Starter

The purpose of this game is to practise defining and guessing the meaning of unknown media jargon. It is also a bit of fun!

Choose the correct definition for each word. If you are having trouble, ask your teacher to put the word into a sentence as giving it a context may make it easier to work out the meaning.

1) **clout** means
   a) a meteorological phenomenon
   b) power or influence
   c) courage

2) **a hard-liner** is
   a) someone who is uncompromising in his/her beliefs or policies
   b) a journalist who writes highly critical articles
   c) an obscure text

3) **brain drain** means
   a) the mental exhaustion experienced at the end of a day at school
   b) an operation to treat water on the brain
   c) emigration of skilled or clever people to other countries

4) **a pitfall** means
   a) a trap, danger or problem
   b) the decline of the mining industry
   c) the closure of a mine

Now write a sentence for each of the above words or expressions to illustrate their correct use.

1) Clout

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2) Hard-liner

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3) Brain drain

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4) Pitfall

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Team A

1. Look at the dictionary definitions for the words below.

2. Choose four words and write two extra, false, definitions for each.

3. Write your words and the three definitions neatly on a piece of paper, varying the order of the real and invented definitions.

4. Read all your definitions (real and invented) to the other team who must guess the correct one.

asset n (a) a thing or person that is valuable or useful: *Good health is a great asset*. (b) any property owned by a person or company.

catch-22 n (a) a situation in which a person is frustrated by a set of circumstances that prevent any attempt to escape from them. (b) a situation in which any move a person can make will lead to trouble [from the title of a novel by J Heller].

jettison v to throw away, abandon or reject (sth that is not wanted): *to jettison a plan, an idea, a theory, etc.*

stalemate n a situation in which two opposing forces find that further action is impossible or futile; deadlock: *Negotiations have reached (a) stalemate.*

think-tank n informal a group of specialists organised by a business enterprise, government body etc, and commissioned to undertake intensive study and research into specified problems.
Team B

1. Look at the dictionary definitions for the words below.

2. Choose four words and write two extra, false, definitions for each.

3. Write your words and the three definitions neatly on a piece of paper, varying the order of the real and invented definitions.

4. Read all your definitions (real and invented) to the other team who must guess the correct one.

**breakthrough** *n* 2 significant development or discovery, esp in science: *a major breakthrough in cancer research.*

**burden** *n* 2 something that is exacting, oppressive or difficult to bear: *the burden of responsibility*

**fully-fledged** *(or full-fledged)* *adj* 2 developed or matured to the fullest degree: *Computer science is now a fully-fledged academic subject.* 3 of full rank or status

**moot** *adj* subject or open to debate: *a moot point. It’s a moot point whether men or women are better drivers*

**quandary** *n* a situation or circumstance that presents problems difficult to solve; predicament or dilemma: *I’ve been offered a better job but at a lower salary - I’m in a quandary about what to do.*

**scapegoat** *n* 1 a person made to bear the blame for others
Team C

1. Look at the dictionary definitions for the words below.

2. Choose four words and write two extra, false, definitions for each.

3. Write your words and the three definitions neatly on a piece of paper, varying the order of the real and invented definitions.

4. Read all your definitions (real and invented) to the other team who must guess the correct one.

**backfire** *v* (*intr*) **2** to fail to have the desired or expected effect: *The plot backfired (on the terrorist) when the bomb exploded too soon.*

**cogent** *adj* compelling belief or assent; forcefully convincing: *He produced cogent reasons for the change of policy.*

**crack down** *vb* (*intr. Adverb;* often followed by on) **1** to take severe measures (against); become stricter (with)

**hackneyed** *adj* (of phrases, fashions, etc) used so often as to be trite, dull, and stereotyped

**snag** *n* **1** a difficulty or disadvantage: *We encountered several snags while still at the planning stage.*

**streamline** *v* **3** to make (sth) more efficient and effective, esp by simplifying: *We must streamline our production procedures.*
Team D

1. Look at the dictionary definitions for the words below.

2. Choose four words and write two extra, false, definitions for each.

3. Write your words and the three definitions neatly on a piece of paper, varying the order of the real and invented definitions.

4. Read all your definitions (real and invented) to the other team who must guess the correct one.

a/the happy medium n a course or state that avoids extremes: be/find/seek a happy medium.

hype n 2 intensive or exaggerated publicity or sales promotion: The public were not fooled by all the hype the press gave the event.

ombudsman n official appointed by a government to investigate and report on complaints made by citizens against public authorities.

predicament n 1 a perplexing, embarrassing, or difficult situation: A loan would help me out of my predicament.

upheaval n 1 a strong, sudden or violent disturbance: Moving house causes such an upheaval.
### Media buzzwords

Match the words on the left with their definitions on the right then choose five and write sentences to illustrate their use.

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<tbody>
<tr>
<td>1) clout</td>
<td>a) convincing</td>
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<td>2) hard-liner</td>
<td>b) trap, problem or danger</td>
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<td>3) pitfall</td>
<td>c) power/influence</td>
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<td>4) jettison</td>
<td>d) a dilemma</td>
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<td>5) stalemate</td>
<td>e) clichéd</td>
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<td>6) think-tank</td>
<td>f) an advisory group</td>
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<td>7) fully-fledged</td>
<td>g) someone who is uncompromising in his/her beliefs</td>
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<td>8) moot point</td>
<td>h) to abandon/reject</td>
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<td>9) quandary</td>
<td>i) deadlock</td>
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<td>10) cogent</td>
<td>j) a matter about which there is uncertainty</td>
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<td>11) hackneyed</td>
<td>k) well-established</td>
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<thead>
<tr>
<th>Chosen word</th>
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Teacher’s notes

Aim: To teach students some common media buzzwords.

N.B. The idea is taken from a card game called Chicanery. The definitions are taken from the Collin’s English Dictionary.

Team Game

1. Split the class into 4 teams.

2. Give students 20 minutes to write their definitions. Point out that they may want to rewrite the real definitions in their own words, to make them harder to distinguish from the invented definitions.

3. Teams A, B and C each take a blank sheet of paper and write their team name at the top. Team A reads its definitions to the other teams, who confer and write their chosen answer on the sheet of paper.

4. After all 4 expressions from Team A, the other teams swap answer pages and Team A reads the correct answers. Give one point for each correct answer.

5. The teams take back their answer sheets and the process is repeated for the other teams’ definitions.

6. Give a small prize to the team that has the most points at the end.