

Digital Schoolhouse

Computational Word Games: Three Word Stories

Aim of the Game

The aim of the game is to try and find a way to get your partner to say the hidden word without actually using it yourself; whilst simultaneously telling a story only three words at a time.

How to Play

- Play in pairs
- First person picks up a word card and keeps it hidden, then says three words to begin the story
- Second person says another three words to continue the story
- Repeat the process until word hidden word is said or time limit is reached
- (Online Clip: <https://www.youtube.com/watch?v=DCataNWjw-Q>)

Organisation of the Activity

- Divide the class into pairs
- Give each pair a pack of word cards (add to the fun by mixing in some random words amongst your other carefully selected ones)
- Allow each pair to play the game independently
- Alternatively, call a single pair to the front to play the game in front of the rest of the class.

Suggestions for use

This activity is useful as a starter or plenary, or alternatively as a quick activity to break up the session. It can be played in multiple ways. For example, allow individual pairs to play in a non-threatening way which removes the audience. This is a great way to allow pupils to quickly test their own understanding of key terms and concepts, as well as that of their peers. Calling two pupils to the front to play the game in front of the class can also work, especially if you want to demonstrate a key learning point in particular.

The word cards can be customised to allow you to use a range of words. These can be completely random (to encourage the giggles), computing specific terms or other subject specific words for example from science, history or geography etc.

Links to English

Rather than face to face this activity can also be delivered remotely using online collaboration tools, such as Google Docs, Etherpad (<http://etherpad.org/>), Collabedit (<http://collabedit.com/>) and others. Conducting the activity in this way will convert the activity to allow pupils to focus on written language as well as spoken. Using remote online tools, enables this activity to be carried out in real time in the classroom or alternatively, as a homework exercise. Use this method to try and stretch the activity to include more pupils, what happens to the outcomes?

This game is a unique way to get pupils to increase their understanding and appreciation of literature. For example:

- Encourage pupils to take on the 'role' of a character in novel that you are studying. Edit the word cards to reflect key items within the prose.
- Play the game as normal, but edit the word cards to list names of characters, scenes, objects etc. within the written prose. Do pupils understand the text enough to be able to play the game?

Great for...

- Assessing pupils understanding of key terms and concepts
- Bringing a sense of fun into the classroom
- Paired understanding – peer assessment
- A non-intimidating way to encourage self-reflection of areas of strength and weakness in understanding