



black stories – english edition

Type of game:

Riddles, communicative game

Usage in teaching foreign languages:

Training communication skills: only yes/no questions are allowed, guessing, expressing suspicions, hypothesising, arguing, analysing

Training listening comprehension, if the head of the game introduces the incident; reading comprehension, if a student is taking over the role as the head of the game.

Vocabulary: crime, thriller, murder mystery

Level:

from B1.1 onward

Group size:

from 3 players onward, although it is more interesting and fun to play the game in larger groups of up to 15 people

Duration:

15 to 25 minutes per story

Contents of the game:

50 cards, with a riddle on one side and the full story with the answer to the question “what has happened” on the other.

How does it work:

Black Stories are tricky, morbid, sinister riddle stories. Reconstruct the particulars of each incident, piece by piece, by asking questions, guessing, or puzzling over the evidence. The head of the game will only answer to the questions with “yes” or “no”.

Variations and our experience with the game:

The game can be introduced with a short brainstorming session on the topic “murder and crime”. It is easier for the group to ask the questions with the appropriate vocabulary.

If the group gets stuck, the head of the game might help a little bit, giving hints or tips to think in another direction.

Our valuation:

- + it is a good game to play with a larger number of people
- + illustrations are good and sometimes misleading to make it more interesting
- + easily portable

- the stories mostly contain murders – although intended by the author, this might not be to everyone's liking

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Author: Holger Bösch, published by Moses Verlag

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Price category: 1

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