

JUST-A-MINUTE

The Game

Just-A-Minute invites the student speaker to talk on a given topic for sixty seconds or '**Just-A-Minute,**' without hesitation, repetition, or deviation. Two teams of four will compete in a challenging game that calls for strong speaking and listening skills.

Materials

Cut out the supplied Cards.

The materials required for **Just-A-Minute** are simply a stopwatch and two sets of four buzzers. A student host conducts the game and a teacher may act as the final judge should any disputes occur.

Skills

There are two important skills required over and above knowledge of subject and they are **speaking skills** and **listening skills**. The speaker must be clear, confident, and able to speak without hesitation or deviation from topic. Opposing team members must listen carefully in order to determine if any of those three rules are broken.

The Game and Rules

To start the game, the host will draw a card from the pack and **call the letter only**. The first team to hit the buzzer gets the opportunity to choose a member to say the rhyme couplet. If correct, that individual will have **Just-A-Minute** to speak on that aspect of **WWI**. For example, if the letter '**V**' is called and the rhyme is correctly identified, "**V for Vimy Ridge, a great Canadian victory.**" that team member will be given **Just-A-Minute** to speak on that topic, without hesitation, deviation, or repetition.

The focus is open, e.g. Trenches, Tunnels, Regiments, etc. The opposing team members must listen carefully in case any of those three rules are broken. If they

feel that the speaker has broken a rule they may buzz and challenge. The clock is stopped.

If the host accepts the challenge, the challenging team gets one point and takes over the remaining time on the clock.

The new speaker will continue with the topic but cannot repeat what the other team's speaker has said. The opposing team must now listen carefully to make sure that the rules are followed.

At any time, when a team has the floor, the speaker may 'tag' a team member to take over. When a tag is made, the clock is stopped in order that the new speaker may rise and it restarted upon the direction of the host.

Scoring

It is suggested that two students act as score keeper/time keeper.

1 point for every 10 seconds a team member speaks.

1 point for a correct challenge.

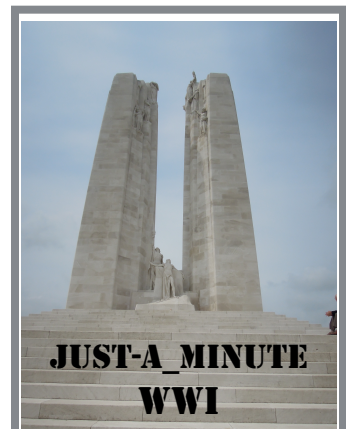
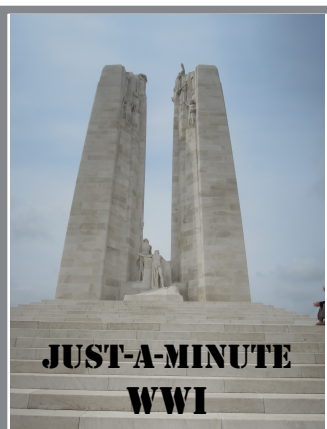
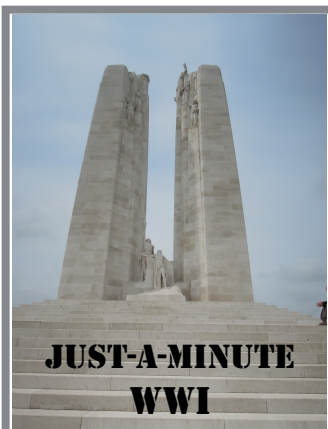
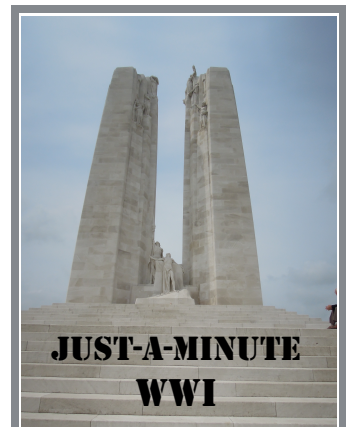
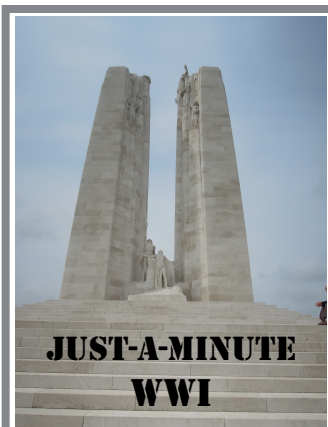
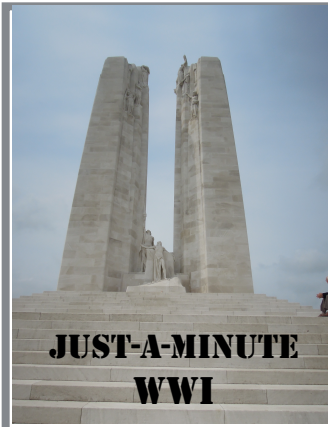
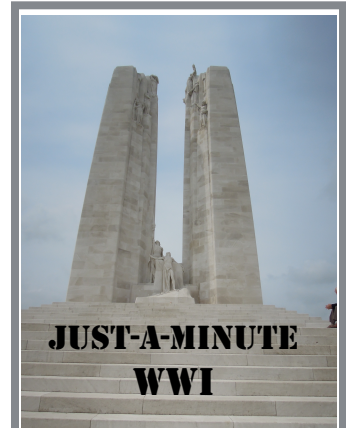
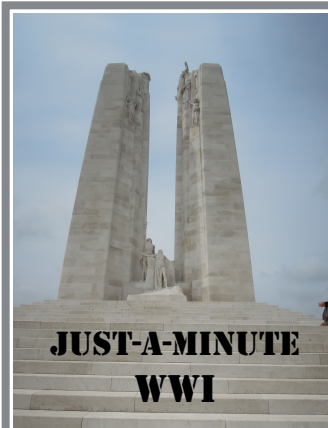
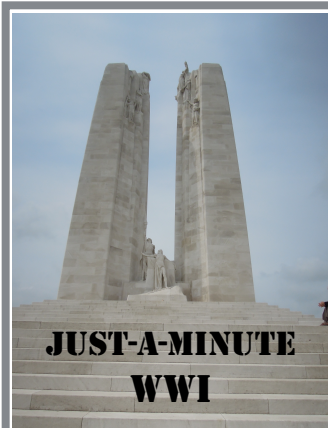
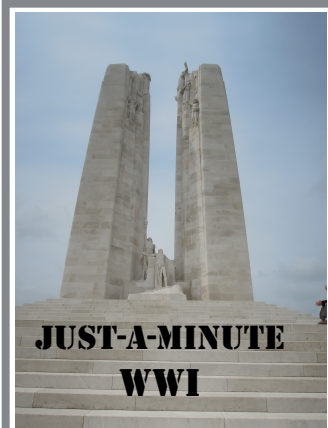
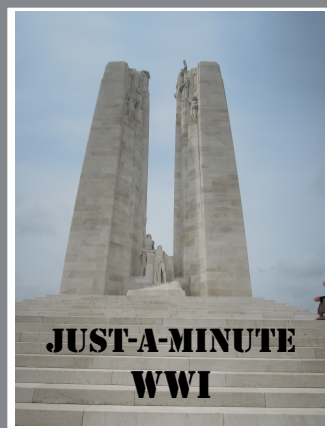
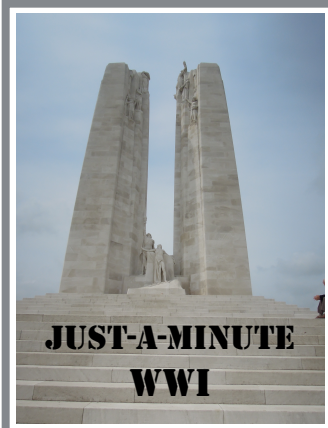
5 points to the team holding the floor at the end of the 60 seconds.

A team that speaks for **Just-A-Minute** without being challenged will receive a total of 11 points.

As a Knockout competition with 6 -8 teams per class, **Just-A-Minute** provides an excellent academic exercise. The game also offers a grade or school challenge.

Rights to modify the BBC Game, Just-A-Minute for educational use, were granted to Tom Dykes in 1995 by the creator of the game, Ian Messier.

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A

for
Austria-Hungary
who was dealt a Black
Hand

B

is for
BRITAIN
a war to save
Belgium,
y'understand?

C

is for
CANADA
now in the fight.

D

for the
DREADNOUGHTS
ships of great might.

E

is for
EMPIRES
for dominance they
vied.

F

for the
FRENCH
with Britain and
Russia,

G

is for
GERMANY
they had
Von Schlieffen's plan.

H

for the
HEROISM
of every woman and
man.

I

is for
INDUSTRY
manufacturing
materials of war.

J

for the
JOURNALISTS
who wrote about
what they saw.

K

is for the
KAISER
who had imperial
plans.

L

for the
LAND
they called 'No-

M

is for
MEDALS
The Victoria Cross
for deeds brave.

N

for
**November
11th**
the front silent,
as a grave.

O

for
**"Over the
Top"**
the bullets kill and
maim.

P

for the
POISON
in great clouds
of gas it came.

JUST-A-MINUTE

Q

for
Quebec
a conscription
crisis to confront.

R

for
REMEMBRANCE
of those
who died at the
front.

S

is for
SARAJEVO
the road to war
here, began.

T

for the
Trenches
home to every
fighting man.

U

is for the
U-BOATS
German terror at
sea.

V

for
VIMY RIDGE
a great Canadian
Victory.

W

is for
WAR ACES
Billy Bishop, Barker
and Roy Brown.

X

in
eXpectations
of being shot down.

Y

for the
YOUTH
Millions would die.

Z

for the
Zeppelins
roaming the sky.

For other History
Resources

What A Century!
Now this is History!
World War II
The Holocaust
The Pacific
D-Day
Battle of the Atlantic

Contact Tom Dykes

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