

Telephone, email or face to face functional language dice game

Throw the dice **three times** to decide the function, the situation/ topic and the means of communication, then roleplay that situation (just saying what you would write in your emails and your partner's replies if you get a 1 or 2 with the third roll – there is no need to write anything).

Number on the dice	First throw – Function	Second throw – Situation/ Topic	Third throw – Means of communication
1	Complaint	Dinner	Email or SMS
2	Arrangement/ Invitation	Hotel	Email or SMS
3	Giving instructions/ Giving directions	Work	Telephone (including leaving messages)
4	Asking for information	Studies	Telephone (including leaving messages)
5	Changing/ Cancelling/ Giving bad news	Product/ Service	Face to face
6	Ordering/ Booking/ Applying for	Transport/ Journey	Face to face

If you are successful in doing the thing above (successfully ordering something etc), play passes to your partner. **If you are unsuccessful, roll the dice just one more time** and roleplay the same situation with the means of communication that the dice shows now.

*Continue the game above, but making up your own situations and **just throwing the dice once** to decide the means of communication.*

Possible functions:

- Apologising
- Asking for advice/ Asking for feedback on something
- Asking for permission
- Asking to put in contact with someone
- Chasing something up/ Checking the progress of something
- Correcting wrong information
- Giving advice/ Giving feedback/ Recommending/ Suggesting
- Giving information
- Introducing yourself
- Negotiating
- Offering a product or service
- Offering help
- Passing on someone else's opinion
- Quitting something
- Requesting (= Asking for something or asking for help)
- Thanking
- Warning

Report back to the class about which roleplay and means of communication was easiest and most difficult.

Homework

Choose three situations from either of the two pages above and write an email exchange for one, a telephone exchange for one and a face to face conversation for the other.