

# Contents

List of games	ii	Rules sheets	125
Introduction	iii	Structural index	128
Teacher's notes	vi	Lexical index	128
Games material	23		

## List of games

	Function		
1 Prove it!	<i>asking for and giving personal information</i>	22 Elementary, my dear Watson	<i>making deductions and giving reasons</i>
2 Who killed Robin Koch?	<i>talking about past events</i>	23 Eyewitnesses	<i>sequencing events in the past</i>
3 What a cock-up!	<i>making plans and arrangements</i>	24 Moaning Minnies	<i>complaining and being optimistic</i>
4 The gossip game	<i>describing personality and relationships</i>	25 Silly superstitions	<i>prediction and speculation</i>
5 Find the occupants	<i>describing houses and people</i>	26 A better world or Planetswap	<i>permission and prohibition</i>
6 Try it out!	<i>comparing and contrasting; discussing advantages and disadvantages</i>	27 Market forces	<i>persuasion</i>
7 Domino instructions	<i>giving instructions</i>	28 Fishy stories	<i>asking for and giving explanations</i>
8 Find the other people on your planet	<i>describing scenes</i>	29 Bucket shops	<i>asking for and giving factual information</i>
9 Sweet reason	<i>giving reasons</i>	30 Family budget	<i>argument: stating and justifying opinion, stating needs and wants, agreeing and disagreeing</i>
10 Consequence cards	<i>stating consequences</i>	31 Go-betweens	<i>argument: suggestion and persuasion</i>
11 Scoop!	<i>talking about past events and present situations</i>	32 What if . . . ?	<i>hypothesis</i>
12 Haven't I seen you somewhere before?	<i>talking about past experiences</i>	33 Terribly sorry	<i>complaining and apologising</i>
13 Sweet talk	<i>persuasion and suggestion</i>	34 Christmas shopping	<i>talking about likes, dislikes and preferences</i>
14 Define it!	<i>defining</i>	35 What do I need?	<i>expressing necessity</i>
15 Find your former self	<i>describing past and present habits</i>	36 Canvassing	<i>argument and persuasion</i>
16 The excuses game	<i>inviting, accepting and refusing, stating obligation and making excuses</i>	37 Sound advice	<i>asking for and giving advice</i>
17 Hard bargaining	<i>making offers and setting conditions</i>	38 Job market or On yer bike!	<i>asking about and describing abilities</i>
18 Would you mind if . . . ?	<i>making requests, agreeing and refusing</i>	39 The proverb game	<i>comparison and contrast</i>
19 Hide and seek	<i>describing position and location</i>	40 Dream sequences	<i>narrative and description</i>
20 If only . . .	<i>expressing past regrets</i>		
21 The Cinderella game or Find your fairy godmother	<i>wishes and hopes, needs and wants</i>		