



4.5 The 'Yes and No' Game

A couple of friends get together and take turns to ask each other questions. However, there is one condition - they cannot answer using Yes or No! The Players need to think laterally to survive in this game!



Communication Aims

- Locate appropriate words/phrases on your Talker to answer questions;
- Find alternate ways of answering a question other than 'yes' or 'no';
- Use a variety of both open and 'closed' questions (yes/no answer) to try to catch out the other Player.

How to Play:

Who: 2 or more Players, with a Helper to facilitate.

- Get the Players together and decide who is going to ask the questions first;
- The 'questioner' has 2 minutes (timed) to ask the other Player as many questions as they can and try to force them to answer 'yes' or 'no.';
- If the Player answers 'yes' or 'no' by mistake-they are out. If they make it to the 'bell' without doing so, they have succeeded! If the Player answering the questions cannot answer without using yes/no, they are also out;
- The Players then swap over and see if they can catch the other one out.

What You Need

- Lots of questions to ask the other Player (including plenty of 'closed' yes/no questions);
- Set vocabulary phrases programmed for the game e.g. 'Oh no', 'That's wrong', 'Got you!', 'Hurry up', 'You're out', 'Well done';
- A timer of some sort e.g. alarm clock, phone alarm/timer, egg timer.

Vocabulary

- A variety of questions to ask (both open and closed) e.g. Open - *What do you like to do at the weekend?* Closed - *Do you like swimming?*;
- Set vocabulary phrases programmed for the game e.g. *Oh no, That's wrong, I can't answer, Got you! Hurry up, You're out, Well done, My turn, I'm going to beat you!*;
- *Can you put that on my Talker?*

Hints and Tips

- Encourage the Players to use both open and closed questions to try to 'catch out' the other Player. If asked a 'closed' question, the player will have to think laterally to stay in the game e.g. 'Do you like chocolate?', 'I like it.'

Variation -

- Speed up the game by giving the Players only 1 minute to get a yes/no from their friend;
- Slow the game down by increasing the 'questioning time'. Longer turns may be needed by the Players.