

## **Can can't coin games**

*Play games from below in pairs. Your teacher will tell you which game or games you should play, or tell you if you can choose the game(s) yourself. Make sure that you read the instructions carefully each time before you start playing, particularly to find out:*

- Who should flip the coin
- When the coin should be flipped
- If and when the coin should be shown to the other person
- What each side of the coin means
- What should be said before and/ or after the coin is flipped

### **1. Can can't answer me coin games**

#### **1A. Can can't answer me coin game**

*Flip the coin but don't show it to your partner, then ask them a "Can you...?" question.*

Heads = One point if your partner says "Yes, I can" when you ask them a question

Tails = One point if your partner says "No, I can't" when you ask them a question

#### **1B. He can she can't answer me coin game**

*Flip the coin then ask your partner a "Can...?" question about themselves or about someone they know.*

Heads = One point if your partner says "Yes, I can" when you ask them a question

Tails = One point if your partner says "Yes, he/ she can" when you ask them a question

### **2. Can can't the same or different coin games**

#### **2A. Can can't things in common coin game**

*Flip the coin and show it to your partner. Ask and tell each other about abilities to find things in common:*

Heads = One point if you can find something that you can both do

Tails = One point if you can find something that you both can't do (= One point if you can find something that neither of you can do)

#### **2B. Can can't things not in common coin game**

*Flip the coin and show it to your partner. Ask and tell each other about abilities to find differences:*

Heads = One point for something you can do and your partner can't do

Tails = One point for something you can't do and your partner can do

#### **2C. Can can't the same or different coin game**

*Flip the coin and show it to your partner. Ask and tell each other about abilities to find similarities and differences:*

Heads = One point for something you can do or can't do and is the same for your partner

Tails = One point for something you can do and is different for your partner

### 3. Can can't coin bluffing games

#### 3A. True or false abilities coin bluffing games

*Flip the coin but don't show it to your partner, then make a true or false statement:*

Heads = Make a true statement about something you can do or can't do, and see if your partner can guess that it is true (perhaps after asking questions to get more details)

Tails = Make a false statement about something you can do or can't do (= a lie/ something that isn't true), and see if your partner can guess that it is not true (perhaps after asking for more details)

#### 3B. Can or can't coin bluffing game

*Flip the coin, then make a true or false statement:*

Heads = Make a true or false positive statement about something you can do, and see if your partner can work out if it true or false (perhaps after asking follow up questions)

Tails = Make a true or false negative statement about something you can't do and see if your partner can correctly guess if it is true or not (maybe after asking for more details)

### 4. Can can't personalised guessing games

#### 4A. Personal can can't guessing game

Heads = Try to make true positive statement about something your partner can do

Tails = Try to make a true negative statement about something your partner can't do

#### 4B. Friends and family personalised guessing game

Heads = Try to make a true statement about your partner's abilities

Tails = Try to make a true statement about the abilities of someone who your partner knows, e.g. their friend or father

#### 4C. Abilities topics personalised guessing game

Heads = Try to make a true statement about your partner's abilities and one of the topics on the left below.

Tails = Try to make a true statement about your partner's abilities and one of the topics on the right below.

Heads	Tails
Sports Cooking Physical abilities Technology Crafts	Music Languages Mental abilities Maths Memory