



## Taboo and Taboo junior

<b>What type of game:</b>	communicative game for two teams, often described as a party game
<b>Usage in teaching foreign languages:</b>	<p>Communication: Explaining and paraphrasing words</p> <p>Vocabulary: Taboo Junior has a classification into four categories: At home, animals, clothes and at school; the Taboo for adults contains more abstract words and names of famous people. The word „Taboo“ could be used as an introduction into the topic and the game.</p>
<b>Level:</b>	Taboo Junior from A.2 and Taboo from B.2
<b>Group size:</b>	4 players or more, bigger groups recommended
<b>More than one group possible?</b>	Yes, there are enough cards to divide them into two decks and to play the game with 2x2 teams at the same time. However the teacher has to listen to two teams simultaneously to correct mistakes
<b>Time:</b>	From 20 min up to 1 hour
<b>Contents of the game:</b>	252 cards printed on both sides, 1 tray for holding cards, 1 scorepad, 1 Taboo buzzer (squeaking rubber pad), 1 egg timer, 2 pawns in a game
<b>What it is about:</b>	<p>The group is divided in two teams of equal size – if there is an odd number of players, then one team can have a player more than the other team.</p> <p>One person from team A will sit with team B, take a card and try to explain the word on the card (the ‘Taboo word’) to his own team A within the given time. The usage of sounds and gestures is not allowed. In describing the Taboo word it is not allowed to use the Taboo word itself or parts of it, nor the other words listed under the Taboo word on the card (collectively called the ‘Taboo words’)</p> <p>The members of team B meanwhile know the Taboo words and have to look out for any disallowed word</p>

usage by the person explaining the Taboo word. Should they hear the person using any of the Taboo words, they should use the buzzer and the player has to start with a new word. The same applies, if gestures are used to explain a word.

For every correctly guessed Taboo word a team gets a point and their pawn is allowed to move one field forward.

<b>Variations and our experience with the game:</b>	<p>It is not essential to play with the scorepad or the pawns. For example, the teams can also collect their points by receiving the cards with the correctly guessed words or by receiving tokens.</p> <p>A variation for lower levels can be to allow for body language and pantomime.</p>
<b>Our valuation:</b>	<ul style="list-style-type: none"><li>+ a quick and fun game, during which everyone runs on adrenaline</li><li>+ good to play with bigger groups</li><li>– the box is quite big and bulky</li><li>– it is a little expensive; however, we think it worth the money</li></ul>
<b>Author/publisher:</b>	Brian Hersch, published by Hasbro (Parker/MB-Spiele) in 1990 for the first time
<b>Further comments:</b>	<p>There are more variations of this game:</p> <p>The Big Taboo (English) Tabu Fun (German), Tabu Body Talk - wer schweigt, der bleibt (German), Tabu Hot Pen - wer zeichnet, der bleibt (German), TabuXXL (German)</p> <p>The game is also available in the following other languages: French, Italian, Greek, Hebrew, Dutch, Portuguese and Spanish.</p>
<b>Price category:</b>	3-4
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