

Let's talk!



Which type of person is most annoying?
Someone who...

1 never says you are right, even when you are.

2 always tells you what to do.

2



1

You could never travel without...

1 planning every single detail first.

2 finding good travelling companions.

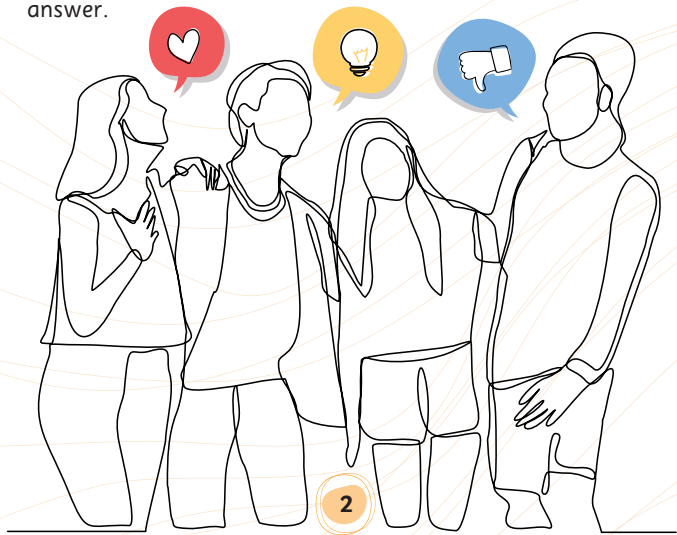
3 a suitcase...

Object of the game

Let's Talk! is a card game for students with a good knowledge of English - level **B1** to **C1** on the Common European Framework of Reference for languages (**CEFR**). The object of the game is to facilitate conversation, broaden language knowledge and encourage participation and socialisation.

This game makes it easy for students to converse and exchange opinions. Comparing and sharing opinions should always be a priority in order to create cohesion and integration amongst students.

The questions and answers in this game have been carefully chosen to ensure that the game is fun, without putting the players into difficult situations. This creates a dynamic and relaxing atmosphere which promotes natural and spontaneous language learning. The answers are obviously subjective and there is no "right" or "wrong" answer.



Contents

The game consists of:

- **132 cards** divided into 6 decks of 6 different colours. Each deck contains 22 cards:

22 PURPLE cards - **SUPERPOWERS**

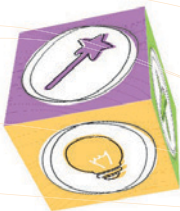
22 BLUE cards - **ANNOYING THINGS**

22 RED cards - **WISHES**

22 YELLOW cards - **OPINIONS**

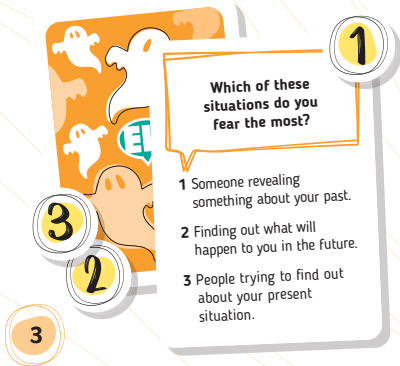
22 ORANGE cards - **FEARS**

22 GREEN cards - **NEVER EVER**



Each card contains a question and there are three possible answers, numbered 1, 2 and 3.

- **1 multi-coloured die** with six sides corresponding to the colours of the six categories of cards.
- **60 numbered tokens**, divided up as follows:
 - 20 with number 1**
 - 20 with number 2**
 - 20 with number 3**
- **1 instruction booklet** with instructions and suggestions.



How to play

At the beginning of the game each player receives three tokens: one token marked with number 1, one with 2 and one with 3.

The cards are then divided up according to colour and the 6 decks of 22 cards are positioned face down on the table. Each player rolls the die when it is their turn and turns over the first card from the deck corresponding to the colour of the die. The player then reads the question and three answers on the card aloud and without saying which answer they would choose, places the token with the corresponding number on the table, keeping the number hidden.

The other players try to guess which answer the player has chosen by putting their own tokens on the table with the number hidden.

When all the players have done this, the first player reveals their answer, explaining why they chose it and discusses the answer with the other players.

At the end of the conversation everyone turns their tokens over but only those who guessed the right answer win one point.

Then it is the next player's turn to roll the die and proceed in the same way.

At the end of the game the winner is the player who guessed the most answers and therefore knows the other players the best.



Games and educational activities

Playing on-line

The game is perfect for playing during on-line courses or lessons. Players read or show the card to the other players and then say which answer they have chosen and why. There are 132 questions and 396 answers which ensures a variety of topics, questions and answers. The game is the perfect starting point for debates and discussions even during distance lessons.

• CHOOSE THE CATEGORY

Participants decide which category they want to play with, therefore it's not necessary to roll the die.

• REMOVE SOME CARDS

Some cards are selected before the game starts and the game is played using only the selected cards. In this case players can choose whether or not to use the die.

• CAREFUL, I'M LISTENING!

Another way of playing the game is to listen carefully to the reasons given by the player answering the question and then give a mark from 1 to 3 to the player, taking into consideration the way the player read the question, the lexis used in the answer, whether or not the grammar was correct and if the answer was convincing. The winner is the player who has got the most points.



• **WHO CAN ADD THE MOST ANSWERS?**

Another great way of stimulating creativity is to read the question and the relative answers and then ask the players to add more answers.

In this case the winner is the player who thinks of the most alternative answers or the funniest and unusual ones.

Playing in this way means that other topics can also be introduced and it will be interesting to find out the other players' ideas.

• **CONVINCE ME**

The player who answers the question should not only give their answer, but also try to be convincing and explain their opinion to the other players. The winner is the player with the most points.

• **WRITE YOUR OPINION**

Another way of playing the game is to assign a card to each player and to ask them to write down the reasons for their choice of answer. The answer will then be read aloud and the other players give points based on the style, grammatical correctness and lexis.

These are only some suggestions on how to use **Let's Talk!** The game leader can use the game in different ways, depending on the language level of the players and their language objectives. It can be used as a basis for many other activities and is an effective teaching aid which stimulates and encourages the English language learning process.

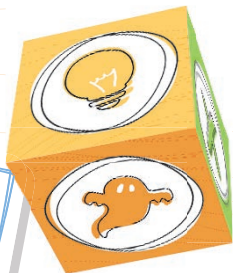
What worries you the most?

- 1 Refusing.
- 2 Choosing.
- 3 Changing.

2

Which smell do you think is the most annoying?

- 1 Garlic on someone's breath.
- 2 Body odour after exercising.
- 3 Sweaty feet that have been in trainers.



Which gift would you prefer to receive? A...

- 1 mobile phone.
- 2 cute puppy.
- 3 plane ticket.

Which sport is not for you?

- 1 Parachuting.
- 2 Bungee jumping.
- 3 Free climbing.

Where do you prefer to shop?

- 1 Online.
- 2 In shopping centres.
- 3 At the local shops.

You have a magic remote control which can...

- 1 change the climate.
- 2 modify your age.
- 3 transport you elsewhere.



1

3



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LEVEL A2-B1

Play for the planet

A board game which encourages players to practise talking about the environment, recycling, renewable energy, organic agriculture, organic food and an eco-friendly lifestyle.



LEVEL A2-B1

How are you?

A fun board game with an illustrated playing board. Players move along a path and reach the finish line by performing a series of tasks which require knowledge of lexis related to the body, health and a healthy lifestyle.



LEVEL A2-B1

Famous People from the English-speaking World

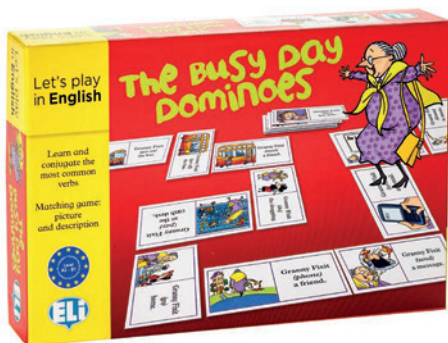
A fun card game based on the lives of famous people from all over the English-speaking world. Players match the famous people with their ID cards.



LEVEL A2-B2

The great verb game

This card game is great for revising grammar. It consists of 100 illustrated cards, 21 cards with subject pronouns, 8 cards with verb tenses and 3 cards with affirmative, negative and question forms.



LEVEL A2-B1

The Busy Day Dominoes

In this fun domino game players put daily activities into a logical sequence and conjugate verbs in the present, past and future.



LEVEL A2-B1

Let's Party!

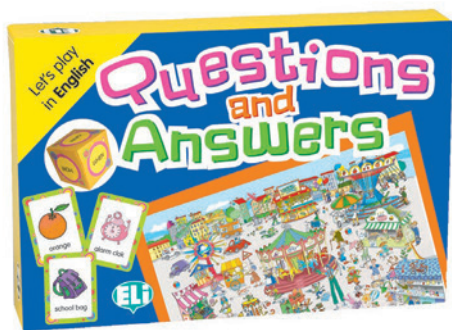
Who wouldn't want to go to a party in the garden? The aim of the game is to put the party planning activities in the correct order and to conjugate the verbs in the present, past and future.



LEVEL A2-B1

Question Chain

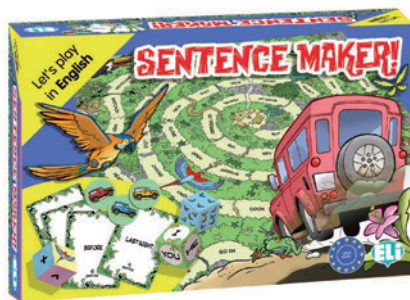
These cards provide a fun way of encouraging mini-dialogues and practising question forms, as well as introducing some common idiomatic expressions.



LEVEL A2-B1

Questions and Answers

A fantastic illustrated board depicting a very detailed fun fair. The board is filled with elements designed to improve observational skills. Players have to guess their opponents' cards by asking questions using the question words on the die: who, what, where, when, which, how.



LEVEL A2-B1

Sentence Maker

Verbs are the focus of this board game which consists of cards and 3 dice. The game helps students to make sentences in a fun way.



LEVEL A2-B1

The Story Maker

A great card game ideal for practising sentence construction and verb forms. The game stimulates imagination through the creation of stories.



LEVEL A2-B1

English Championship

A fun general knowledge game in which players challenge each other on topics including history, culture, traditions, geography, sport.



LEVEL A2-B1

Triboo

Triboo is a fantastic board game in which players guess their opponents' cards. There are 132 cards divided into 6 categories: science, history, geography, sport, entertainment, art and literature.



LEVEL A2-B1

Roundtrip of Britain and Ireland

A beautiful playing board illustrated with a map of Great Britain and Ireland. Players increase their knowledge of British culture by visiting cities, monuments and finding out about traditions and culture. It's just like being on a real road trip!



LEVEL A2-B1

Around the City

A lively board game based on the observation of places and services in the city. Players develop their knowledge of vocabulary including shops, transport, road signs and road safety.



LEVEL B1-C1

Let's Talk!

This game encourages socialisation and helps players to express and discuss their opinions.

CEFR: Common European Framework of Reference for Languages

A1 Beginner

A2 Elementary

B1 Intermediate

B2 Upper Intermediate

C1 Advanced

C2 Proficiency

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Let's Talk!

By Chiara Colucci

© 2022 ELI s.r.l.

P.O. Box 6 – 62019 Recanati – Italy

Tel. +39 071 750701 – Fax +39 071 977851

www.elionline.com

English Version: Karen Mackie

Art Director: Letizia Pigini

Editor: Gigliola Capodaglio

Graphic Design and Layout: Gianni Caputo

Production Manager: Francesco Capitano

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