

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.

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 just explain the position with relation to other places which Student A 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

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 = by email

Tails = by telephone