## Giving directions coin games

Work in pairs, taking turns to be Student A and Student B. Choose one section from sections $A$ to $J$ below or look at the section that your teacher tells you to use. Student $A$ flips a coin and asks for directions matching the instructions for that section. If Student B can't answer the question, do the same for another place. Then switch roles and do the same. Your teacher will tell you if/ when you should change sections. You can describe imaginary locations/ directions if you can't think of anything true.

## A: Places 1

Heads = inside this building (e.g. the cafeteria or the smoking area)
Tails = outside this building

## B: Places 2

Heads = you can see the place from this room (through the window or from the open doorway)
Tails = you can't see the place from this room (because it's on the other side of the building, on another floor, etc)

## C: Places 3

Heads = Student B can explain the position just with relation to other places which Student A already knows (e.g. that it's next to a restaurant that they know)
Tails = Student B needs to explain both the position and directions for how to get there from here

## D: Places 4

Heads = from here
Tails = to here
E: Places 5
Heads = from here (= the starting point is where you are now)
Tails = from somewhere else

## F: How to get there

Heads = on foot
Tails $=$ on public transport

## G: Checking/ Clarifying 1

Heads = Student A understands Student B's instructions straightaway
Tails = Student A needs to check something about Student B's explanation

## H: Checking/ Clarifying 2

Heads = Student A checks Student B's instructions back and gets everything right
Tails = Student A checks Student B's instructions back but gets something wrong
I: Checking/ Clarifying 3
Heads = Student A thinks they know where the place is but wants to check
Tails = Student A has no idea where the place is

## J: How to communicate

Heads = ask directions by email
Tails = ask for directions on the phone

