**You what? - Rules**

**MODE 1: conversation**  
  
**Number of players:** 2 - 5  
  
**Goal:** Build up your vocabulary and improvised expression thanks to key words associated to specific themes.   
  
**Material:** The cards, pencils, sheets of paper and an hourglass.  
  
**Preparation:** No preparation before the game  
  
**Progress of the game:** A player draws a card and reads the theme aloud. S/he has 15 seconds to prepare before beginning. S/he turns over the hourglass and improvises a monologue in English on this theme using all the words in the column. The other players must guess the words written on the card. To do this, they must listen to the monologue and note down any key words that they hear on their sheets. At the end of the monologue they must choose five words (from their notes) that they think are on the players card.  
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**Victory conditions:** Each correct word (same words hidden on the player’s card) counts for 1 point. A round ends when each player has improvised a monologue in front of the other players. The winner is the one with the most points at the end of the last round.  
  
**Tips**: Do not make it too easy for the other players. Add supplementary expressions and keywords into your dialogue. Don’t forget to impress on the other players your mastery of English by focusing on correct usage of linking words, tenses, forms, pronunciation, etc... Be coherent in your ideas.  
  
**MODE 2: Translation**   
  
**Players:** 2 players  
  
**Goal:** Build up vocabulary and expressions as well as check translations.  
  
**Material:** The cards and an hourglass  
  
**Preparation:** No preparation  
  
**Progress of the game:** A player draws a card and reads the topic aloud. S/he flips the hourglass and the other player must try to find the words on the card through suggestions. Each time a correct word is given the cardholder says YOU WHAT. Once the hourglass has run out time is over and the cardholder counts the words that the player has found and then the player must give their translation. The two players then exchange their role for the second round. The game then ends.  
  
**Victory conditions:** Each correct word **and** translation earns 1 point. The player with the most points wins.

**Tips:** Players can make the game easier by giving clues (definitions, synonyms, etc ..) about the words but may not use the words or their derivatives in their clues.

This game can be played in “team” mode with teams competing the find the same words and adapting the rules accordingly.  
🡪 teachers may ask students to create their own themes and cards based on current study material.

**Themes and corresponding words:**  
**Site qui aide : http://www.eguens.com/v2/anglais/vocabulaire/**