# Find your match

This resource is for the teacher. It provides the content and instructions you need to share with students.

Use the ‘Find your match playing cards’ provided or use the [editable version on Canva.](https://www.canva.com/design/DAGD3wIm9J4/aTdktMWHltnBnA1SXNF10Q/view?utm_content=DAGD3wIm9J4&utm_campaign=designshare&utm_medium=link&utm_source=publishsharelink&mode=preview)

Print and cut out the cards, ensuring there is enough for one per student. Give one card to each student and tell students to keep their card hidden.

Students must walk around the classroom aiming to find the classmate who has their matching picture card. To find their match, students must ask each other *Mau beli apa?* (What do you want to buy?). Students respond in Indonesian, outlining what they want to buy. Their sentence must correspond to the item they have on their card and include the colour and at least one other adjective (for example, *Saya mau beli kaus hijau dan kecil*).

If they say an item which is different to what their classmate is looking for, their classmate will respond *Tidak ada* (I don’t have that) and move on to the next classmate. If their classmate responds with the same item that their peer has, they can respond *Saya juga!* (Me too!). The game ends when every student has found their match.

 **Differentiation examples**

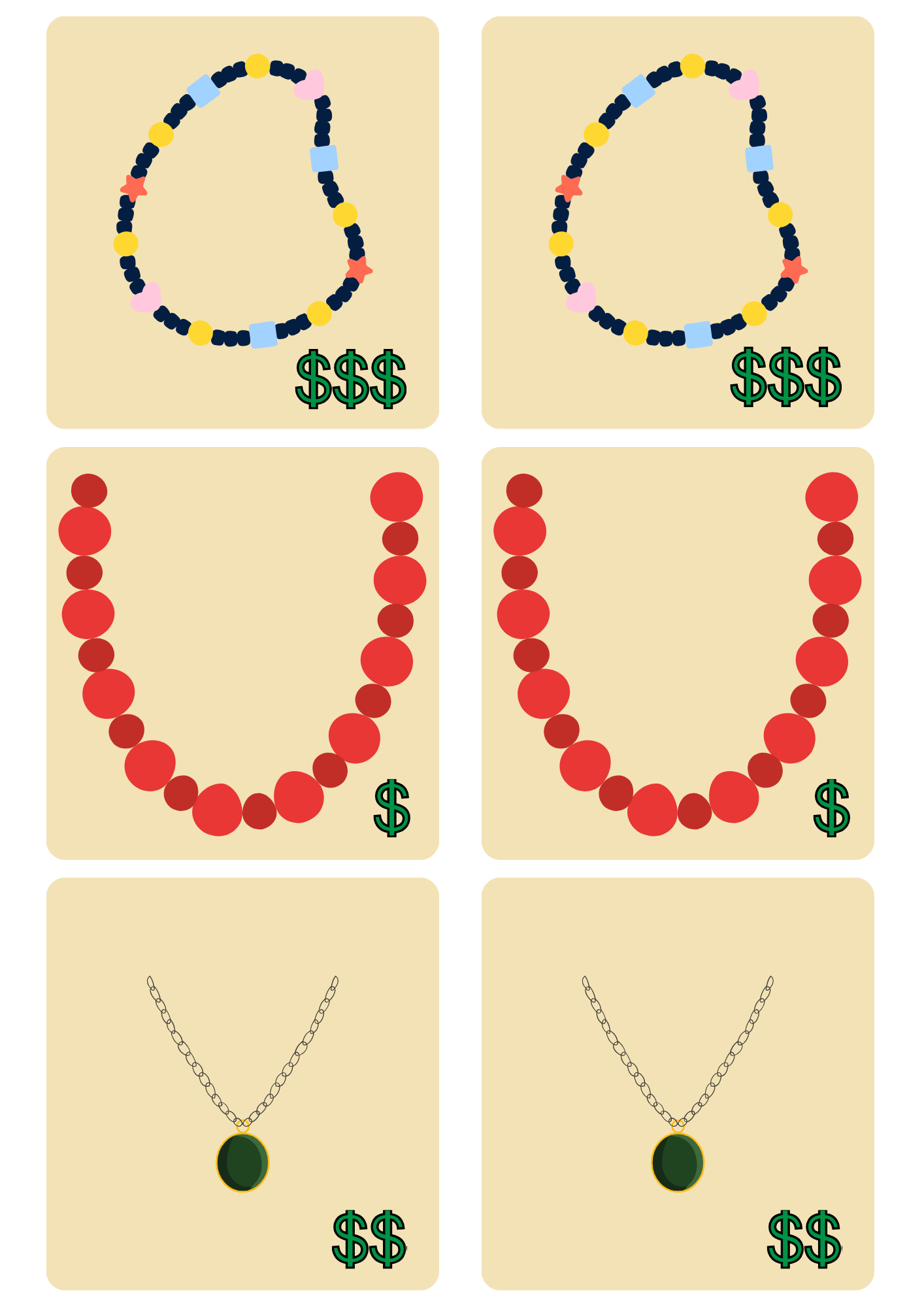
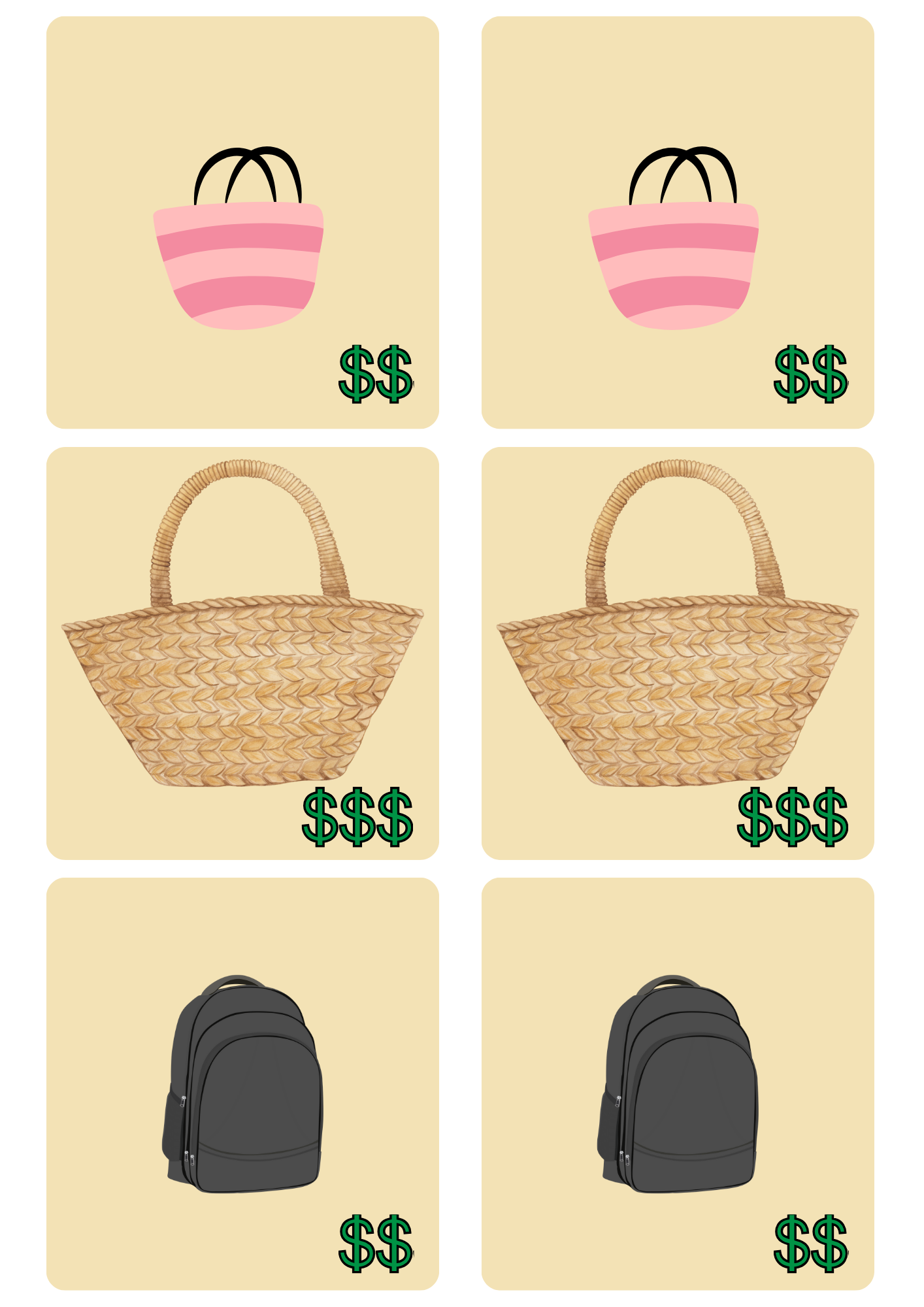
**Students with advanced proficiency** – where possible, give students with advanced proficiency the same cards. Once they have ‘found’ their match, encourage students to use the target language to discuss why they would or would not like to purchase this item.

**High potential and gifted students** – encourage students to include further details in their responses such as additional adjectives, adverbs and conjunctions.

**Students requiring additional support** – give students a list of sample phrases such as *saya mau beli, ada, tidak ada,* to support students to participate in the activity.

## Find your match playing cards





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