

Like and be like coin games

Like and be like make me say yes

Take turns asking each other “like” and “be like” Yes/ No questions like those below. You get one point for each time that your partner says “Yes”, but no points if they say “No”, “I don’t know”, etc. You can only use each questions stem below once.

Suggested like and be like question stems

- Do you like...?
- Does your mother like...?
- Does... like...?
- Are you like your mother?
- Are you like...?
- Is your personality like...?
- Is your... like...?
- Is this town like..., do you think?
- Is ... like..., do you think?
- Do you like this town’s...?
- Do you like ...’s ...?
- Is your local area like...?
- Do you like your local area’s...?

Ask about question stems above you didn’t understand, weren’t sure how to answer, etc.

Play the same game, but first flipping a coin to see if you should use the verb “like” in your question (heads) or if you should use the preposition “(be) like” in your question (tails). You can use each question stem as many times as you like this time.

Do the same, but this time first flipping the coin to see if you will get a point if your partner says “Yes” (heads) or if you will get a point if your partner says “No” (tails). There are still no points for other answers such as “I don’t know”.

Like and be like coin bluffing game

Listen to your partner’s question and flip a coin to decide if you should answer “Yes” (heads) or if you should answer “No” (tails). Give that answer (even if it is false), answer any follow-up questions, then see if your partner can guess if your answer was true or not. Then take turns doing the same until your teacher stops the game.

Like and be like things in common coin game

Flip a coin and try to complete the sentence “We both like...” if you get heads or “We are both like...” or “Our... are both like...” if you get tails.

Do the same, but also flipping a coin to see if you should make positive sentences like those above (heads) or the negative sentences “Neither of...” (tails).