

Mid-Year Conference 2006
English Practice Workshop

PARLOUR GAMES



AND DRINKING GAMES



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Introduction

Parlour is an old word from England, meaning living room. So Parlour Games are traditionally played in the parlour, or living room. Parlour games were popular in the late 19th and early 20th century in the UK. Because there was not much evening entertainment for families, such as TV, families would sit together in their living rooms and play games together. Many of these games involved using English in fun ways.

When I was younger, I played these games with my family, particularly at Christmas time, when all the family were together. However, now I am older, I play different games with my friends.

So now, people play drinking games. The aim of these games is to have fun while drinking beer. Again, these games are fun games that use English. Lots of friends sit together and play these games, and the loser must drink some beer.

Today we will not use beer, we will use a different, "special" drink. And if you use these games in class, a forfeit or challenge, such as spelling a word on the board, or answering a question from the ALT, could be used instead.

I think it will be interesting to introduce you to these games, as they are fun games that use English. But they did not start in a classroom, or from ALTs. They have existed for many, many years, and are still played by Westerners today.

Drinking Games

[1] Categories

The players sit in a circle. Decide which player will go first. That player must think of a category, for example, "Countries in Asia." Then they will say the first word. The next player must quickly say another word, then the 3rd player, then the 4th, and so on.

There are 2 rules: no repetition, and no hesitation. A player must say a new word within about 5 seconds.

Example 1

Player 1: "Japan!"

Player 2: "China!"

Player 3: "Vietnam!"

Player 4: "Japan!"

Player 4 must now drink some beer (or do a forfeit, or challenge), as they repeated a word.

Example 2

Player 1: "Japan!"

Player 2: "China!"

Player 3: "Vietnam!"

Player 4: "ummm... !"

Player 4 must now drink some beer as they could not think of a word in time. And now, Player 4 must choose a new category and begin a new game.

The categories can be anything you like. Animals, food, objects, transportation, movies, music, types of words...

[2] Never Have I Ever

Again, all the players sit in a circle, with their drinks. Decide who goes first. The first player must say a true sentence beginning with "Never have I ever..." (I have never). Everyone listens. If you HAVE done that thing, you must drink. If you HAVEN'T, then you do not drink. If NO ONE drinks, then the speaker must drink. So, you must be clever when you think of your sentences. Also, you must be HONEST!

Then, the 2nd person must say their sentence, then the 3rd person, and so on.

Example 1

Player 1 (an American): "Never have I ever been to Australia."

Player 2: (an Australian): DRINKS.

Player 3: (an Australian): DRINKS.

Example 2

Player 1: "Never have I ever been to Hokkaido."

Player 2: DOESN'T DRINK

Player 3: DOESN'T DRINK

Player 1: "Oh no!" DRINKS.

Parlour Games

[1] Charades

Charades is a very old game, originally played in Victorian England. “Charade” means something that is acted out, something pretend, not real.

In the game Charades, one person uses gestures to act out the name of a movie, song, TV show or book. They must not speak. They act out the title word by word, one word at a time. The other players must guess each word, and then guess all of the title.

Charades has proper gestures that you must use when you play it. Here are the gestures:

1. FIRST CLUE

What kind of title is it? A movie, song, TV show or book?

Movie (an old-fashioned movie camera. Move one hand round like you are filming something):



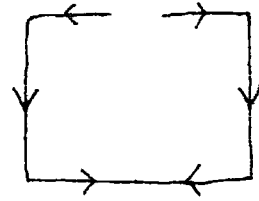
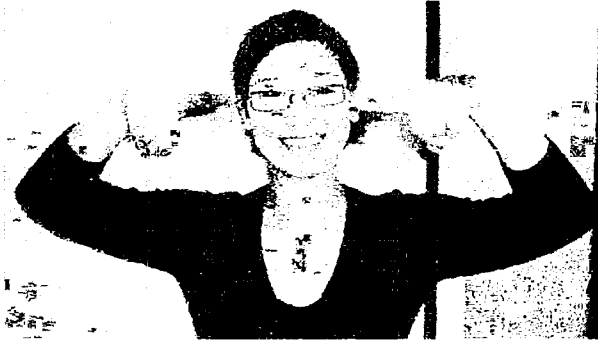
Book (open your hands like a book):



If a title is a movie AND a book, then do both gestures.

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TV Show (draw a square with your fingers, to make a TV screen):



Song (mime singing with your mouth open and your hands out):



2. SECOND CLUE

How many words are in the title? Hold up your fingers.

Example: 3 words are in the title. Hold up 3 fingers.



3. THIRD CLUE

What word will you describe first? You DO NOT have to describe the words in their

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correct order. Start with the easiest words.

Example: First, You will describe the 2nd word. Hold up 2 fingers.



And those are ALWAYS the first 3 clues. But, there are lots of other gestures used in charades.

- This means "AND" (*Hold your fingers to make a plus sign*)



- This means "TO", "TOO", "TWO" or "PEACE" (*Hold up 2 fingers*)



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- This means “THE” (*Hold your hands to make a big T*)



- This means “SOUNDS LIKE” (*Waggle your earlobe at the audience*)



This clue is used when it is a difficult word to describe. So, you use “Sounds like” and then do a gesture for a word that sounds like the title word.

Example

“That” is difficult. But, it rhymes with “cat.”

- So, use the “Sounds like” gesture.
- Then use gestures to describe a cat.
- When the other players guess “cat” nod yes and they can start guessing what words rhyme with cat.

Player 1: *does “Sounds like” gesture*

Players: “Sounds like...”

Player 1: *does “cat” gestures*

Players: Cat!

Player 1: *nods yes*

Players: Hat! Bat! Mat! Fat! That!

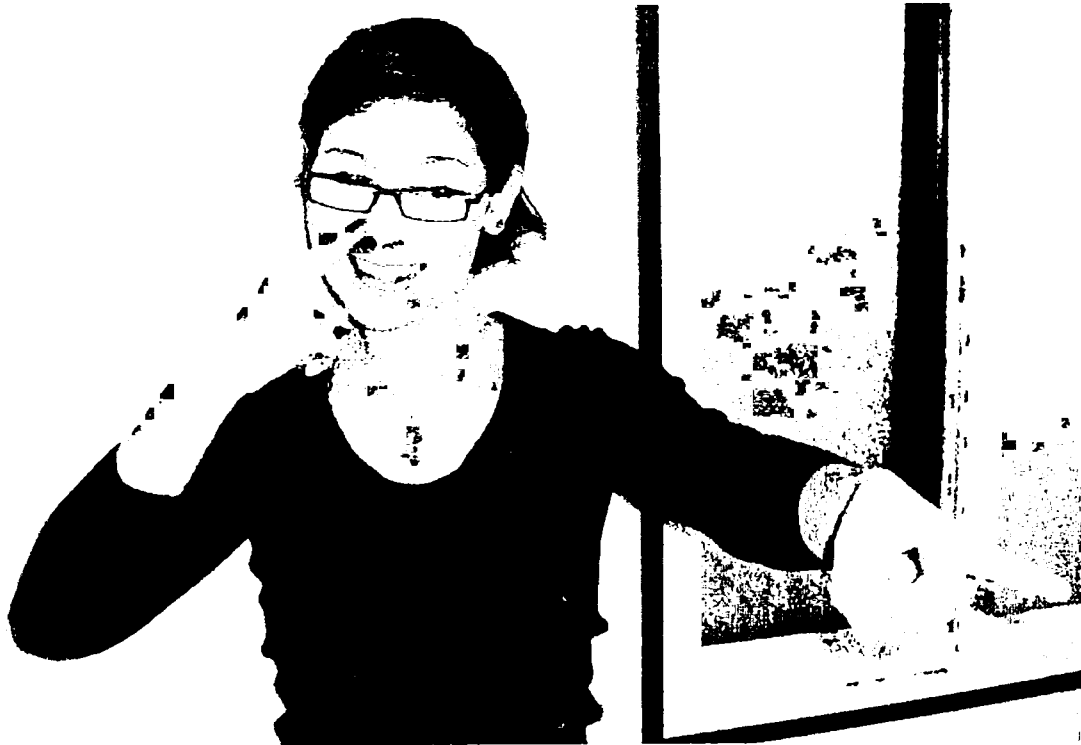
Player 1: *nods yes when they say “That!”*

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- If someone's guess is close, then point at them and do a rolling motion with your hands to indicate that they are close and should keep guessing. *Your hands go round and round, meaning "Keep going!"*



- Finally, if someone guesses the correct word, do this gesture: *Put one finger on your nose, and point at them with your other hand. This means CORRECT!*



[2] Celebrity Heads

Everyone writes the name of a famous celebrity on a sticky piece of paper. DO NOT let anyone else see! Then, stick the paper to the forehead of the person sitting opposite you. Everyone now has a famous person's name on their forehead. You must ask questions to the other players to guess who you are. These questions can only be Yes/No Questions.

Example(John Lennon)

Player 1: "Am I a woman?"

Players: "No!"

Player 1: "Am I a man?"

Players: "Yes!"

Player 1: "Am I American?"

Players: "No!"

Player 1: "Am I British?"

Players: "Yes!"

Player 1: "Am I an actor?"

Players: "No!"

Etc etc etc

But the question: "What job do I have?" is not allowed, because it is not a Yes/No Question.

[3] Consequences

"Consequence" means result. Eg, "the result of his action was..." = "the consequence of his action was..."

This is a writing game. You need more than 2 people to play. Everyone has a piece of paper and a pen. Everyone must only look at their own paper.

[MAN'S NAME] AND

At the top of the paper, everyone must write a man's name (it is best if it is a person well-known to the players) followed by "and." Then, fold over the paper so the name cannot be seen. Pass the paper to the person on your left. *Example*: "John and"

[WOMAN'S NAME] MET AT

On this piece of paper, write a woman's name (again, it is best if it a friend or a person well-known to the players) followed by "met at." Then fold over the paper and pass it to the left. *Example*: "Sarah met at"

[PLACE NAME], AND HE SAID

On this piece of paper write a place name followed by "and he said." Then fold over the paper and pass it to the left. *Example*: "Yamato High School, and he said"

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[WHAT HE SAID], AND SHE SAID

On this piece of paper write the man's comment followed by "and she said," fold the paper and pass it. *Example:* "'Where is the toilet?' and she said"

[WHAT SHE SAID], AND THE CONSEQUENCE WAS

On this piece of paper write the woman's comment, followed by "and the consequence was," fold the paper and pass it. *Example:* "'This way, follow me,' and the consequence was"

[THE CONSEQUENCE]

On this (the last) piece of paper, write the consequence, or result. Fold the paper for the last time and pass it. *Example:* "He found the toilet and was happy."

Now, everyone unfolds the paper and reads their funny stories to the rest of the group.

This is quite an easy game to play in class. Students can be put into groups of around 6 people, and students can listen, and follow the teacher's instructions.