

	Yes or No
Linguistic level (CEFR)	From A1 onwards (adaptable to all language levels)
Game objective	Avoid saying “yes” or “no” when answering questions from opponents and successfully make other players say these forbidden words.
Roles	Players take turns being the reader (questioner) or the one being questioned.
Rules	- The player in turn picks a card and chooses an opponent - Before reading the card, the player rings the bell to indicate the game begins - The reader reads the questions on the card trying to make the opponent answer YES or NO - If the opponent says YES or NO, ring the bell. The player who said the forbidden word gives the card to the questioner - If the opponent makes it through all questions without saying YES or NO, they keep the card - The turn passes to the next player
Number of players	2-6
Recommended age	7+ (adaptable based on content complexity)
Time (duration of a game)	15-30 minutes
Scores/how to win	The player with the most cards at the end of the game wins
Objects	Bell, cards with questions
Relationships	Competitive individual game with elements of direct interaction between players
Player profile	- <i>Context</i>: Students with oral comprehension of target language, interested in speed and attention games - <i>Skills</i>: Oral comprehension, ability to answer questions, linguistic control, quick reflexes - <i>Lexical themes</i>: Various, depending on cards used - <i>Socio-cultural context</i>: Understanding culturally appropriate questions for age and level
Skills, knowledge	- <i>Language</i>: Quick reformulation, synonyms, alternative expressions, linguistic self-control, expressive fluency - <i>Culture</i>: Alternative ways to express agreement/disagreement in target language, appropriate body language - <i>Soft skills and personal development</i>: Self-control, stress management, quick reflexes, focused attention, linguistic creativity, healthy competition