

## APPENDIX: Task Descriptions

Card	Task	Example
10	Categories	Player 1 (who drew the card) chooses a category, such as "animals." Each subsequent player must say a word that fits in that category (e.g., <i>cat, dog, bear</i> ). Play continues around until a player cannot think of an answer or gives an incorrect answer. That player loses a point.
Jack	Rhyming	Player 1 (who drew the card) says a word, such as "sleep." Each subsequent player must say a word that rhymes with <i>sleep</i> (e.g., <i>deep, sheep, cheap</i> ). Play continues around until a player cannot think of an answer or gives an incorrect answer. That player loses a point.
Queen	Questions only	From the time the Queen card is drawn, all students must speak only in questions as play continues. The first student to speak without using a question loses a point, and students may speak without using questions from then on.
King	Grammar categories	Player 1 (who drew the card) chooses a grammar category, such as "present continuous." Each subsequent player must produce a sentence using that grammar point. Play continues around the circle until a player cannot produce a sentence using the grammar point or produces one using the grammar incorrectly or an incorrect grammar point. That player loses a point.
Ace	Rule maker	Player 1 (who drew the card) creates a rule for all other players to follow. For example, "You must only use your left hand to draw the cards." The rule must be followed until either another ace is drawn (and a new rule is made) or a player breaks the rule. If a player breaks the rule, they lose a point.