

Playing the ConFluency Card Game

Getting Started

Before beginning, prepare players by using a brainstorming activity or a previewing print. For short class times, this can be done as homework. The choice of preview material by the teacher is critical: this is where the teacher can focus the target content or grammar of the students' otherwise free conversation. See the previewing page for more information. You'll of course also need to print and copy a deck of cards for each group of players.

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The ConFluency Card Game is played in groups of 2–5 players; 3–4 players are optimal. Each group gets a deck of cards. Players are each dealt 3 cards, which are placed on the table face-up in front of each player. The remaining cards are placed in the center of the table in a draw pile, face-down.

To begin, a student with an Ask Any Question card plays first. If there are no Ask Any Question cards showing, Ask a Wh- Question or FREE! cardholders play first. If more than one player has any of the cards, they janken to decide the first player. Cards are played by a player placing one of their cards face-up in a discard pile in the center of the table. After a card is played, another is taken from the draw pile to replace it.

The player playing a Question card **must** choose an answering player (usually by name, a nod, or by pointing). The answering player next has the right to play an A + 1 Answer card, or a FREE! card if they have one in front of them, and to answer accordingly (here the FREE! card is played as an A + 1 Answer card). If the answering player has neither of these cards, answering with a short answer is sufficient.

From this point, the order of card play is determined in 2 ways: 1, as above, by a Question card player choosing the answering player; and 2, by the player who first places his or her card onto the face-up pile of cards in the center of the table.

Ending the Game

The game can end in several ways: when class time or another fixed time (10 minutes, for example) has passed; when playing in a large class with several groups, after 1 or 2 groups have used all their cards (and if time allows, rotating players to form new groups, and playing again).

To encourage the players to play (that is, speak) more quickly, and to add an element of competition to the game, all the cards may be dealt at the beginning of each game, and each player play from their own draw pile. The first player to use all of their draw cards wins, and also finishes the game.