

The Game of Chance

To play the game of chance you need three identical coins, a pen, and paper.

HOW TO PLAY

1. Think of a decision you have to make now or in the near future and write it down. This can be a serious question:

Example: *Should I accept the job?*
Should I leave home?

Or it can be less serious:

Example: *Should I buy that pair of shoes?*
Should I eat a dessert tonight?

2. Take turns throwing the coins five times. When it is your turn, you should hold the three coins in your hand and, feeling calm and clear, ask your question, in your mind or aloud.

3. Throw the three coins together and, on a piece of paper, draw lines.
 - If you throw 3 heads or 3 tails, draw an unbroken line like this: _____

- If one of the coins is different (for example, one head and two tails) draw a broken line like this: — — —

4. Make sure the first line is at the bottom. Throw the coins five times until you have a pattern of five lines.

Look at this example:

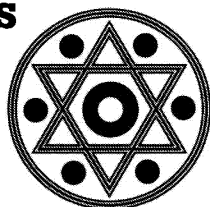
5th throw: 3 heads _____
4th throw: 3 tails _____
3rd throw: 2 tails, 1 head — — —
2nd throw: 3 heads _____
1st throw: 2 heads, 1 tail — — —

Look at the patterns below. The pattern in the example matches pattern number 26.

Now look at the meanings and read number 26: "You should wait."

This tells you what you should do about the question you wrote down.

PATTERNS



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32

MEANINGS

1. You should ask a friend for advice.
2. You have to be patient.
3. You should accept help.
4. You should be calm.
5. You should be careful.
6. You can't change now.
7. You should use your power carefully.
8. You should think about the dangers.
9. This is not a time to move forward.
10. You should think of others.
11. You have to be honest.
12. You can't act now.
13. You have to think about the situation at home.
14. You should take a safer direction.
15. You should take this opportunity.
16. You should think about the consequences.
17. You don't have to allow other people to decide for you.
18. You should talk to your family.
19. You are not able to do this.
20. You can do it but you'll lose something else.
21. You should enjoy the situation.
22. It won't be easy.
23. This is not a good plan.
24. You can feel confident.
25. You should think of others.
26. You should wait.
27. You should think twice.
28. You have to take this seriously.
29. You should be open to other people's ideas.
30. You shouldn't be so ambitious.
31. You should take your time.
32. This will bring happiness.

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Worksheet Progress Check

6-10

ACTIVITY

Groupwork: reading, speaking

AIM

To play a game of chance to help you make a decision.

GRAMMAR AND FUNCTIONS

Review of Student's Book B Lessons 6 to 10

Should I...?

You should/shouldn't...

You have to/don't have to...

You can/can't...

VOCABULARY

General

PREPARATION

Make one copy of the worksheet for every three or four students in the class. You will also need three identical coins for every three to four students.

TIME

20 to 30 minutes

PROCEDURE

1. Tell the students that you can't decide whether to give them homework or not, so you're going to toss a coin: heads, they get homework; tails, they don't. Toss the coin and do what the coin tells you!
2. Now explain that they are going to play a game which will help them to make decisions and which involves tossing coins.
3. Ask the students to work in groups of three or four. Give one copy of the worksheet and three identical coins to each group.
4. Give the students a few minutes to read "How to Play" on the worksheet. They should not start the game yet.
5. Demonstrate the game to the class, throwing the coins five times and drawing the pattern lines on the board. When you have drawn all five lines, ask the class to find the corresponding pattern number and its meaning.
6. Now the students are ready to start playing the game in their groups. It is important to tell them that this is a lighthearted game, and that they can keep their decision a secret, if they wish.
7. While the students are playing the game, answer any questions they may have, but otherwise don't intervene.