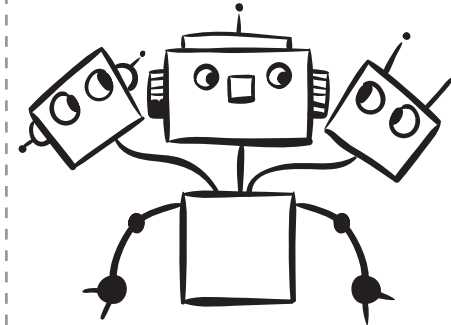
macmillan
education

Student A Student B

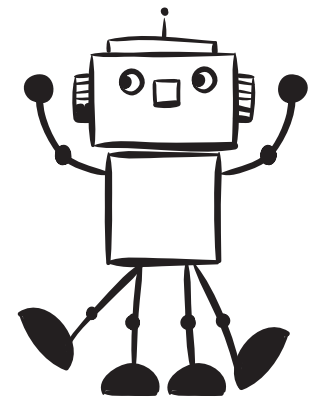
Robot Cards



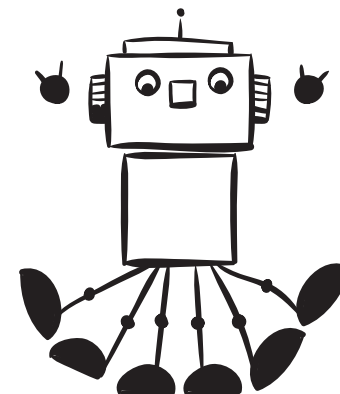
Robot 1



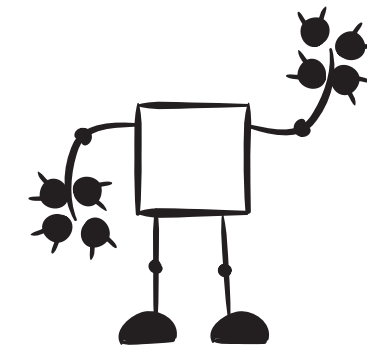
Robot 2



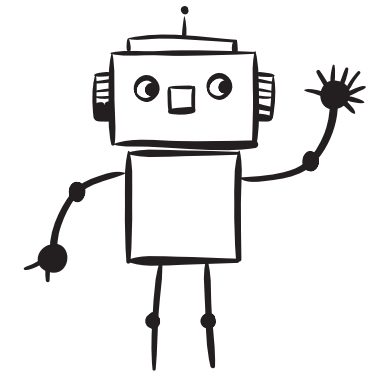
Robot 3



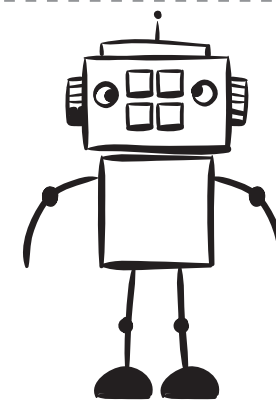
Robot 4



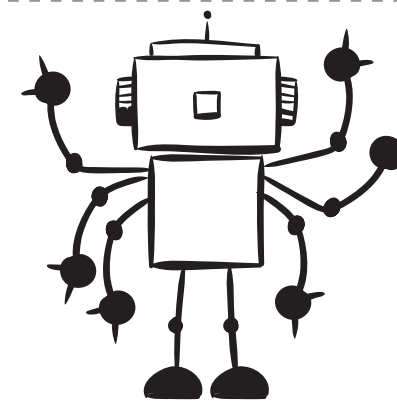
Robot 5



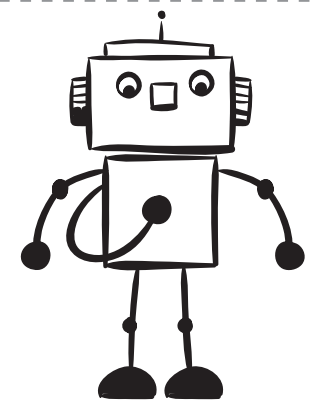
Robot 6



Robot 7



Robot 8



Robot 9

How to Play:

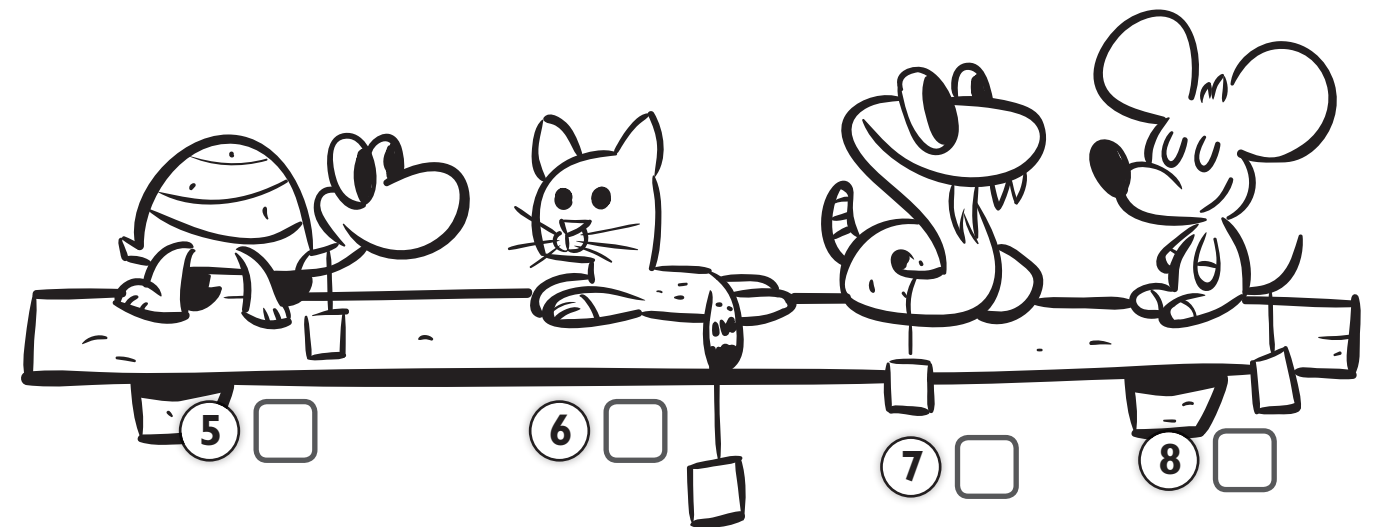
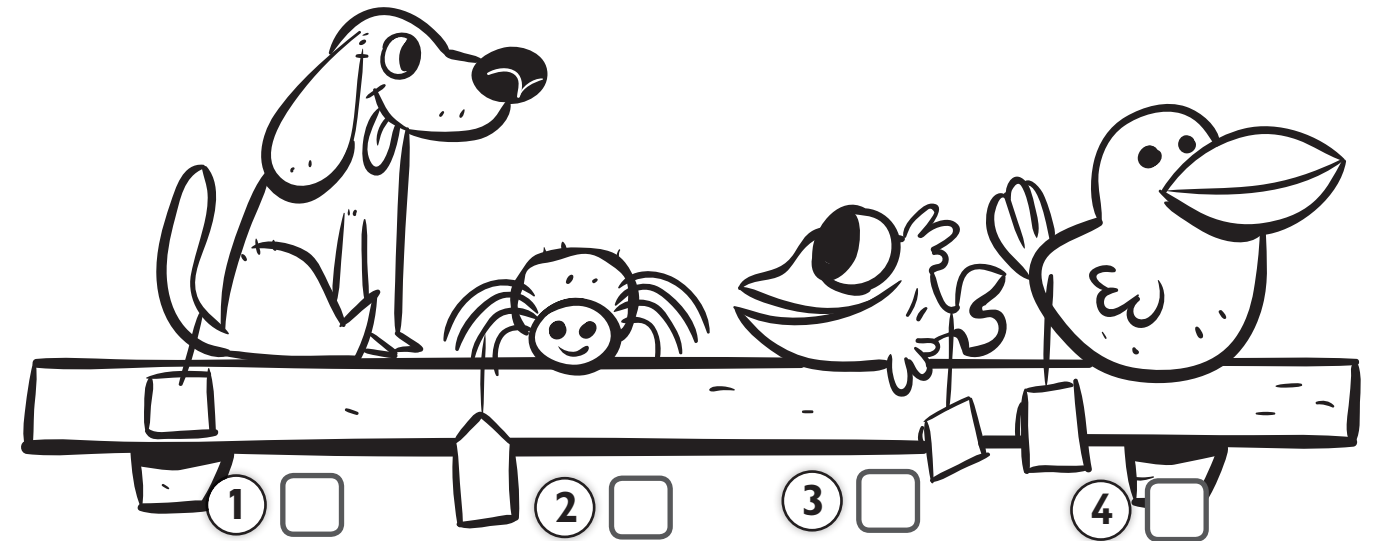
- Students A and B each have a set of cards.
- Student A: Put your robot cards in a pile, face down.
- Student B: Spread your robot cards face up.
- Student A: Turn over a card from the pile and describe the robot.
- Student B: Try to guess the robot.
- Students A and B: Take turns turning over cards and guessing the robot.

Example:

- Student A: *It has three heads.*
- Student B: *Is it Robot 2?*
- Student A: *Yes, good job!*

Student A

Student B



How to Play:

Student A: Look and choose one of the animals on the shelf.

Student B: Ask Student A about the face of the animal.

Student A: Look and answer Student B.

Student B: Guess the animal or ask again. You can ask three questions.

Check the box if you guess correctly.

Students A and B: Take turns. Continue until all the animals are checked.

Example:

Student B: *Does it have big ears?*

Student A: *Yes, it does.*

Student B: *Does it have a small nose?*

Student A: *No, it doesn't.*

Student B: *Is it the cat?*

Student A: *No, it isn't.*