

Teaching notes

Taboo is a word guessing game. The objective is to have your team guess the key word on top of a card. This must be accomplished without using the word itself or any of the additional 'taboo' (forbidden) words listed on the card.

1. Students work in teams (an even number with at least two people in each team).
2. Each team needs a set of cards. It is worth copying each set onto different coloured paper and/or laminating them to ensure that you have all the cards back at the end of the activity in order to reuse them.
3. The cards need to be cut out and then shuffled and placed face down.
4. An individual from the first team takes the card from the top of the pile and then describes the word at the top of the card without using the words below. The rest of their team must guess which word is being described. Participants are not allowed to say 'sounds like' or 'rhymes with' and no gestures, sounds or drawings are permitted.
5. Should the individual use one of the taboo words, a member of the opposing team may challenge and the individual must move on to the next word.
6. Each individual is allowed two minutes (use the Teachit Timer) to describe as many words as possible to the players in their team (a longer time may be required to allow more descriptions to take place) before play passes to the next team. There are no penalties for wrong guesses.
7. For each word which is correctly guessed, the playing team receives one point. Prizes/merits could be handed out to the winning team in each group.

This activity is designed to extend the students' vocabulary range by finding other ways to describe the key word. It allows a review of geographical vocabulary in addition to reinforcing the students' memory of each geographical term.

In the lesson or homework prior to playing this game, the students could research the meanings of new terms.

Any of the key words, could be changed to suit the students' restless earth knowledge or to introduce a case study or example.

Extension activity

1. Each student puts a new vocabulary word at the top of a blank card.
2. Each student then has to write up to five words associated with the keyword at the top of the card.
3. Students can play 'Backward Taboo' where the teams have to guess the top key word given only the taboo words as clues from the card.

AFTERSHOCK	EPICENTRE	SEISMOGRAPH
<ul style="list-style-type: none"> ❖ Earthquake ❖ Tremor ❖ Shaking 	<ul style="list-style-type: none"> ❖ Earthquake ❖ Middle ❖ Crust 	<ul style="list-style-type: none"> ❖ Earthquake ❖ Measurement ❖ Instrument ❖ Machine
EARTH'S CRUST	CORE	MANTLE
<ul style="list-style-type: none"> ❖ Thin ❖ Outer ❖ Layer ❖ Solid 	<ul style="list-style-type: none"> ❖ Solid ❖ Centre ❖ Hot ❖ Iron 	<ul style="list-style-type: none"> ❖ Layer ❖ Convection currents ❖ Hot ❖ Magma
CONVECTION CURRENTS	CONTINENTAL CRUST	OCEANIC CRUST
<ul style="list-style-type: none"> ❖ Mantle ❖ Flow ❖ Magma 	<ul style="list-style-type: none"> ❖ Light/lighter ❖ Plate ❖ Land 	<ul style="list-style-type: none"> ❖ Heavy/heavier ❖ Plate ❖ Water ❖ Sea

RICHTER SCALE	COLLISION BOUNDARY	CONSERVATIVE BOUNDARY
<ul style="list-style-type: none"> ❖ Earthquake ❖ Measure ❖ One ❖ Twelve 	<ul style="list-style-type: none"> ❖ Plate ❖ Fold Mountains ❖ Himalayas ❖ Alps 	<ul style="list-style-type: none"> ❖ Plate ❖ San Andres fault ❖ Slide
DESTRUCTIVE BOUNDARY	CONSTRUCTIVE BOUNDARY	LIQUIFACTION
<ul style="list-style-type: none"> ❖ Plates ❖ Underneath ❖ Slide 	<ul style="list-style-type: none"> ❖ Mid Atlantic Ridge ❖ Plates ❖ Apart 	<ul style="list-style-type: none"> ❖ Water ❖ Earthquake ❖ Soil
EVACUATION	LAHARS	PYROCLASTIC FLOW
<ul style="list-style-type: none"> ❖ People ❖ Move ❖ Everybody 	<ul style="list-style-type: none"> ❖ Mud ❖ Volcano ❖ Flow 	<ul style="list-style-type: none"> ❖ Air ❖ Gas ❖ Hot ❖ Volcano

PRIMARY EFFECTS	SECONDARY EFFECTS	SOCIAL EFFECTS
<ul style="list-style-type: none"> ❖ First ❖ Immediately ❖ Impacts 	<ul style="list-style-type: none"> ❖ Afterwards ❖ Second ❖ Impacts 	<ul style="list-style-type: none"> ❖ People ❖ Impacts
ENVIRONMENTAL EFFECTS	ECONOMIC EFFECTS	INFRASTRUCTURE
<ul style="list-style-type: none"> ❖ Impacts ❖ Natural ❖ Ecosystems 	<ul style="list-style-type: none"> ❖ Money ❖ Impacts ❖ Cost 	<ul style="list-style-type: none"> ❖ Services ❖ Transport ❖ Amenities ❖ Buildings
WARNING SYSTEM	VOLCANO	APPROPRIATE TECHNOLOGY
<ul style="list-style-type: none"> ❖ Prepare ❖ Preparation ❖ Monitor ❖ Volcano ❖ Evacuate 	<ul style="list-style-type: none"> ❖ Erupt ❖ Mountain ❖ Lava ❖ Crater 	<ul style="list-style-type: none"> ❖ Retrofit ❖ LEDC ❖ Poor ❖ Suitable

BUILDING CODE	EARTHQUAKE	FOLD MOUNTAINS
<ul style="list-style-type: none"> ❖ Earthquake ❖ Law ❖ Prevent ❖ Reduce ❖ Government 	<ul style="list-style-type: none"> ❖ Shake ❖ San Francisco ❖ Bam ❖ Pressure ❖ Richter scale 	<ul style="list-style-type: none"> ❖ Alps ❖ Rockies ❖ Range ❖ Plates ❖ Boundaries
SUPER VOLCANO	TSUNAMI	GEOTHERMAL
<ul style="list-style-type: none"> ❖ Yellowstone ❖ Huge ❖ Lava ❖ Explosion ❖ Underground 	<ul style="list-style-type: none"> ❖ Wave ❖ Earthquake ❖ Water ❖ Ocean ❖ Shock 	<ul style="list-style-type: none"> ❖ Electricity ❖ Energy ❖ Core ❖ Ground ❖ Heat
RETROFIT	MAGMA	AID
<ul style="list-style-type: none"> ❖ Buildings ❖ Earthquake ❖ Houses ❖ Offices 	<ul style="list-style-type: none"> ❖ Lava ❖ Liquid ❖ Hot ❖ Mantle ❖ Convection current 	<ul style="list-style-type: none"> ❖ Help ❖ Money ❖ Charity ❖ Emergency