

Like & Don't Like- Common Games

Say "I like..." or "I don't like..." If your partner feels the same way, you get one point (including the same negative feelings). If your partner doesn't feel the same way, you get no points.

++ = So do I./ Me too./ I like... too.	+X = Really? I don't./ Really? I don't like...
XX = Neither do I./ Me neither./ I don't like... either.	X+ = Really? I like...
= 1 point	= 0 points

Possible topics

animals	colours	food	drinks	sports/ actions	toys
big dogs	black (...)	apples	coffee	baseball	comics
big...	brown (...)	bananas	hot chocolate	basketbal	dolls
birds	green (...)	cakes	hot...	I	kites
cats	orange (...)	chips/ fries	cold...	l	toy planes
dogs	pink T-shirts	chocolate	milk	cycling	toy trains
horses	pink (...)	eggs	tea	football	video games
rabbits	red shoes	hamburgers	water	jogging	
small dogs	red (...)	lemons	... juice	running	
small...	white (...)	oranges		skipping	
snakes	yellow (...)	pizza		sleeping	
spiders		sandwiches		swimming	
				tennis	
				walking	

Play the opposite game, getting one point if your partner doesn't feel the same way and no points if your partner feels the same way.

Like don't like things in common coin games

Coin game 1

Play the same game, but first flipping a coin to see if you should make a positive or negative statement.

Heads = one point for finding a positive thing in common

Tails = one point for finding a negative thing in common

Coin game 2

Play the same game, but this flip a coin first. If you get a head, you get one point if you have the same feelings. If you get tails, you play the opposite game with one point for finding things that you don't have in common.

Heads = 1 point for things in common

Tails = 1 point for differences