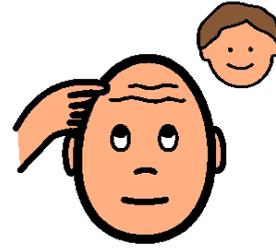


4.2 How well do you know your friend?

Answer questions about a friend using your Talker and then find out how many of their answers match! Navigate your Talker to find appropriate answers and tell them to your Helper to write down on the quiz sheet.



Communication Aims

- To recall personal information about another person and to locate appropriate vocabulary on own communication system;
- To ask questions and take part in turn taking to find out the correct answers from the other Player;
- To interact appropriately with both the Helper and the other Player.

How to Play

Who: Two Players, each with a Helper, if both have Talkers

- Each Player gets a quiz sheet with the same 5 questions on, to go away and answer about their friend, with a Helper to write down the answers;
- The Players then get back together to find out how many answers they got right. The Helper reads out the question (or the Player if they have the questions programmed in their Talker) to the friend and they give their answer;
- The Player asking the questions gets a point for each 'matching' correct answer;
- They then change over. The other Player now asks the questions to their friend and gains a point for each 'matching' answer;
- If the answers do not match, the Player can tell their friend what they thought was the answer;
- At the end of the game, you can discuss the results and talk more about the answers that did not match so that the friends get to know each other even better!

What you need

- A pre-made quiz sheet of appropriate 'About them' questions e.g. 'What is your favourite food?';
- Pens for recording answers on the sheet;
- 'About Me' vocabulary programmed on each Player's Talker;
- Appropriate topic vocabulary pages e.g. foods, time, places etc on each Player's Talker so they can suggest answers about their friend.

Vocabulary

- *About Me* vocabulary e.g. favourite foods, places, family members, pop groups etc available on each Player's Talker;
- General topic vocabulary e.g. food, drinks, places, family, pop groups available on each Player's Talker so they can suggest answers about their friend;
- The *Quiz Sheet Questions* available on the Talker(s), as appropriate;
- Vocabulary like *I'm not sure; That was a guess; That's easy; That's tricky; Well done; No way; I didn't know that* so the Players can comment both while answering the questions and when going over their answers together.

Hints and tips

- Make sure that the friends can't hear each other when they are filling in the quiz sheet e.g. One Player and their Helper could move to another room;
- If the Players are going to ask each other the questions, these will also need to be programmed on the Talkers. This is best practice if time allows.

Extension -

- To extend the game you could have more questions on the quiz sheet, or make the questions more difficult;
- You could go over the mis-matched questions individually with the Players again later that day, 'what was her favourite food again?' to see if they can recall what their friend's answer really was.