

# 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.

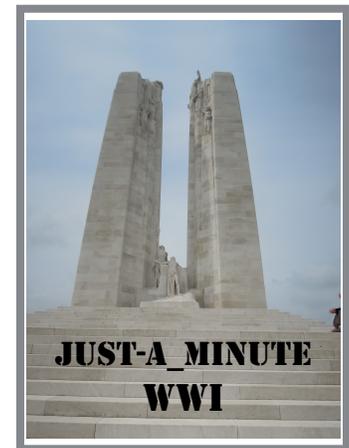
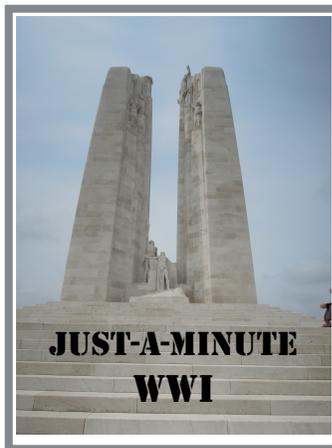
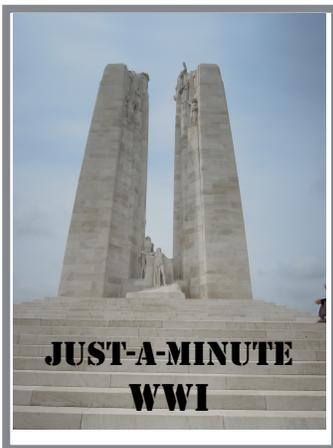
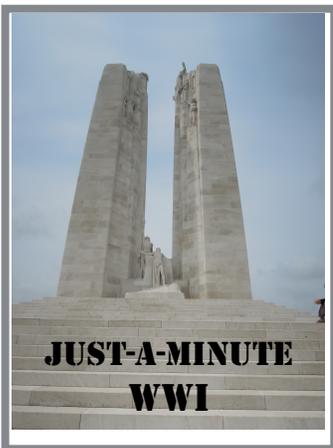
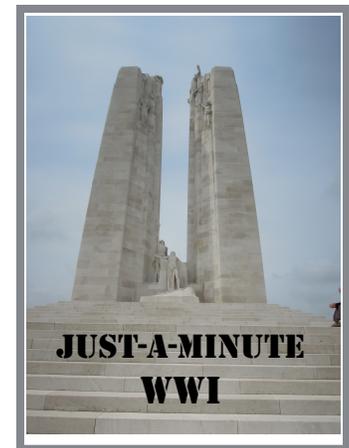
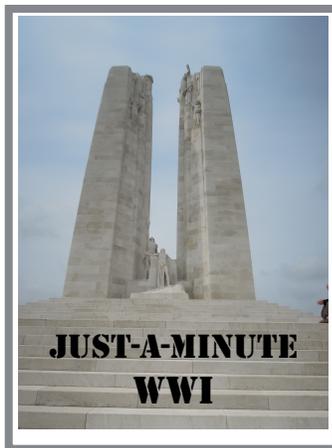
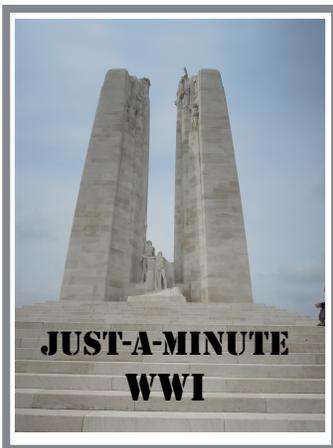
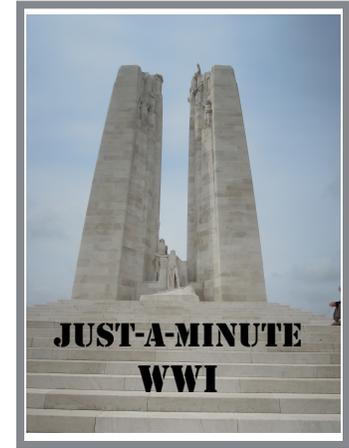
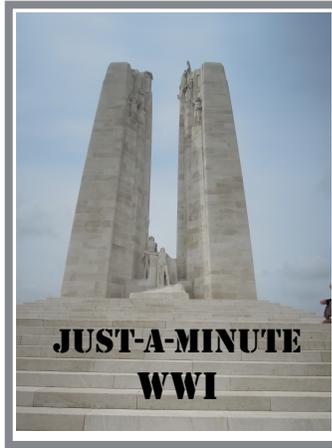
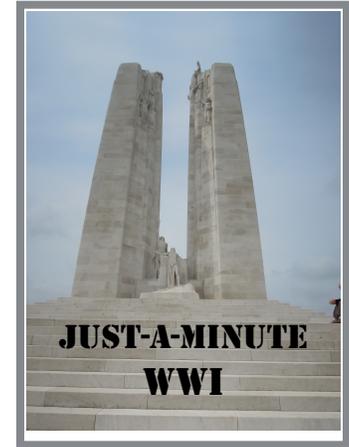
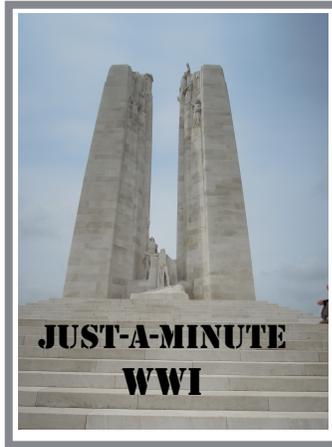
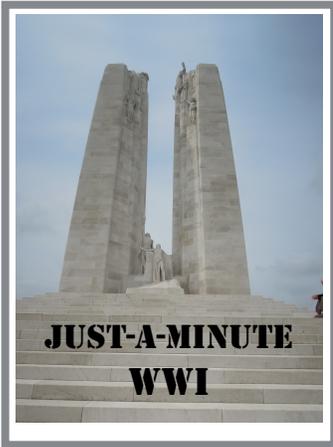
**5** points to the team holding the floor at the end of the 60 seconds.

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.*

**JUST-A-MINUTE**



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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.

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Resources

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