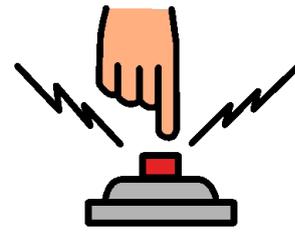


3.5 Simplified 'Just a Minute'

Get a few Players together to speak about a variety of topics against the clock! The topics can be curriculum based or more general and fun. Give Players the opportunity to say as much as they can about a set topic, and stick with it for 1 minute until the timer goes!



Communication Aims

- Say as much as you can about a given topic, using your Talker;
- Try to stay on that topic and not 'deviate' or 'change' to a different topic, for a full 1 minute.

How to Play:

Who: at least 2 or more Players, with a Helper 'Game Show host' to facilitate.

- Players take it in turns to be given a topic/pick a topic card e.g. Holidays, My weekend, My pets, My favourite things; which they must speak about for 1 minute (timed by the clock);
- The Player talking must try to remain on the topic, or else they can be challenged by the other Player(s). If it is agreed that the Player has gone off topic, the challenger then has a go to see if they can manage a full minute on the same topic. Whoever manages to last a minute gets a point;
- A new topic is then given to the next Player and the game continues;
- You could have the first to 5 points or 10 points, depending on time available and number of Players.

What You Need

- A set of cards with curricular topics written on them to choose from e.g. Recycling, the Romans, French food etc and/or a set with general fun topics like: My ideal weekend, My dream bedroom, When I grow up/leave school....etc;
- A timer (stopwatch, alarm etc) to time 1 minute;
- You could also have a 'buzzer' sound or 'Stop!' recorded on a Big Mack or other similar switch for the other Players to press if they want to challenge the speaker;
- A variety of topic vocabulary programmed into Talker(s);
- Some core vocabulary, phrases and comments on the Talker(s) for the Players to use;
- A box of small 'prizes' to choose from for the winner!

Vocabulary

- Topic vocabulary e.g. places, people, activities, food, clothes, jobs etc;
- Core vocabulary phrases and comments e.g. *I like it, that's good, I don't like it, I can't wait, that's my favourite, that's fun;*
- *Set phrases for the game e.g. Oh no! Your turn, Good Luck, Well done, You changed topic! My turn, That was easy, This is tricky!*

Hints and Tips

- When coming up with topics, think about what vocabulary is already on the Talker(s) and what you will need to add and also the difficulty level in relation to who is playing. Having Players with a similar level of language ability and access to vocabulary may work best;
- 'Engineer' the situation to be as much fun as possible e.g. pretend you're on a game show, with a fun game show host; create a sense of drama, humour and excitement-have a laugh when things go wrong;

Variation -

- You might find that 1 minute is not long enough for the Players to navigate and find suitable things to say on a topic (so it's all over very quickly!) Try making it 2 minutes or extend the time further, as you see appropriate;
- If the Players are doing VERY well at the game, you might like to introduce 'no repetition' of the same comment or 'no hesitation' if they are taking a long time to say more (perhaps on purpose!) You could add: You've already said that! and You're taking too long! to the Talkers, as challenges to the speaker.

Extension - Find an 'entertaining' Game Show host and include the game in a talent contest or end of term show- great for confidence building, some motivating competition and a sense of achievement.