



## TABOO

Submitted by: SARAH PEW

- \* **Subject Area:** teaching tool or game
- \* **Target Age Group(s):** 6<sup>th</sup> grade and up

### **Lesson Objective:**

Review (achieve proficiency in) vocabulary, and concepts in a fun and interactive game

This is a game based on the Hasbro Taboo game.

### **Materials Needed:**

Cards must be made for whatever topic is being reviewed. Sample cards can be checked out of the teacher resource room. Blank cards can be printed out from [www.chidush.org](http://www.chidush.org).

- On each card there is a main word on top with 5 sub words on underneath.

One minute timer

Buzzer (horn, whistle, or vocal chords are great buzzers)

Prizes (optional) to award the winning team

### **Procedure:**

1. Split the class into teams or pairs
2. Determine who will go first
3. The team who is going first must choose a representative to be the "reader", everyone else is a "guesser".
4. The "reader" must get the team to guess the word at the top of the card without saying any of the words (or part of the words) listed on the card. For example: If the word is "Shabbat", the 5 sub words might be: seven,



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Saturday, Friday, services, candles. The person reading the card would have to use OTHER words than those listed to describe Shabbat to get their teammate to guess the word.

5. One member from the opposite team must stand behind the reader to make sure he/she doesn't read any of the forbidden words.

6. If the reader DOES read a word on the card, the opposite team member buzzes and a new card must be drawn. (You can decide if they lose points for saying words on the cards, or just don't get points.

7. No "guesser" may look at the card the "reader" is using.

8. Each team has 1 minute to get as many cards as possible. The turn ends when time runs out.

9. The game can either be played for the duration of class, for a specific amount of turns per team (giving each child an opportunity to be the "reader") or to a specific number of points.



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## Taboo Rules – for those who have sticklers for the rules in their class, here are official Taboo rules (courtesy of Wikipedia).

An even number of players from four to ten sit alternating around in a circle. Players take turns as the "giver," who attempts to prompt his or her teammates to guess as many keywords as possible in the allotted time. However, each card also has "taboo" (forbidden) words listed which may not be spoken. Should the giver say one, a "censor" on the opposing team hits the buzzer and the giver must move on to the next word. For example, the giver might have to get his or her team to say "baseball" without saying "sport," "game," "pastime," "hitter," "pitcher," nor "baseball." The giver may NOT say a part of a "taboo" word.[1] Ex. using "base" in "baseball" is taboo. The giver may only use speech to prompt her teammates; gestures, sounds (e.g. barking), or drawings are not allowed (though modifications may be made for deaf or mute players). The giver's hints may NOT rhyme with a taboo word, or be an abbreviation of a taboo word.

While the giver is prompting the teammates (without hand motions), they may yell out as many guesses as possible, rational or not, with no penalties. Once the team correctly guesses the word, the giver moves on to the next word, trying to get as many words as possible in the allotted time. When time runs out, play turns over to the next adjacent player of the other team. The playing team receives one point for correct guesses, one penalty point if "taboo" words are spoken, one penalty point if the giver passes on more than one card.

The team with the most points at the end of a predetermined set of rounds, wins.

_____	
1.	_____
2.	_____
3.	_____
4.	_____
5.	_____

_____	
1.	_____
2.	_____
3.	_____
4.	_____
5.	_____





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