

## 21. Picture taboo

A less boisterous version of Taboo, students describe objects for their classmates to guess.

### How to play

For this game, you will need a tablet computer or a smartphone with a large screen. You will also need a set of 10 to 20 pictures of objects based around the theme of the lesson. Preload these into a folder on the tablet so they can be swiped through.

Make sure the students are seated in a circle and explain that the tablet will be passed around the group. The student who receives the tablet must swipe to the next picture and describe the object, for example, its physical appearance or its function. He or she must not say the name of the object, even if they know it. The other students in the class try to guess the object in the picture. If it's guessed correctly, the student shows the picture to the class to confirm the guess and passes the tablet on to the next student. If they're having trouble getting the answer you can ask the student with the tablet pertinent questions to help get relevant information out to the class.

In a monolingual class, I would allow the students to guess the name of the object in their native language if they recognise it but don't know the English name. The teacher then feeds in the English name for the object.

This game is a great warmer for a theme based conversation class.

