

### Have and don't have drawing coin game

Secretly choose one of the lines in the table below and flip a coin. The coin decides if you should draw a positive sentence (heads) or if you should draw a negative sentence (tails). Draw that thing (e.g. a man with no eyes) until your partner guesses what the whole sentence is. If they can't guess, give hints such as:

- Circle the important part(s) of your picture
- Draw the other version of the sentence (e.g. the positive one if you drew the negative one), then circle your original drawing and/ or draw a cross through the opposite picture
- Say and/ or write key words from the sentence
- Let your partner look at the table below to help them guess which of those things you drew

<b>Body vocabulary</b>		
	<b>Heads</b>	<b>Tails</b>
The man	has three eyes	doesn't have any eyes
The dog	has two tails	doesn't have a tail
The woman	has (very) long hair	doesn't have any hair
The cat	has a (very) long neck	doesn't have a neck
The boy	has four legs	doesn't have any legs
The mouse	has small ears	doesn't have any ears
The foot	has six toes	doesn't have any toes
The hand	has short fingers	doesn't have any fingers
The elephant	has one nose	doesn't have any noses

<b>Transport vocabulary</b>		
	<b>Heads</b>	<b>Tails</b>
The car	has six doors	doesn't have any doors
The train	has one wheel	doesn't have any wheels
The boat	has twelve sails	doesn't have any sails

<b>House, home and furniture vocabulary</b>		
	<b>Heads</b>	<b>Tails</b>
The house	has one big window	doesn't have any windows
The chair	has five legs	doesn't have any legs
The sink	has three taps	doesn't have any taps
The wardrobe	has many hangars	doesn't have any hangars
The bed	has seven pillows	doesn't have any pillows
The tree	has one leaf	doesn't have any leaves

Do the same with your own sentences. Secretly write a positive sentence and then flip a coin. Draw that positive sentence if you flip heads or a negative version of that sentence if you flip tails, then see if your partner can say a suitable sentence to describe what you have drawn.