

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:

- What each side of the coin means
- What should be said before and/ or after the coin is flipped

The coin should be hidden from your partner until they have responded to what you say in every game.

1. Can can't answer me coin games

1A. Can can't answer me coin game

Secretly flip a coin before you speak, then ask your partner a personal Yes/ No question to get one of these responses:

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

Secretly flip a coin before you speak, then ask your partner a Yes/ No question about themselves or people they know to get one of these responses:

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 can" or "Yes, 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

Secretly flip a coin. Tell your partner about your abilities and ask about theirs to find positive or negative 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

Secretly flip a coin. Tell your partner about your abilities and ask about theirs to find things which are unique to just one of you:

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

Secretly flip a coin. Tell your partner about your abilities and ask about theirs to find things in common or things which are unique to one of you depending on which side of the coin comes up:

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

Secretly flip a coin and make a true or false positive or negative statement about your abilities depending on which side comes up:

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

Secretly flip a coin and make a true or false positive or negative statement about your abilities depending on which side comes up:

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

Secretly flip a coin and try to make a true statement about your partner's abilities:

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

Secretly flip a coin and try to make a true statement about your partner's abilities or the abilities of someone else:

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

Secretly flip a coin and try to make a true statement about your partner's abilities on one of the topics given:

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

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

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