|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Subject** | *Say Anything* | | **Instructor** | | | Tim | |
| **Objectives** | * Trainees will be able to talk about their opinions | | | | | | |
| **Materials** | Say Anything Game | **Teaching Methods** | Game | **Lesson** | | | 25 |
| **Procedures** | **Activities** | | | | **Materials** | | |
| **Lecture**  **(10 min)** | **Instructions**   * The instructor will explain the rules of the game along with examples. * Trainees will be asked to explain the rules back to the instructor to check for understanding. * We will set up the first round together. | | | |  | | |
| **Game**  **(40 min)** | **Say Anything**   * Trainees will take turns being the judge. The judge chooses a question. * The other players will write an answer that they think the judge will choose. They must put the whiteboard in the center of the table when they are finished, and only unique answers are acceptable. * The judge secretly chooses one of the answers. * The other players have two votes that they can place on any of the whiteboards. * The correct answer is revealed. The person who wrote the chosen answer receives one point. Players will also get one point for each correct vote. Finally, the judge gets one point for each vote on the card. * Play continues until all the players have been judge twice. | | | | Say Anything | | |