

28. Call My Bluff / Two Truths and A Lie

Call My Bluff is a fun game which is perfect at the start of term as a 'getting to know you' kind of game. It is also a brilliant ice breaker between students if you teach classes who do not know one another -- and especially essential if you are teaching a small class size.

The game is excellent for practicing speaking skills, though make sure you save time for after the game to comment on any mistakes students may have made during the game. (I generally like to reserve this for after the game, so you don't disrupt their fluency by correcting them as they speak).

Write 3 statements about yourself on the board, two of which should be lies and one which should be true. Allow your students to ask you questions about each statement and then guess which one is the truth. You might want to practice your poker face before starting this game! If they guess correctly then they win.

Extension: Give students time to write their own two truths and one lie. Pair them up and have them play again, this time with their list, with their new partner. If you want to really extend the game and give students even more time to practice their speaking/listening skills, rotate partners every five minutes.

Bring the whole class back together and have students announce one new thing they learned about another student as a recap.

