

## Game 6: In a Minute

*In a Minute* provides students with practice forming questions that begin with *wh-* words: *who*, *what*, *when*, *where*, *why*, and *how*. First, players read and respond to the six questions on a *Picture This* card. Then players race to write as many questions as they can in a set amount of time.

### Instructions

1. Have students (the players) sit in groups of 3–5. Select a timekeeper and make sure he or she can see a clock.
2. Invite someone from each group to take a card and carry it to his or her group.
3. Together, the group reads and answers the questions on the card (following the steps for the basic *Picture This* game presented on page 43).
4. Then, the group chooses one of the pictures on their card that they are familiar with.
5. The group chooses one player to be a Record Keeper.
6. Give the group 1 minute to work together to see how many information questions (starting with *who*, *what*, *when*, *where*, *why*, and *how*) they can ask about the picture. That is, the word represented by the picture should be in the questions. The Record Keeper writes down the questions.
7. End the game by having several groups share the questions that they came up with.

Note: If 1 minute is too short, you can extend the thinking time to 3 or 5 minutes.

Optional: To make the game more competitive, divide the class into teams and see which team can make the most questions in the given time.

### “Player Talk” in *In a Minute* *Let’s Play!*

The players choose the picture of a soccer ball:

1. Who is a famous soccer player?
2. How long is a soccer game?
3. How many players are on a soccer team?