

JUST-A-MINUTE

WORLD WAR II



JUST-A-MINUTE RULES

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

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 call a letter from the **ABCs of World War II**. 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 WWII. For example, if the letter 'X' is called and the rhyme is correctly identified, "**X for Camp X, secret warriors train in Ontario.**" that team member will be given Just-A-Minute to speak on that topic, without hesitation, deviation, or repetition. The focus is open: Spies, sabotage, one on one combat, behind enemy lines 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.

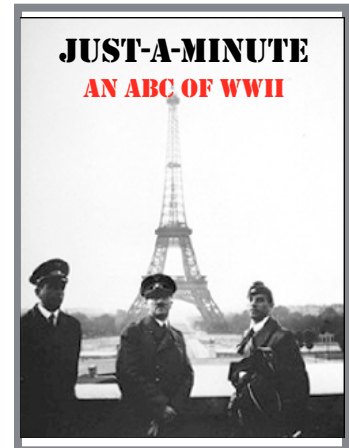
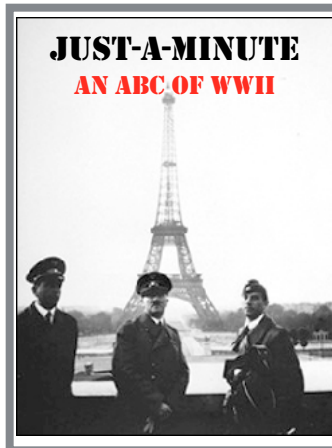
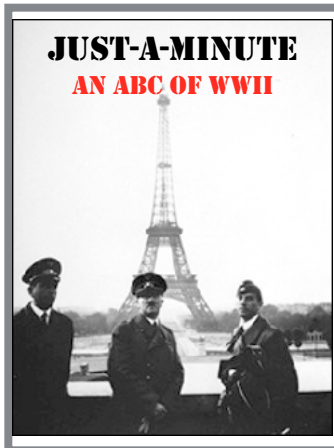
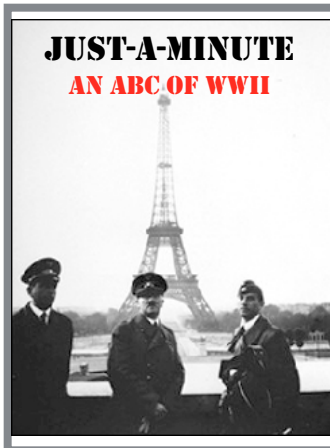
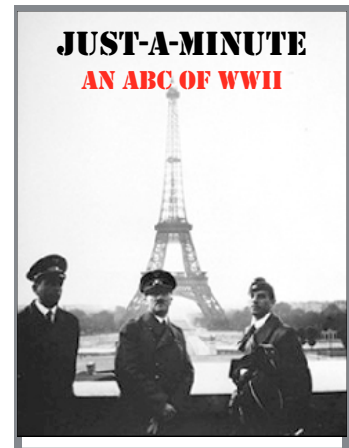
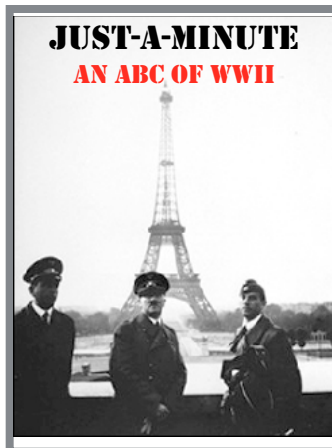
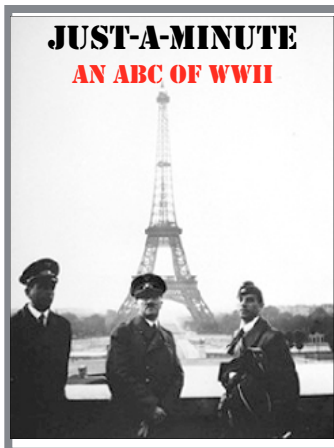
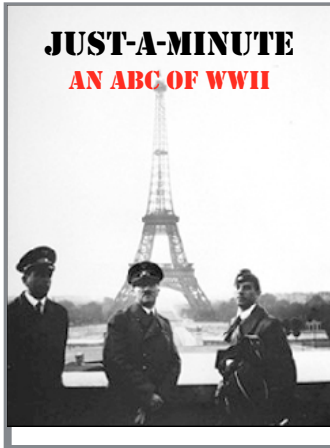
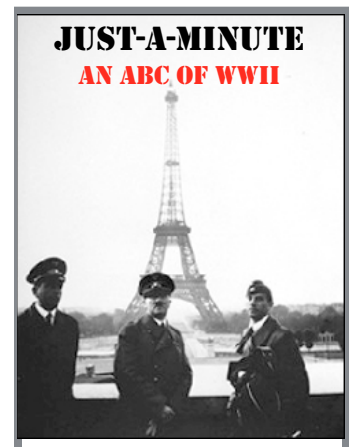
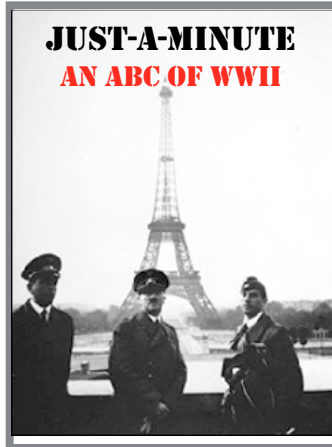
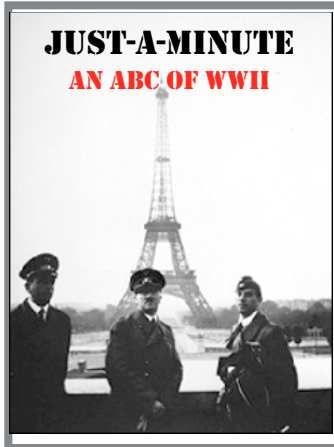
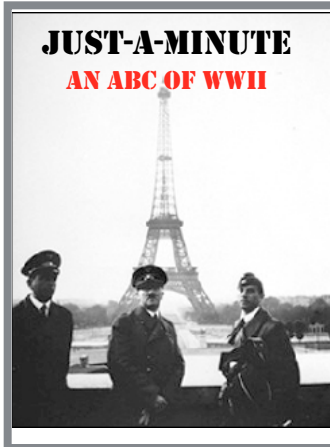
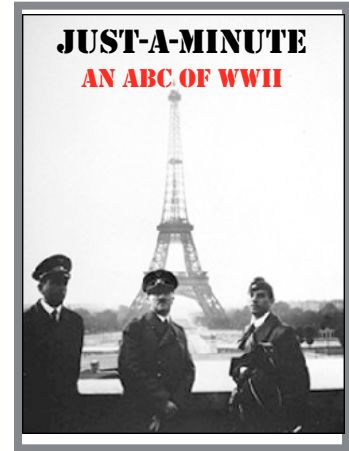
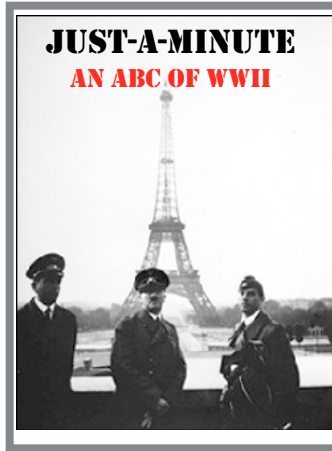
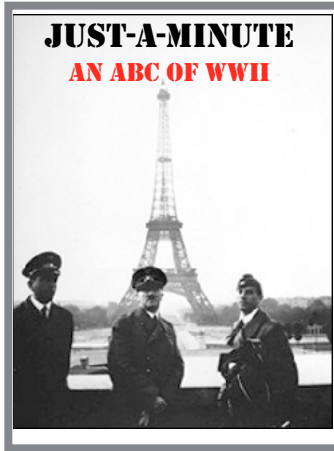
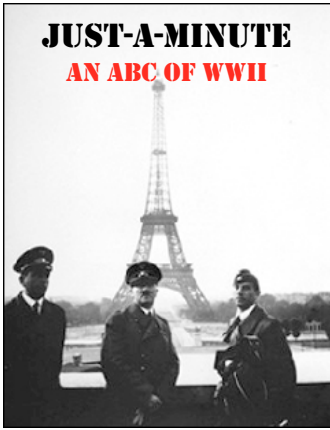
5 points to the team holding the floor at the end of the 60 seconds.

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 Ian Messiter, the creator of the game,

JUST-A-MINUTE



JUST-A-MINUTE

A

for the
ATLANTIC

For U-Boats,
A killing zone.

B

is for
BRITAIN

with Churchill, stood
alone.

C

is for
CANADA

“Once more unto the
breach!”

To learn about other
WWII -World History
resources:

D-Day
The Pacific
Battle of the Atlantic
The Holocaust
Now This is History
What A Century

Contact Tom Dykes

TMDsABCs@gmail.com

D

is for
D-DAY

Canadians storm ashore
at JUNO Beach.

E

for
EL ALAMEIN

‘Monty’ and Rommel
class in the sand.

F

is for
FRANCE

an occupied and
divided land.

G

is for
GERMANY

Third Reich established
by the Nazis.

H

is for
HOLOCAUST

‘Final Solution’
sought
at Wannsee.

I

is for
ITALY

Mussolini’s Fascists
in control there.

J

for
JAPAN

Imposing its
Co-prosperity Sphere

K

is for
KURSK

greatest tank battle of
the war.

L

for the
LEADERS

Roosevelt, Churchill,
King to the fore.

M

is for
MIDWAY

US carriers engage
those of Japan.

N

is for
NUCLEAR

Manhattan Project,
Little Boy, Fat Man.

O

for the
OCEANS

fleets carry battle to
sea.

JUST-A-MINUTE

P

for
**PEARL
HARBOR**
Japan's "Day of
Infamy."

Q

is for
QUISLING,
name given to
traitors
inside.

R

is for
RUSSIA
in the tens of millions
they died.

S

is for
STALINGRAD
Russia turns the tide
on the Germans.

T

is for
TANKS
Tigers, T-34s and the
Shermans

U

for
UNITED STATES
'Arsenal of
Democracy'
comes through.

V

is for
VENGEANCE
Hitler's secret
weapons, V1 and V2

W

is for
WEHRMACHT
to battle on too many
points.

X

for
CAMP X
secret warriors in
Ontario

Y

is for
YALTA
discussions about the
post-war world.

Z

for the
ZERO
Japan's Mitsubishi
Fighter unfurled.

