

**JUST-A-MINUTE  
THE PACIFIC THEATER**



## 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 ABC's of The Pacific Theater. 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 Pacific Theater. For example, if the letter 'T' is called and the rhyme is correctly identified, "**T for Tokyo, Hirohito on the Chrysanthemum Throne,**" that team member will be given Just-A-Minute to speak on that topic, without hesitation, deviation, or repetition. The focus is open: Emperor Hirohito, Tokyo at war, The view of Emperor as a God, 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**

**A**

is for  
**ASIA**  
a continent ready  
to explode!

**B**

for  
**BUSHIDO**  
Japan's Samurai  
code.

**C**

is for  
**CARRIERS**  
Task forces at sea  
seeking dominance.

**D**

is for  
**DOOLITTLE**  
air raid on Japan  
gave him  
prominence.

**E**

is for  
**EMPIRES**  
a collision course  
could be read.

**F**

for  
**FORGOTTEN**  
of Britain's Army  
in Burma, it was  
said.

**G**

is for  
**GUADALCANAL**  
US Marines tested  
and won.

**H**

for  
**HONG KONG**  
Fell on  
Christmas Day,  
'41

**I**

is for  
**ISLANDS**  
Stepping-stones  
for US Marines.

**J**

for  
**JAPAN**  
Co-prosperity  
Sphere,  
one of her dreams.

**K**

is for  
**KAMIKAZE**  
'Divine Wind a  
fearsome sight.

**L**

for  
**LITTLE BOY**  
dropped on  
Hiroshima to end  
the fight.

**M**

is for  
**MIDWAY**  
US Navy Destroys  
Japan's Fleet.

**N**

for  
**NANKING**  
raped and  
pillaged after  
defeat.

**O**

is for  
**OKINAWA**  
last bastion  
before  
mainland Japan.

**P**

for  
**PEARL HARBOR**  
"Day of Infamy"  
where is began.

**JUST-A-MINUTE**

**Q**

is for  
**QUESTIONS**  
about secrets or  
plan.

**R**

for  
**REPULSE**  
British Battleship  
sunk by Japan.

**S**

is for  
**SPECIAL FORCES**  
Chindits,  
Marauders,  
Tigers flown.

**T**

for  
**TOKYO**  
Hirohito  
on the  
Chrysanthemum  
Throne.

**U**

is for  
**USA**  
aroused and in  
fury.

**V**

for the  
**VICTORY**  
surrender on the  
Battleship  
Missouri.

**W**

is for  
**WASHINGTON**  
negotiations and  
hope  
still remain.

**X**

for  
**XENOPHOBIA**  
on both sides, for  
the other, distain.

**Y**

is for  
**YAMAMOTO**  
the Pearl Harbor  
attack, he  
planned.

**Z**

for the  
**ZERO**  
Japan's fighter  
took command.

To learn about other  
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Contact  
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