

Invitations- Coin Games

Listen to your partner's invitations and respond naturally, thinking about how you would respond if someone really invited to do that thing at that time. All invitations must include a time and preferably a place. Switch roles whenever you get a positive response and do the same until your teacher stops you.

Suggested invitations

Do you feel like Do you fancy How about	doing karaoke eating a pizza going for a walk going to the library going jogging going shopping going window shopping going out for an ice cream feeding my pet going shopping going swimming going to a museum going to an amusement arcade going to an art gallery going to the cinema going to the park with my dog listening to music playing computer games playing the piano playing tennis watching a video	tonight later (right) now after this class on Saturday at... o'clock tomorrow at the weekend sometime	?
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Suggested responses

That sounds good. That sounds interesting. That sounds great. Sure. Let's go!
Hmmm. I don't really feel like... (I fancy... Does that sound okay?) Hmmm. I'm not sure. (How about...?) I'm afraid I can't. I have to... Sorry, I don't feel like... I'm feeling (really)... Not at the moment. I'm too...

Suggested reactions to responses

Great. What time? Never mind. Another time, perhaps. That's okay, I understand.

Do the same, but this time politely say "No" to the invitations as much as you can (even if you would naturally respond positively), including a new reason each time.

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Game 1: The coin decides the invitation

Before making an invitation, the person whose turn it is should flip a coin and try to make an invitation that their partner says "Yes" to using the word in the correct column below.

Heads	Tails
visiting... watching... drinking... coming to... going... ing (...)	going to... making... eating... playing... listening to...
tonight later (right) now after this class after... before... the... after next	on Saturday at... o'clock tomorrow at the weekend sometime (this...) on... next... at...

Game 2: The coin decides how you invite someone

Continue trying to get positive responses out of your partner, but this time flip the coin twice first to decide how you should communicate.

Tails + tails = Telephone

Heads + tails = Face to face

Tails + heads = Email

Heads + Heads = free choice

Game 3: The coin decides your response

Continue inviting each other to do things, but this time with the person who receives the invitation flipping a coin to decide their response:

Heads = You must give a positive response

Tails = You must give a negative response

Negative reactions must include a reason that no one in your group has used before.

Switch roles whenever you get a positive response.

Game 4: The coin decides the response you want to get

Do the same but with the person making the invitation flipping the coin (secretly) and trying to get the response below from their partner by making a suitable or unsuitable invitation.

Heads = Try to get a positive response

Tails = Try to get a negative response

The person who receives the invitation should respond naturally. Their partner will then show the coin and get one point if it matches the response that they got.

Game 5: Invitations bluffing coin game

The person receiving the invitation flips to decide if they should react naturally or not:

Heads = Your real reaction

Tails = The opposite of your real reaction

After listening to the response, the person who made the invitation should guess if the response was genuine or not, then the person who flipped will reveal the coin.