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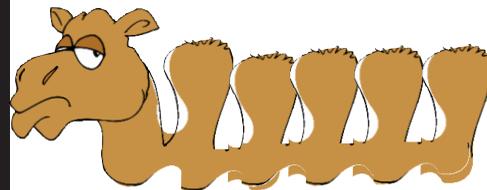
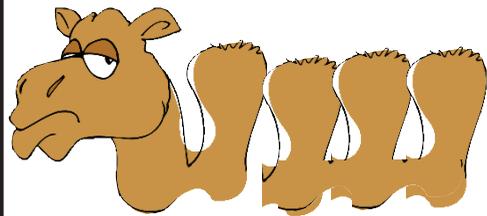
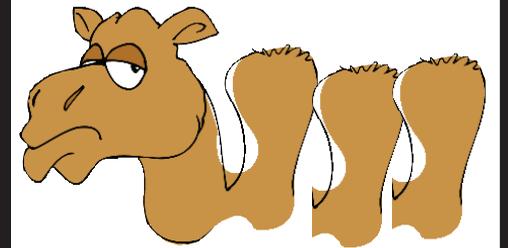
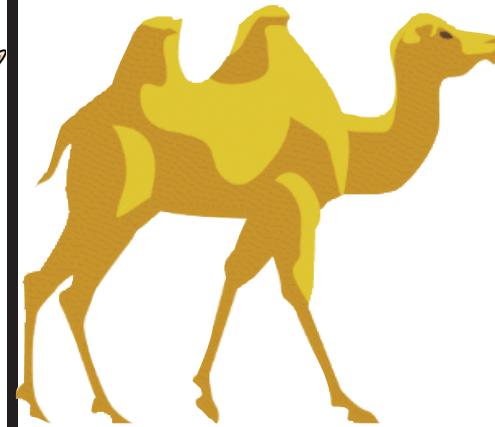
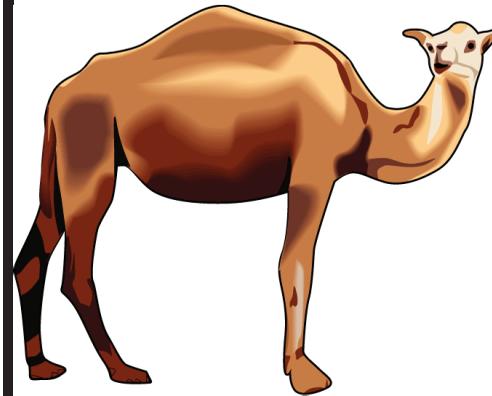
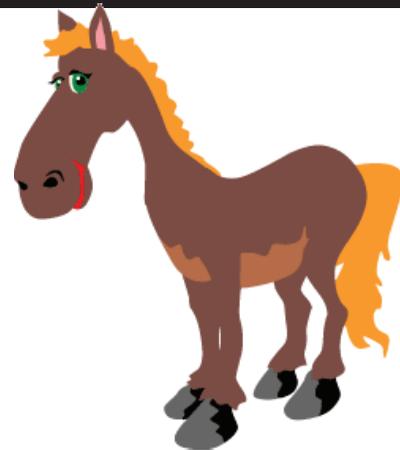
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SALLY'S HUMPS - GAME - Though this game can be played with 12 cards (one page per pair of students), playing with 24 cards (two pages per pair of students) is more interesting. Kits could be marked to make it easier to differentiate one kit from another.

Cards are shuffled, then spread out, face down, on the desk.

Student A - turns one card up and identifies it. E.g. "2 humps!" (\*)  
- turns another card up and identifies it. E.g. "a camel!" (\*)

When the cards match, Student B says: "That's correct!"  
Student A picks up the two cards and says: "Your turn."

When the cards don't match, Student B says: "That's incorrect!"  
Student A puts the two cards back in the game, face down and says: "Your turn."

Matches: 0 humps/a horse • 1 hump/a dromedary • 2 humps/a camel • 3 humps/a monster camel • 4 humps/a monster camel • 5 humps/a monster camel.

(\*) Stronger students can play using "Sally has (2) humps." and "Sally is a (camel)."