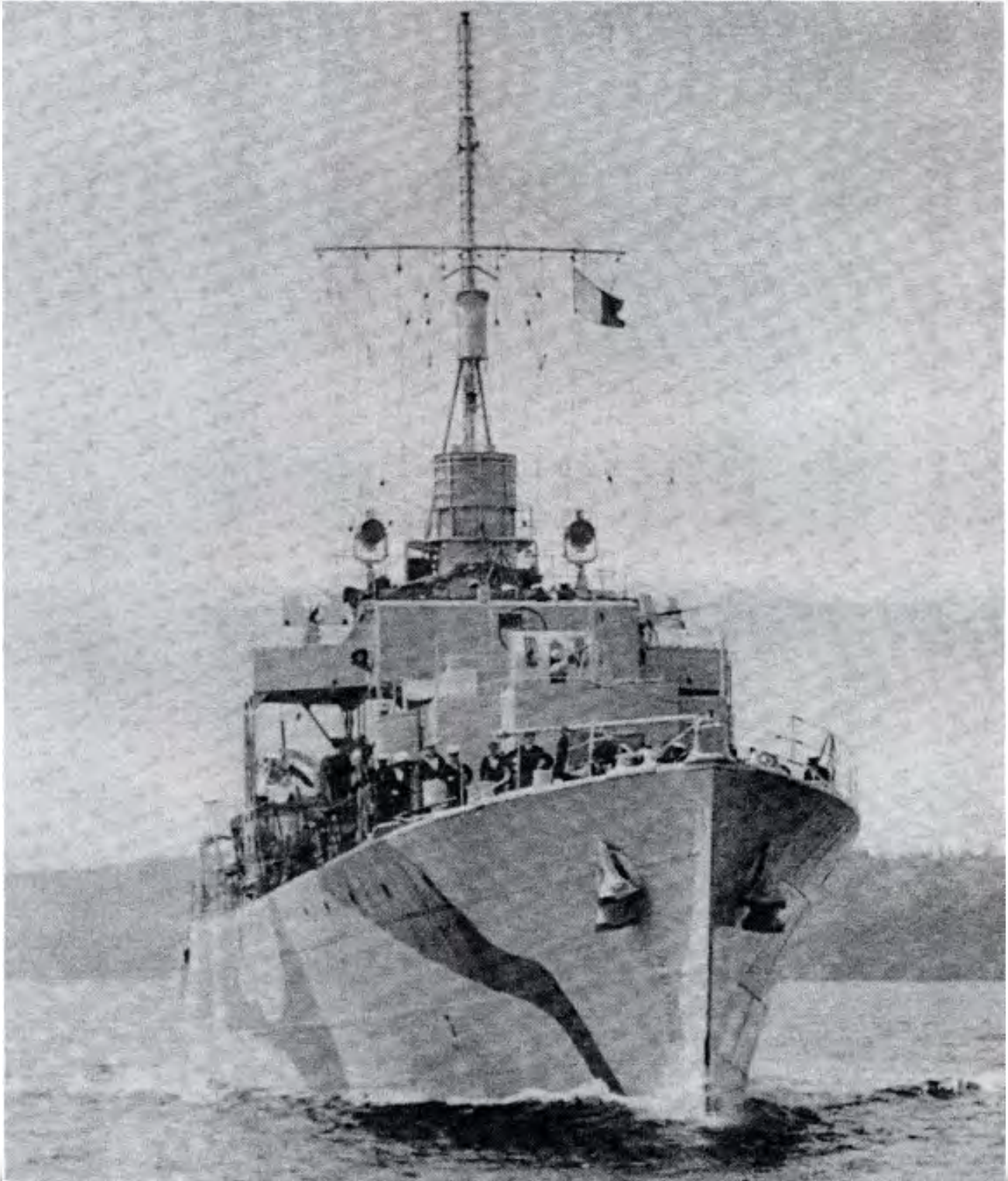


JUST-A-MINUTE

THE BATTLE OF THE ATLANTIC



By Tom Dykes (C) 2015

JUST-A-MINUTE

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 ABC's of The Battle of the Atlantic. 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 The Battle of the Atlantic. For example, if the letter 'D' is called and the rhyme is correctly identified, "D is for DESTROYER, the convoys ears and eyes." that team member will be given Just-A-Minute to speak on that topic, without hesitation, deviation, or repetition. The focus is open: where built, RCN numbers, role, names, actions, 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.

JUST-A-MINUTE

A

for the
ATLANTIC
longest battle of
WWII

B

is for
BRITAIN
Island Nation, supplies
must get through.

C

for the
CONVOYS
to carry troops and
supplies.

To learn about other
World History
resources.

Contact
Tom Dykes

TMDsABCs@gmail.com

D

is for
DESTROYER
the convoy's ears
and eyes.

E

for the
ENIGMA
German naval
secrets no more.

F

is for
FRANCE
U-Boats get new
bases, secure.

G

is for
GERMANY
seeking European
domination.

H

for
HALIFAX
primary port of
our nation.

I

is for
ICE
on the Murmansk
Run, we'd get.

J

for the
JUNKER 290
Germany's long
range threat.

K

for the
KRIEGSMARINE
the German Navy
encroaches.

L

is for
LIVERPOOL
HQ of Britain's
Western Approaches

M

is for
MERCHANTMEN
filled with supplies,
bore the brunt.

N

for the
NAVIES
Allies all hunt.

O

is for
OCEANOGRAPHY
the science grew fast
by the day.

JUST-A-MINUTE

P

for
**POCKET
BATTLESHIPS**
the Admiral Scheer
and Graf Spey.

Q

is for
QUESTIONS
Are we facing
defeat?

R

for the
RCN
Growing to be an
important fleet.

S

is for
**SURFACE
RAIDERS**
such as Gneisenau
and Scharnhorst.

T

for the
TURNING POINT
tactics, technology,
bravery, of course.

U

is for the
U-BOATS
Donitz, in wolf-packs
sent.

V

for the
VETERANS
to whom we owe
a debt.

W

is for
WEAPONS
Depth Charge,
torpedo, used on
patrol.

X

in
EXPERIENCE
AB to Admiral, each
played a role.

Y

is for
YOUTHFUL
those who often
faced harm.

Z

for their
ZEAL
in storm or in calm.

ABC Series.
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World War II Overview
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D-Day
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The Holocaust

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