Teacher’s notes

This is ideal as a quick starter or plenary activity that engages students in a lively way and gets them actively involved in learning. This game helps to build speaking and listening skills and paired/group interaction and can be played between partners/teams/as a class. The words can be cut out and given to the opposing teams.

The aim is for players to guess the words on the card as quickly as possible. For every word guessed players/teams gain a point. However, the word itself cannot be used as it is ‘taboo’. Use of the taboo words costs the offending team a point. To make it more difficult, you could introduce a tight time limit. The Teachit Timer is ideal for this.

The key is to be as descriptive, quick and as accurate as possible. In the real game of Taboo, the key word is accompanied by five link words that cannot be used – so for example the key word apple would also have the taboo words: pie, red, fruit and cider or core – that cannot be used. To make the game more difficult for the class you could introduce taboo linked words, or just challenge the more able students with them.
Taboo is a word guessing game. The aim is to help your partner or team to guess all the words on the card as quickly as possible. For every word guessed, you get a point. However, **you cannot say the taboo word**. Be as quick and accurate as you can when describing the words. Using the taboo word means you lose a point.

Don’t forget to keep score!

**Team 1 words**

brother, cash, charity, hope, loss, mother, nativity play, prayer, Saint Anne, trust

**Team 2 words**

bribery, Christmas, danger, euro, family, shopping, St. Clare, stealing, threat, Water Aid