

17 Hard bargaining

Type of activity

whole class
exchanging and collecting

Function practised

making offers and setting conditions

Exponent

Would you . . . ?

Will you . . . ?

If I give you . . . , will you give me . . . ?

How about . . . ?

I'll . . . if . . .

Lexical areas

animals, DIY (do it yourself), cookery, household tasks

Problem vocabulary

camel, stepladder, wallpaper, paste, hardboard, tape, yeast, screwdriver, hoe, spade, trowel, shovel, sponge, hosepipe

How to use the game

Two versions of what is basically the same game are offered: *Bazaar* and *Jobs around the house*.

Bazaar:

This may be played with 8 or more students.

Copy one card for each student in the class and distribute them randomly.

The object of the game is for each student to obtain the animals he/she needs, by exchanging them directly or indirectly for the animals he/she has but doesn't need. To do this, students should move around the class, offering animals in exchange for others.

They will find that, in most cases, it is not possible to make a direct exchange, and that they may need to make a number of intermediate transactions in order to get what they want in the end, for example, a student with three horses on offer may not be able to exchange them directly for the camel he/she needs, but may have to acquire five pigs in exchange for the horses, in order to barter the pigs for the camel.

Students do not need to exchange all their animals at any one time, for example, if a student has eight pigs to exchange, it is possible to offer three pigs to one student, two to another and so on. Students may find it helpful to carry a pencil round with them to record transactions.

Depending on numbers of students involved and how the transactions are made, some students may not be able to get what they want, and will come home from market disappointed. The game is probably best played within a time-limit set by the teacher.

Jobs around the house:

The game may be played with any number of students, but 6 is a minimum to ensure sufficient interaction.

Copy one task card and a set of corresponding picture cards for each student in the class.

Give each student a task card.

Shuffle the picture cards and distribute them randomly, five to each student, so that no student gets the picture cards which correspond to his/her task card.

The object of the game is to collect the items necessary for the task allotted.

To do this, students should move around the class, offering items in exchange for others.

Students may only *exchange* items – they may not *give* them away. As in *Bazaar* therefore they may have to make ‘intermediate transactions’ in order to get the item they really want.

1 You need 1 camel.
You have (but don't need) 5 horses.

2 You need 2 horses.
You have (but don't need) 2 pigs.

3 You need 5 pigs.
You have (but don't need) 1 camel.

4 You need 2 horses.
You have (but don't need) 1 pig.

5 You need 1 horse.
You have (but don't need) 2 pigs.

6 You need 10 sheep.
You have (but don't need) 20 hens.

7 You need 10 hens.
You have (but don't need) 5 sheep.

8 You need 10 hens.
You have (but don't need) 5 sheep.

