

## Advanced Functions review games

### A: Extreme functions

*Compete to say one of the things below. You might need to set up the situation, e.g. decide what you are thanking people for.*

The longest thank you/ The most over-the-top thanks  
The deepest apology  
The best reason for your misdeed  
The most helpful offer  
The most persuasive invitation  
The most outrageous request that you can get someone to agree to  
The politest request  
The most emotional farewell/ The longest farewell  
The politest disagreement  
The strongest agreement  
The politest interruption of your partner's story about yesterday  
The greatest number of polite interruptions in one minute  
The politest turning down of an invitation/ The best reason for turning down an invitation  
The politest refusal to help/ The best reason for refusing to help  
The most enthusiastic greeting  
The best advice for the problem your partner tells you

### B: Situational functions

*Use as many of the functions on the next page as you can in one of the following situations, taking a card or ticking it off the list as you use it. The person who has used the most in that situation wins, then start again with a new situation.*

In the street	A supermarket
A market	A department store
A convenience store/ corner shop	A club
A bar/ A pub	A fast food restaurant
A posh restaurant	A cinema (= movie theater)
A theatre	A hospital or surgery
At home	In or near someone else's house
On the phone	By email
By text (= SMS)	On your blog/ Facebook page
A bus, coach or train	A hotel check-in desk
A taxi	A spa, public baths or sauna
A swimming pool or gym	A train station or underground station
A library or bookshop	A stadium or other sporting venue
A museum or art gallery	A concert or music venue
A post office	Immigration
On a plane	An airport check-in desk
At work	

Farewell	Greeting	Apology	Request
Offer	Invitation	Introduction	Suggestion
Refusal	Thanks	Advice	Opinion
Agreement	Disagreement	Speculation	Generalisation
Interruption	Clarification	Warning	Concession

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**Teacher's instructions**

*The second game works better if you cut up one pack of cards per group of three or four players, but you can just get them ticking them off the list instead (maybe with a different coloured pen or different symbol for each person and each round).*