HELLO!

Thank you for purchasing my product. I hope that your students will enjoy it and have fun.

Remember that the file is for educational purposes only. It means you can use it during lessons, but it is forbidden to redistribute it further.

I would appreciate it very much if you share your opinion or pictures of using the cards in action!

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Gameplay Options

Classic (team)

Divide the group into two teams and determine which team starts the game. The starting team chooses the first person to describe the password written on top of the card. The words listed under the password are taboo - it is forbidden to use them. Determine the duration of one round - students can guess unlimited passwords within this time. Then change the team. The game ends when students run out of cards or when all people have described the passwords. For each card guessed, the team gets 1 point. The one that gets more of them at the end wins.

Thieves (team)

The game proceeds as in the classic variant, with the change that students can also "steal" points from the opposing team by guessing their passwords. The point goes to the faster team.

Race (team)

Divide the group into teams. Each team gets its own set of cards (the same or different). You need to determine the duration of one round. In each round, the designated students from the teams simultaneously describe the passwords from the cards. Students who describe the password should rotate after each round. The first team to guess all the words wins.

First come, first served (solo)

One student describes the words on the card while the others try to guess what it might be. The person who does it first gets 1 point and describes the next password. The student with the highest number of points wins.

NOTE: At lower levels, students can treat the words written on the card as hints, which they can use in the description.

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