

TRAINING ACTIVITY “FORBIDDEN WORDS”

ACTIVITY DESCRIPTION

In groups of three, the class will use creative skills to describe a topic without using the “forbidden words” listed. A team member will have to guess the topic based on the “clues” given. Game is played similar to “Password” with restrictions.

Instructions:

- ?? In advance, prepare a concept or topic on an index card. This card should also list words, which should not be used in defining the concept or topic. (Example: The concept is *simulation games*, the forbidden words are *simulation, game, play, rules, reflect, represent, model, win, lose, and real.*) Select the concepts and forbidden words with care to make the game interesting. Force your players to come up with plain English translations of technical definitions.
- ?? Organize the participants into triads.
- ?? The first player (sender) describes the concept and the second player (receiver) tries to guess the concept. The third player (monitor) keeps track of the time and makes sure that none of the forbidden words are used. When the receiver guesses correctly and shouts out the concept, the monitor announces the time. This time is recorded on both the sender’s and the receiver’s score sheet.
- ?? If the sender uses a forbidden word, they arbitrarily receive a time score of 3 minutes.
- ?? At the end of 20 minutes or when all triads complete their cards, have them add their scores to determine the winners.
- ?? Follow up with discussion on how easy it was to determine to topic when certain words could not be used. Do people naturally resist using certain words for sensitive topics?

KEY LEARNING POINTS

This activity will challenge the learner to identify a topic based on a limited number of clues.

VARIATIONS

- ?? Class size cannot be divided into even groups of 3? Have one triad participate while the remaining class members observe and write what they think the topic is on paper. Award 10 points if they come up with the topic before the “receiver” does; 5 points if at the same time and 1 point if they don’t get it before the receiver does.

RESOURCES NEEDED
?? Concept/Index cards (sample topics attached). ?? Timers (learners having watches with seconds will suffice as monitors). ?? Score sheets and writing instruments.

SOURCE
Thiagi, Inc., www.thiagi.com/game-forbidden.html

Topic Suggestions for Starters:

Card	Forbidden Words
1. Burglary	?? Break-in ?? Crime ?? 459
2. Rape	?? Crime ?? Sex ?? Force ?? Penetration ?? 261
3. Indecent Exposure	?? Flash ?? 314
4. Robbery	?? Force ?? Fear ?? Steal ?? Take ?? 211
5. Stolen Vehicle	?? Take ?? Car, auto, vehicle ?? 10851