



<b>The Yes No Game</b>	
<b>What kind of game:</b>	Communicative game where players have to answer tricky yes-no questions, without saying “yes” or “no”.
<b>Use in teaching foreign languages:</b>	<p>Communication: Players will need give longer, more detailed answers to simple yes-no questions, not being able to use “yes” and “no”</p> <p>Vocabulary: The questions are simple ones concerning everyday life topics (Do you like dogs? Is a whale a fish? Do you enjoy cooking? Is it true that red means stop?)</p> <p>Pronunciation/ Reading: Students learn to read quickly and fluently and to pronounce the statements and questions properly and with the right intonation</p> <p>Concentration: Not to answer yes or no, although the questions are designed to do so</p>
<b>Level:</b>	From A2.1
<b>Group size:</b>	2-6 players
<b>More than one group possible ?</b>	Yes, but you have to have two bells
<b>Time:</b>	15-30 min, depending on the group size and how the group decides that the game will end e.g. after a certain amount of playing cards/ rounds or when someone manages to first collect a certain number of cards.
<b>Contents of the game:</b>	50 playing cards, 1 bell, 1 instruction
<b>What is it about:</b>	A player takes a card and following the instruction on the top of the card asks the player on his/ her right/ left or the youngest/ tallest player the questions written on the card. The player who’s reading the card will try and make his/her opponent say “yes” or “no” whilst the player who is supposed to give the answer tries to avoid

saying “yes” or “no”

<b>Variations and our experience with the game:</b>	<p>It is helpful, if the player can fluently read the cards. Hence, the teacher can sort/single out some cards with difficult words and maybe give them to students with better reading ability.</p> <p>If students are tired, this game will focus their attention and wake them up.</p> <p>The bell can also be used for other games or for student’s self-correction, reminding students of a typical mistake they make every time without saying anything and ringing the bell instead</p>
<b>Our valuation:</b>	<p>+ it is a quick game that enhances concentration</p> <p>+ small and easily portable</p>
<b>Author/publisher:</b>	Terry Miller/ Paul Lamond Games
<b>Further comments:</b>	The game is only available in English
<b>Price category:</b>	1-2
Angélique Bruns – Juli 2007 – <a href="http://www.ludolingua.com">www.ludolingua.com</a>	