

Webber®  
**Pronouns**  
Playing Cards  
With Secret Decoder

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# Pronoun List

## Set 1

A♣ I	A♦ I	A♥ Me	A♠ I
2♣ I	2♦ Me	2♥ I	2♠ I
3♣ Me	3♦ I	3♥ I	3♠ I
4♣ Me	4♦ Me	4♥ I	4♠ Me
5♣ Me	5♦ I	5♥ Me	5♠ Me
6♣ You	6♦ Her	6♥ Her	6♠ You
7♣ You	7♦ He	7♥ She	7♠ He
8♣ It	8♦ He	8♥ He	8♠ She
9♣ He	9♦ He	9♥ She	9♠ She
10♣ She	10♦ It	10♥ She	10♠ They
J♣ She	J♦ He	J♥ She	J♠ They
Q♣ They	Q♦ We	Q♥ Us	Q♠ We
K♣ Us	K♦ We	K♥ Us	K♠ Us

## Set 2

A♣ Us	A♦ We	A♥ Us	A♠ Us
2♣ We	2♦ Us	2♥ Us	2♠ We
3♣ Us	3♦ Him	3♥ Them	3♠ Them
4♣ Her	4♦ Him	4♥ Her	4♠ Them
5♣ Them	5♦ It	5♥ It	5♠ Themselves
6♣ Them	6♦ Her	6♥ Him	6♠ It
7♣ Them	7♦ Them	7♥ Them	7♠ It
8♣ Them	8♦ They	8♥ They	8♠ They
9♣ Them	9♦ Them	9♥ Them	9♠ They
10♣ They	10♦ Them	10♥ My	10♠ My
J♣ My	J♦ Mine	J♥ Mine	J♠ My
Q♣ Mine	Q♦ Myself	Q♥ Myself	Q♠ Myself
K♣ Your	K♦ Your	K♥ Your	K♠ Yours

## Set 3

A♣ Your	A♦ Our	A♥ Your	A♠ Your
2♣ Ours	2♦ Your	2♥ Yours	2♠ Ours
3♣ Yours	3♦ Your	3♥ Your	3♠ Their
4♣ Her	4♦ Her	4♥ Their	4♠ His
5♣ His	5♦ Its	5♥ His	5♠ Her
6♣ His	6♦ Hers	6♥ Their	6♠ Hers
7♣ Ours	7♦ Its	7♥ His	7♠ Its
8♣ Their	8♦ She	8♥ His	8♠ Himself
9♣ Herself	9♦ Himself	9♥ Himself	9♠ Herself
10♣ Yourself	10♦ Yourself	10♥ Herself	10♠ Himself
J♣ Herself	J♦ Yours	J♥ Yourself	J♠ Yours
Q♣ Yours	Q♦ Yourself	Q♥ Themselves	Q♠ Ourselves
K♣ Ourselves	K♦ Themselves	K♥ Themselves	K♠ Yourself

## Introduction

*Webber® Pronouns Playing Cards with Secret Decoder* has three 52-card decks (156 total) cards to help students identify and learn how to use personal pronouns correctly in sentences. Students use the *Secret Decoder* to check their answers. Each deck has *Ace* through *King*—in four suits: Clubs, Diamonds, Hearts, and Spades). Use the *Pronoun Playing Cards* in individual or group settings.

## Card Game Vocabulary

**Discard Pile:** A stack of cards, usually in the center of the table, made from cards that players remove from their hands.

**Face Card:** A Jack, Queen, King, or Ace.

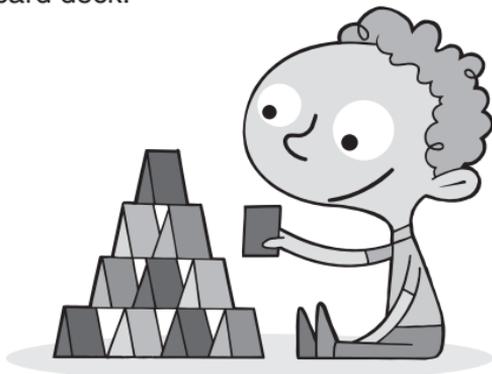
**Hand:** The cards dealt to each player.

**High Card:** The card with the highest value (from lowest to highest: 2, 3, 4, 5, 6, 7, 8, 9, 10, *Jack*, *Queen*, *King*, *Ace*).

*Note: Sometimes the Ace has the lowest value.*

**Rank:** A playing card's value based on its number (2, 3, 4, 5, etc.) or letter (J, Q, K, A).

**Suit:** The symbol on each playing card (*Hearts* ♥, *Diamonds* ♦, *Spades* ♠, or *Clubs* ♣). There are 13 cards of each suit in a standard 52-card deck.



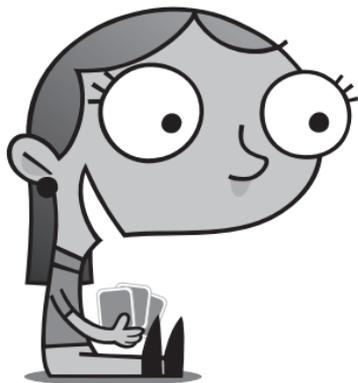
## Game Suggestions

### Old Maid

**Two or more players**

**The object of the game is to avoid ending up with the “Old Maid” card.**

1. Remove three of the four *Queens* from a deck. The *Queen* left in the deck is the “Old Maid.”
2. Deal all the remaining cards to the players.
3. Players find all card pairs in their hands (two *Sevens*, two *Kings*, etc.) They read the sentences on the card pairs, fill in the correct pronouns, and check their answers with the decoder. Players then discard all pairs.
4. Once players have placed all their pairs on the table, they take turns picking one card from the player to their left to try to form more pairs. Every time they form new pairs, players read the sentences, fill in the correct pronouns, check their answers, and discard the pairs.
5. The player with the “Old Maid” left in his/her hand at the end of the game loses.



## Crazy Eights

### Two or more players

**The object of the game is to get rid of all of your cards.**

1. Deal five cards to each player and place the remaining cards facedown in the center of the table.
2. Turn the top card over and place it next to the pile of cards.
3. The first player chooses a card from his/her hand that matches the suit (*Heart, Diamond, Club, or Spade*) or rank (match a Three with a Three, *Queen* with a *Queen*, etc.) of the face-up card. Player reads the sentence on card, checks answer with decoder, and places card on the face-up card.
4. If the first player does not have a card to play, then he/she continues drawing cards until finding a matching suit or rank. Then, player reads the sentence on this card, checks answer and places card on face-up card.
5. All *Eights* are *Wild Cards*; that means, if a player has an *Eight* card, the player can place this card on the face-up card any time and name the suit (*Heart, Diamond, Club, Spade*) that the next player must play.
6. The first player to get rid of all his/her cards is the winner.

## War!

### Two players

**The object of the game is to win all 52 cards.**

1. Decide if the *Aces* will count as high or low cards. Deal all the cards facedown to the players so each player has a stack of cards.
2. Each player picks up a card from his/her stack. Players take turns reading the sentences on the cards, and checking their answers with the decoder.
3. Players then place their cards in center at same time. Player with the highest card keeps both cards.
4. If players put down their cards and they are the same rank, it's war!

5. Players play war by taking another card from their stack, reading the sentence, checking the answer, and placing it in the center until the cards do not match.
6. The player with the highest card keeps all of the cards they played during the war.
7. When one player has all the cards in the deck, he/she is the winner. (Option: player with the most cards wins.)

## Go Fish

### Two to five players

**The object of the game is to “catch” the most pairs.**

1. Deal five cards to each player and place the rest of the cards facedown in a pile on the table.
2. Players find all card pairs in their hands (two *Sevens*, two *Kings*, etc.) They read the sentences on the card pairs, fill in the correct pronouns, and check their answers with the decoder. Players then discard all pairs.
3. Once players have placed all their card pairs on the table, they “go fishing” by asking another player for a card with the same rank as a card in his/her hand. (*Do you have a Three?*)
5. If the other player has that card, he/she gives it to the “asking” player. The “asking” player reads the sentence on the card, chooses a pronoun, checks the answer with the decoder and takes another turn.
6. If the other player does not have a card with the same rank, he/she tells the “asking player” to “go fish.” The “asking” player draws a card from the pile. If the player has a match, the player reads the sentence, chooses a pronoun, and checks the answer with the decoder. Players place all pairs that they make on the table.
7. The first player to have no more cards in his/her hand is the winner.

## Rolling Stone

### Two or more players

**The object of the game is to get rid of all your cards.**

1. Deal eight cards to each player and place the rest of the cards facedown in a pile.
2. The first player chooses any card in his/her hand, reads the sentence, fills in a pronoun, checks the answer with the decoder, and places card faceup on the table.
3. If the next player has a matching suit (*Hearts, Diamonds, etc.*), he/she takes the matching card, reads the sentence, etc.
4. If the next player does not have a matching suit, he/she picks up all of the cards from the face-up pile. The player then chooses any card in his/her hand and begins again as in #2.
5. The first player to get rid of all of his/her cards is the winner.

## Snap!

### Two or more players (use two decks with four or more players)

**The object of the game is to collect all the cards.**

1. Deal all the cards facedown so stacks of cards are in front of players. Players should not look at the cards.
2. The first player flips one card from his/her stack and places it faceup on the table. The next player does the same, placing a card on top of the face-up card.
3. If a player places a card on top of the face-up pile that matches the suit (*Hearts, Diamonds, etc.*) or rank (*Seven, King, etc.*) of the card below it, then any player can shout, "Snap!"
4. Whoever says "Snap!" reads the sentence on the top card, chooses a pronoun, checks the answer with the decoder, and takes the pile of cards.
5. Play continues in turn.
6. The player with the most cards at the end of the game wins.

## Simple Games

### Climb the Ladder

Deal all cards to both players. Starting with *Aces*, players take turns choosing correct pronouns on cards in order of rank. For example, after all aces are played, players move on to twos, then threes, etc.

### Suits

Deal all cards. Decide on a suit for the round (*Hearts, Clubs, Diamonds, or Spades*). For example, if the suit is "*Hearts*," players take turns choosing correct pronouns from hearts cards only until all of those cards are gone from their hands. Whoever discards the last heart card gets to keep the whole pile. Pick a different suit for the next round.

### Hide-a-Card

Hide cards around the room. Players take turns looking around the room while you (or other players) give them clues to find a card. When a player finds a card, he/she fills in the blank with the correct pronoun.

### Turn Takers

Deal all cards. Each player takes a turn reading a sentence from his/her hand. The other players take turns filling in the blanks with the correct pronouns.

### Team Work

Assign players to teams. Deal all cards. Each team takes turns choosing the correct pronoun to complete the sentence read by another team. The teammates discuss their answer before they respond.