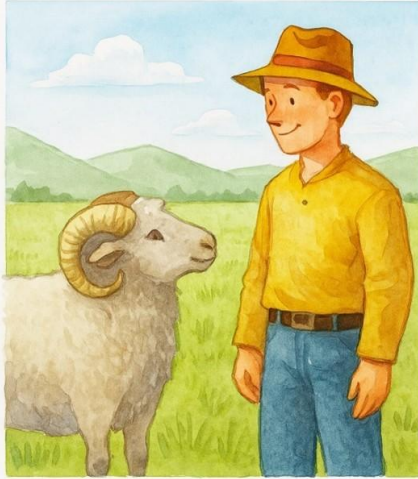


The Man's Ram

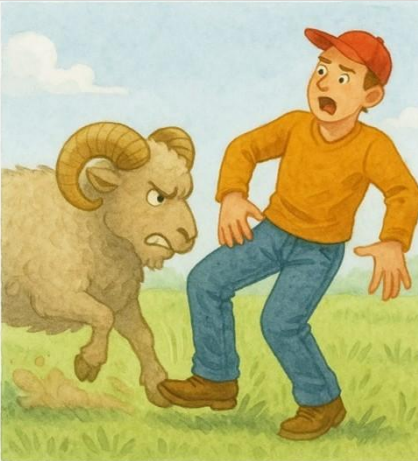


A man has a ram.
The man is kind.

The ram isn't kind.



He is a mad ram.
He stamps and stamps.



The ram ran at the man!
He hit him in the hip.

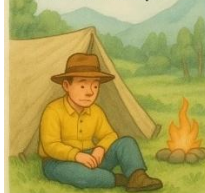


The man is mad.
"That ram ran at me!" said the man.



The man had a map. He said,
"Here is a camp. The ram can be
in this camp."

The man's ram
is in a camp.



He can't stamp
and hit the man.


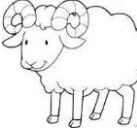












The man sits
and rests.



He isn't mad

Word List

1		man	
2		ram	
3		kind	
4		stamps	
5		ran	
6		hip	
7		map	
8		camp	
9		hit	
10		rest	
11		mad	
12		sit	

Match & Act! - Classroom Word Game

Objective

This classroom game is designed to help students build vocabulary in a fun and interactive way. Students match words with images and then act out the word or use it in a sentence.

Materials Needed

- Word Cards: man, ram, map, mad, camp, sit, rest, kind, hip, stamps, ran, hit
- Picture Cards: Matching illustrations for each word (e.g., a man for 'man', a map for 'map', etc.)
- A container for the word cards
- A table to display picture cards face down

How to Play

1. Divide the students into teams.
2. Shuffle and place the picture cards face down on the table.
3. Place the word cards in a box or bag.
4. Each team takes turns drawing a word card.
5. The player must find the matching picture card.
6. If correct, the team earns 1 point.
7. The player must then either act out the word or use it in a sentence.
8. If successful, the team earns 1 bonus point.
9. The game continues until all cards are used.

End of the Game

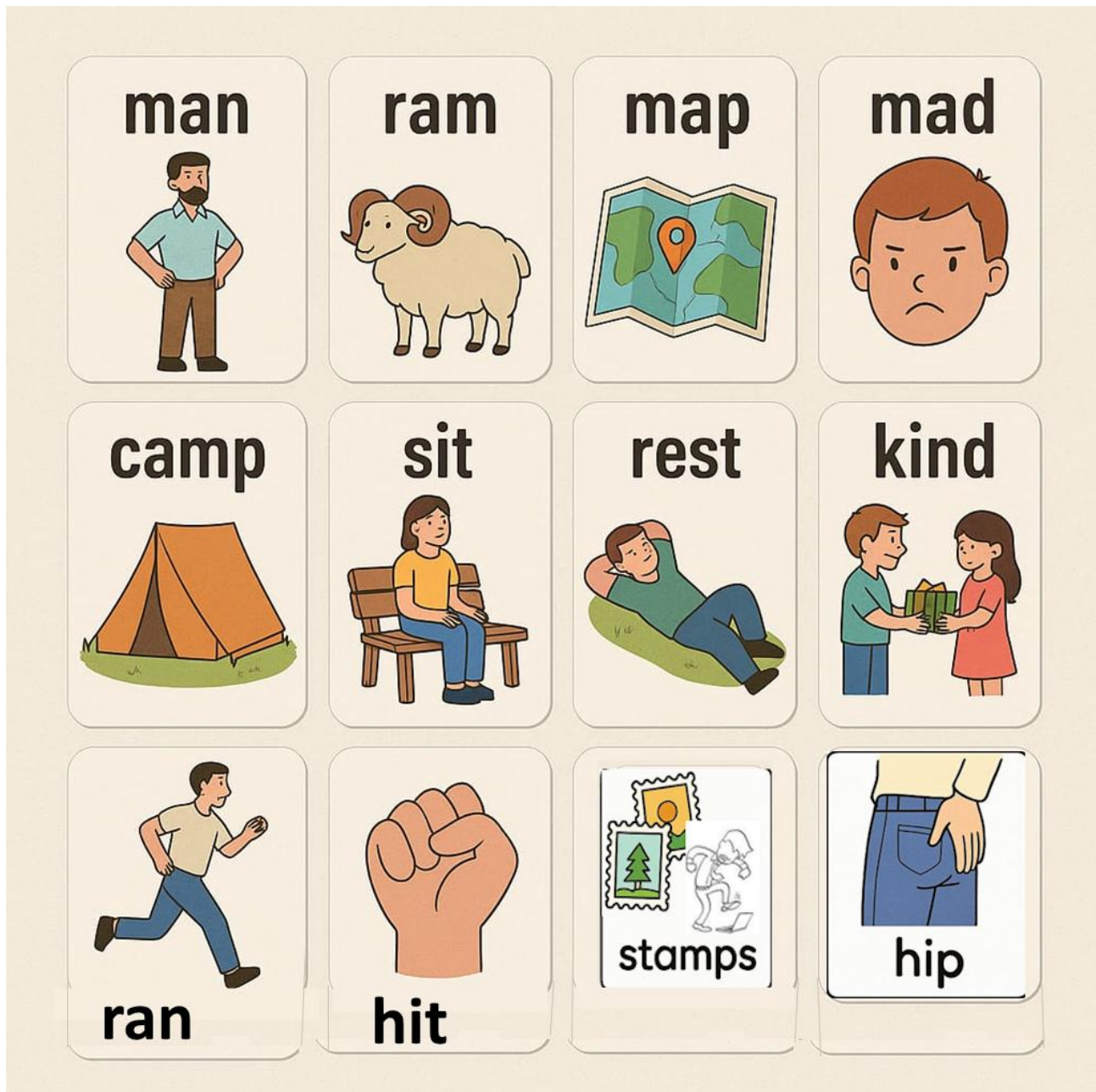
The team with the most points at the end of the game wins!

Educational Benefits

Match & Act! - Classroom Word Game

- Improves vocabulary recognition and spelling.
- Strengthens word-image associations.
- Encourages speaking and creativity.
- Promotes teamwork and builds student confidence.

Cards of the game



Online game: <https://wordwall.net/resource/96751931/matching>



The Target Image (with Subgoals) 🎯 .

This is not part of the game itself, but it can be used as a teaching tool:

To explain the concept of goal setting (e.g., "Our goal today is to learn 12 new words").

Or as part of a broader educational plan, outside the scope of the game.

