

Teaching notes

This is ideal as a quick starter or plenary activity to revise the key terms for the topic 'Britain 1951-64', and can be played between partners / teams / as a class. The words can be cut out and given to the opposing teams.

The aim is for players to guess the topic-related words or terms on the card as quickly as possible. For every word or term guessed, players/teams gain a point. However, the word or term itself **cannot be used** as it is 'taboo'. Use of the taboo words costs the offending team a point. To make it more difficult, you could introduce a tight time limit. The Teachit History Timer is ideal for this. Teams keep a score of the terms guessed correctly.

The key is to be as descriptive, quick and as accurate as possible. Encourage students to use historical language to describe the terms, rather than words that rhyme, or mimes etc. After trying to guess all the terms, the pair/team/class can work together to define any that could not be guessed.

As an extension, the students could then use these terms to compile a glossary. You could even ask students to come up with any relevant terms not listed in the game and add them to the end of the glossary.

Taboo is a word guessing game. The aim is to help your partner or team to guess all the topic-related words or terms on the card as quickly as possible. For every word or term guessed, you get a point. However, **you cannot say the taboo word/s**. Be as quick and accurate as you can when describing the words. Using the taboo word/s means you lose a point.

Don't forget to keep score!



Team 1 words

Age of affluence, Mods and Rockers, Eden
'stop-go' economy, comprehensive school,
Macmillan, Tripartite System, , the 'Establishment',
Suez crisis, satire, EEC, *A Clockwork Orange*

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Team 2 words

Commonwealth, unemployment, CND,
Notting Hill race riots, post-war consensus,
Bevanites, Conservative dominance, Wilson,
real wages, Profumo Affair, Rab Butler