



## Game Makers – Descriptive Student Samples

Examples should not be given to students unless they “get” stuck, this is rare as most student groups will come up with something that will work. Students get very creative.

The lesson was developed with English second language learners in a university setting, so these events may not be the same as what your students create. Some games are definitely more complicated than others, however, that is OK as part of the learning of this activity is facilitation and being able to modify at the moment to make it work. Make sure to coach the ideas to fit the demographics and needs of your students.

Here are few descriptive samples from some recent Speech Game Makers events

- **Speaking marble game** -- a game based on the combination of monopoly and a game called Blue Marble. Teams choose cards and then have to explain the word without revealing the word. The other team, guess is the word forget to roll the dice. Instead of just rolling the dice and buying property on the game board, there are different speaking tasks that need to be carried out at different points on the board. The first team to successfully circle the board two times wins.
- **Speak or Squeak** - this simple game has two dice one to direct players around a game board to make one-minute speeches. On the keyboard, there are category words such as sports, dreams, music, etc. first roll the number dice and then the player lands on the category. They then roll the alphabet dice and have to think of a word that starts with that letter. They then have to make a one-minute speech using the category and the word.
- **I am the Leader** - this game is a drawing card game that has three different stages to earn leadership cards to become the leader. There are worker, manager, and CEO stages. These represent different rounds of word association games -- the first round "worker" is a tongue twister challenge where players will

draw cards with tongue twisters to do, and players will earn their leadership character cards during this phase. The second round is the manager stage, which is a speaker game where the scenario is presented, and as many words as possible for that scenario are spoken. During this phase, players will earn their hobbies and activity cards. The final stage is the CEO stage, and that is the longest word challenge. Letter dice are rolled in the person with the longest word spoken within seconds earns points. During this round players are winning their job description cards. Once all three phases are finished, players look at the cards that they have collected and see who has earned the best description of a leader.

- **Dice Makes Destiny** - This game is a modification of one-minute speeches. Cards with a category and six subcategories are used to make the prompt. One dice is rolled which will correspond with one of the six subcategories. The player must then give a one-minute presentation about the subcategory without using any of the other subcategories the opposing team watches and listens to be sure, the other subcategory words are not used. If a subcategory word is used, no points are given. If the one-minute speech is completed without using a subcategory word then a point is earned, and that team gets to roll again.