

I THINK YOU'RE LYING!

Players

groups of two–five players

Materials

one game sheet per group; one dice; a pen/pencil; a piece of paper

Before starting

Photocopy one game sheet for each group.

How to play

Players use the dice to select a square on the game grid. A player first rolls the dice to select a column, and again to select a row, e.g. Player 1 rolls a six and a five, which takes him/her to the square *I didn't use to like pizza*. He/She then announces *I didn't use to like pizza*. The other players must decide if the statement is true or false for Player 1, as in the example below.

Player 1: 'I didn't use to like pizza.'

Player 2: 'I think you're lying.'

Player 3: 'I think you're telling the truth.'

Player 4: 'I think you're telling the truth.'

Player 1: 'I'm lying.'

How to score

Players who guess correctly whether Player 1 is lying or telling the truth win **one point**. So, in the example above, Player 2 wins **one point** and Player 3 and Player 4 don't win any points. Player 1 wins **two points** for fooling two people. Now it is Player 2's turn to roll the dice.

If the same square is landed on more than once, players must change the underlined part of the sentence each time e.g. *I didn't use to like pizza*. → *I didn't use to like **basketball***.

Play continues until the teacher calls time. The player with the most points is the winner.

Versions of the game

- **Explain:** Players must add some brief, extra information to their sentence: *I didn't use to like pizza. I preferred pasta*. If the sentence is false, then students will need to invent the extra information.
- **Ask me!:** The other players can ask a question, before guessing:
Player 1: *I didn't use to like pizza.*
Player 2: *Why not?*
Player 1: *I didn't like tomatoes.*
 If the sentence is false, then students will need to invent the answers.
- **Listen!:** The player whose turn it is must hold the game sheet in their hands, so the other players have to listen to their sentence.
- **No dice?:** The player whose turn it is can turn the game sheet away from the other players and one of them can choose the numbers for him or her, or the players can simply choose their own squares each time.













Notes

This game revises a range of grammar and vocabulary from Student's Book 5, Units 1–4. The game encourages communication, and also offers students the chance to get to know each other, which is important early in the course.

This game requires students to be honest. If preferred, the teacher can instruct the students to write down their answer in secret each time, before the other players guess.

Follow-up activity

Students remember as many of the true sentences as they can and write them down.

						
	I enjoy purchasing new <u>technology</u> .	I really enjoy watching <u>lightning</u> .	I was unlucky <u>last month</u> .	I don't mind doing <u>homework</u> .	I go clothes shopping <u>every week</u> .	I can't stand being without the <u>internet</u> .
	I'm not crazy about <u>hugging people</u> .	Living in a <u>huge house</u> is a dream for me.	I always keep the receipt when I buy <u>clothes</u> .	The <u>shoes</u> I'm wearing had a <u>discount</u> .	I wasn't anxious before my <u>last exam</u> .	I'm keen <u>on</u> joining a new sports club.
	I'm interested in learning about <u>earthquakes</u> .	I <u>used to live in a different street</u> .	I give <u>thoughtful</u> birthday presents.	I want to see a <u>tornado</u> in real life.	I play several <u>sports</u> .	I think buying <u>second-hand clothes</u> is silly.
	I sometimes buy <u>clothes</u> online.	Nothing <u>unpleasant</u> happened to me <u>yesterday</u> .	I don't think <u>beating the other team</u> is the most important thing.	I used to have a <u>different bedroom</u> .	I think going <u>shopping</u> is unpleasant.	I didn't play any <u>computer games</u> yesterday.
	I think I'm an <u>easygoing</u> person.	I won a match <u>last week</u> .	I'm meeting some friends on <u>Saturday</u> .	I entered a tournament <u>last year</u> .	I'm <u>going shopping</u> on <u>Sunday</u> .	I <u>didn't use to like</u> <u>pizza</u> .
	I love learning <u>English</u> .	There are plenty of shops in <u>my street</u> .	I haven't got much time to <u>be sociable</u> .	I <u>don't know anyone</u> who has got a <u>medal</u> .	I <u>like</u> taking part in competitions.	My dad used to work <u>in a shop</u> .

How to score: identify correctly when someone is lying or telling the truth = **one point**
fool someone = **one point** (for every person you fool)