GAME BASED ACTIVITY

Taboo (vocabulary game)



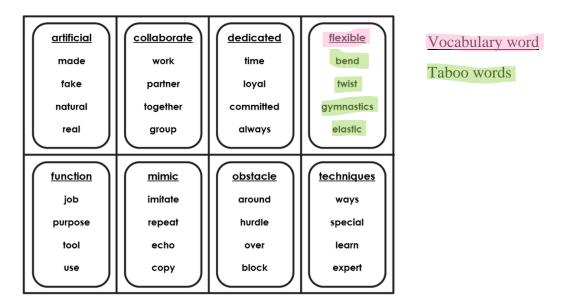
Type of Assessment

Formative assessments monitor learning while summative assessments evaluate. This activity will serve as a *summative assessment*. Its effectiveness depends upon students already having a good understanding of the unit's content. If they do not already have the vocabulary words memorized, they will struggle to participate and not have as much fun.

Learning Objectives

- Describe vocabulary words
- Use vocabulary words in a sentence

Game Description



This game is an adaptation of Taboo, a popular word-guessing game. The teacher creates cards based on vocabulary words and concepts from the unit. Consider choosing a mix of easy and hard vocabulary words.

Steps:

- 1. Students are divided into two equal groups
- 2. **Phase one of a turn**: Start 60 second timer
 - a. One student (Clue Giver) draws a card
 - b. Clue Giver describes the vocabulary word without using any of the taboo words
 - c. The rest of his/her/their teammates (*Guessers*) try to guess the word
 - d. The opposing team (*Checkers*) makes sure *Clue Giver* does not say any of the taboo words
 - e. One of four things can happen
 - If the vocabulary word is guessed, *Clue Giver*'s team gets a point
 - If *Checkers* catches *Clue Giver* saying a taboo word OR using pantomime, *Clue Giver* must discard the current card (no points awarded)

- If Clue Giver does not know how to describe the word, he/she/they can discard the current card (no points awarded)
- If the timer goes off, phase one of the turn is complete. Proceed to step 3
- f. Repeat steps 2a-2e
- 3. Phase two of a turn: Start a 30 second timer
 - a. *Clue Giver* tries to use the vocabulary word (on the most recently drawn card) in a sentence
 - b. Teacher evaluates the sentence on the suggested scale
 - No attempt / not understandable / 4 or more errors = 0 points
 - Somewhat correct / 2-3 errors = 1 point
 - Correct / 1 or fewer errors = 2 points
- 4. The teams switch roles. The team with the *Clue Giver* last turn are now *Checkers*, while the former *Checkers* now has an opportunity to earn points
- 5. Within each team, *Guessers* take turns being *Clue Giver*
- 6. Repeat steps 2-4 until Teacher chooses to end the game. As long as time allows, have each student be *Clue Giver* at least once
- 7. Tally up points
- 8. Team with most points wins

How will the game assess learning?

The game will assess learning through the points system. Phase one will evaluate "Objective one: Describe vocabulary words," and phase two will evaluate "Objective two: Use vocabulary words." In addition, throughout the game students will need to use reading and verbal communication skills.

Specific Example

Example of Taboo cards based on Unit 10

streamline	4	••
su camme	ctroom	III
	SHEATH	
	Ser cerri	

water river

organize

better

bottleneck

slow

glass

coke

delay

Artificial Intelligence

ΑI

robot

computer

brain

<u>debate</u>

argue

thesis

discuss

speak

technology

STEM

electronic

phone

science

<u>denial</u>

disbelieve

untrue

stage

change

personnel

employee

worker

organization

military

personal

self

private

me

body

Example of vocabulary words used in a sentence

- The organization has **streamlined** product production.
- I got to work late because traffic was **bottlenecked** at the accident.
- Telsa uses **Artificial Intelligence** to make self-driving cars.
- I watched all of the presidential **debates**.
- I don't think I could live without **technology**.
- The kid was **denial** about not being about to go to Disney Land.
- The base was full of military **personnel**.
- I need **personal** space.

At your discretion, students can slightly alter the form of the word (Ex. streamline becomes streamline or debate becomes debates).