

**JUST-A-MINUTE
D-DAY**



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 D-Day**.

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 D-Day. For example, if the letter '**J**' is called and the rhyme is correctly identified, "**J for JUNO, landing the Canadians made.**" that team member will be given Just-A-Minute to speak on that topic, without hesitation, deviation, or repetition. The focus is open: beach sectors, targets, casualties, RCN support, 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



JUST-A-MINUTE

A

is for
Allies
American, British,
Canadian, Free
French.

B

for the
Bocage
hedgerows that helped
German defence.

C

is for
Caen
Capital city, battered
and bloodied by war.

To learn about other
WWII -World History
resources.

Contact
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D

for
D-Day
start of France's
Liberation,
June 6, 1944.

E

is for
Eisenhower
Supreme
Commander,
to 'Go' was his call.

F

for
Festung
Europa
Germany's fortress,

G

is for
GOLD
A beach the
British attack.

H

for the
Horsa
Glider,
silent on track.

I

is for
Invasion
Overlord, a Great
Crusade.

J

for
JUNO
Landings the
Canadians made.

K

is for
Kriegsmarine
the Allied Armada
got by!

L

for the
Luftwaffe
Swept from the sky.

M

is for
Mulberry
Man-made Harbour,
towed.

N

is for
Neptune
the Armada's name,
a code.

O

is for
OMAHA
A 'Bloody' American
beach.

JUST-A-MINUTE

P

for the
Paratroops
the Allied Airborne
reach.

Q

is for the
Question
“When do we
Go?”

R

is for
Rommel
German Field
Marshall, the
Allies old foe.

S

is for
SWORD
A Beach under British
control

T

for the
Tanks
some called ‘Funnies’
played a role.

U

is for
UTAH
on Cotentin, another
American Beach.

V

for
V1 & V2
Weapons of revenge,
Hitler’s final reach.

W

is for
Weather
What will
meteorologists say?

X

in
eXpectations
on that decisive day.

Y

is for
Young
those men who
fought and died.

Z

for the
Zeal
of all who
committed and
tried.

An ABC
of
World War II
D-Day

An ABC
of
World War II
an Overview

An ABC
of
World War II
The Pacific Theater

An ABC
of
World War II
The Holocaust

An ABC
of
World War II
The Battle of the
Atlantic