

# Customs, lies and gestures

## Prepare

For this variation on "liar" games you need to get a list of gestures & customs for a number of countries from around the world.  
( Search Google)

You could do this as a multiple choice game or a true-false game.

Also you will need LIAR cards, 3 per person. (This is worth the effort for one of the best speaking games .

and if you've ever done a LIAR game this is possibly THE BEST CONTEXT.

## Model and play

The game goes like this:

The teacher writes a model on the board  
ie.

*IN AUSTRIA*

A) DON'T PUT YOUR HANDS ON YOUR LAP UNDER THE TABLE IN A RESTAURANT

B) WEARING GREEN SHIRTS ON SUNDAY IS IMPOLITE.

C) TO CALL A WAITER IN A RESTAURANT YOU SHOULD RAISE YOUR INDEX FINGER.

Tell the students to choose which one is a lie (obviously B is a lie).

Next the students write their own two truths and one lie using the slips of paper containing customs, traditions from different cultures.

Give out three liar cards per person.

Then model the game again having a student read their 3 sentences.

You, the teacher, listen and hold out your LIAR card saying, for example,

*"I think B is a lie"* If you are correct give the student the LIAR

card. If you are incorrect no change takes place. The students can now

walk around the classroom reading their sentences and challenging other students to discover their lies

The aim of the game is to have no LIAR cards.