

Rules: What's the Word?

A game for learning new words. Forces you to try to recollect new words, improving learning. At the same time, you practice the verbal strategies needed to make yourself understood.

BEFORE THE GAME

Divide the participants into teams with two to three people in each team and two to four (or more) teams in one game.

Cut out the words you are going to use. Put the words face down on the table.

Decide on a number of words you have to reach in order to win: e.g. "The team first to reach 15 words win".

PLAYING THE GAME

Use a timer of some kind and set it to 30 seconds. One member of a team takes a word and tries to explain it to the other team members without using the actual word. They can use synonyms or explain the context, or even make sounds or gestures. If the other team members answer correctly, the team "wins" that word and a new word is picked from the pile of words. When the 30 seconds are up, the next team repeats the procedure.

Continue until one team has reached the number of words you have agreed upon.

ADDITIONAL RULES (optional)

For each 30-second period, the person explaining the words may choose to skip one word that they do not understand or can not explain. At the end of the 30 seconds, the word must be read aloud and the group must try to figure out its meaning.

After the 30 seconds are up, the other teams may get a chance at guessing the last word that their opponents were trying to explain. If they are correct, they win that word.