

# **Talkopoly for communicating collaboratively**

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## **Abstract**

Talkopoly, a communication game which appears in Talk a Lot (Martin, 2003) is an adaptation of the board game Monopoly, with English practice questions instead of places, properties, and streets. Simple variety and range of questions on the game board(s) make it ideal for warm-ups, communication practice, and lesson reviews. The game can be modified to help reinforce recently learned grammar and vocabulary in a focused, collaborative, and enjoyable way.

## **1. Introduction**

The freshmen/1<sup>st</sup> year university students in English communication classes come with a lot of hesitation, nervousness, and shyness. Three talkopoly game boards were designed to ‘break the ice’ by sharing their responses to questions about their everyday lives, interests, likes/dislikes, and other prompts such as naming, counting, guessing etc. etc. For the students, the goal of the game is to not only ‘get to know each other’ but also continue to get to know each other better over the course of a term/semester.

## **2. Methodology**

### **(Preparation)**

Step 1: Prepare and print talkopoly game boards on A3 sheets of paper. See Appendix.

Step 2: Divide the class into small groups of 4 each, preferably mixed with two females and two males, to get the best out of this game.

Step 3: Each group gets one talkopoly game board with dice. In a class of six groups, every two groups will have a different game board from the others.

Step 4: Explain the students rules of the game, reward points and penalty scores.

Step 5: In a 90-minute class, the game is played over three rounds. Each round lasts 25minutes. After every round the groups exchange/switch their game boards with each other. At the end of the third round, each group would have played three game boards, each with a different set of questions/prompts.

### **(Procedure)**

1. Work in a group of three or four. Make a marker and put each marker on “START” before the game begins. Markers can be small squares, or bits of paper with the students’ initials on them, different coins for each student, various pencil tops that students have, etc. The only important thing

is that each student in the group has a unique marker for the game.

2. Each player in the group starts with 100 points.
3. To move around the board, students roll a die and move the number rolled.
4. When a player lands on a question square, follow the instructions. The player wins the points stated on the square—but only after you have completed the activity!
5. Write down how many points each player has after each turn.
6. Players can land on the same square more than once and win points again, but they must give a different answer from before.
7. If a player lands on “Oh My Gosh!” he or she must pay the stated points to the bank. If a player lands on “Lucky You!” he or she wins all the points currently in the bank.
8. Each time players pass “GO,” they win 25 points.
9. If a player takes longer than thirty seconds before he or she starts to answer, the player LOSES the number of points on that question square!

The game continues until one player reaches 1,000 points. The other players can keep going until they reach 1,000 points as well if time allows.

### **3. Results**

Students completed a 10-minute end-of-class feedback to report their impressions of the game activity comments

### **4. Conclusion and Recommendations**

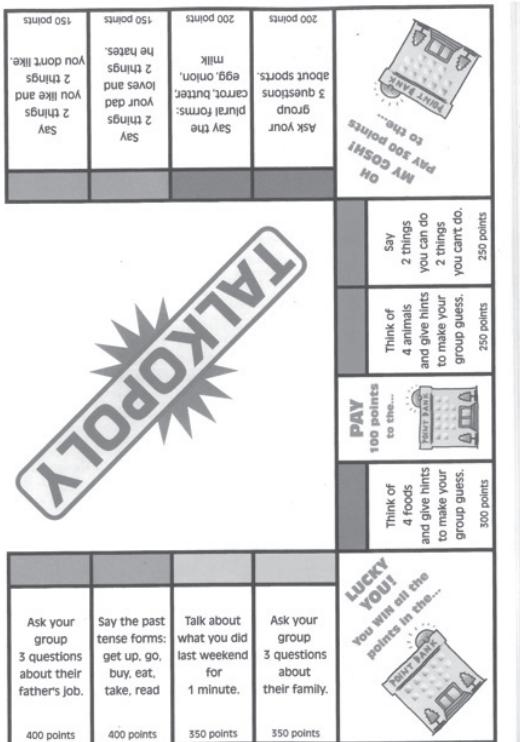
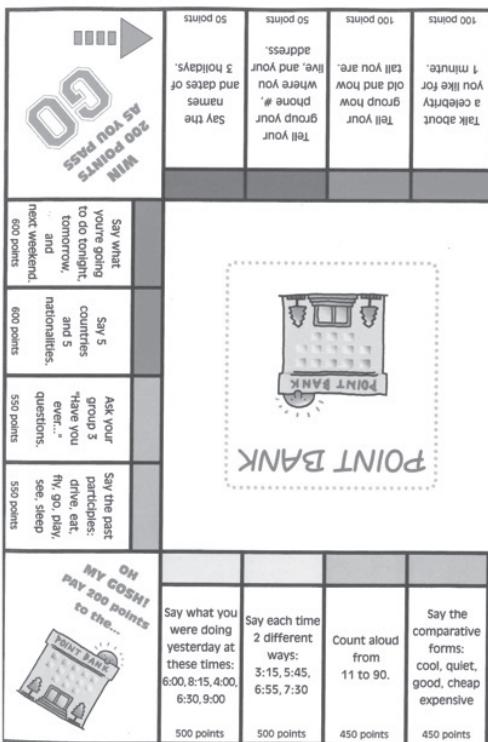
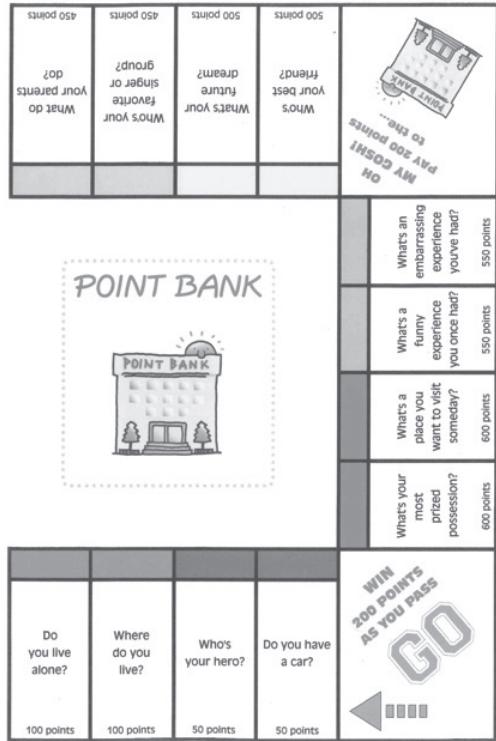
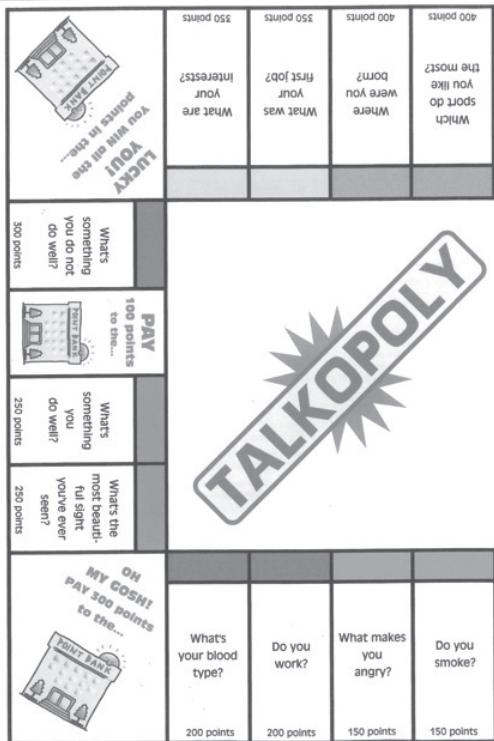
This simple and fun game is designed to help students go over what they have been learning. It is an interesting way for them to practice grammar and vocabulary while communicating in English. There is a lot of scope for peer-support to modify the game, the content, and the process. The content generated provides a great way for the teacher to monitor students’ language needs.

### **5. References**

Martin, D. (2003). *Talk a lot (2nd ed.)*. Okegawa, Saitama, Japan: EFL Press.

### **6. Appendix**

Talkopoly Game Boards are attached.



 <p>AS YOU WIN 200 POINTS</p> <p>600 points</p>				 <p>POINT BANK</p>			
Explain carefully how to make a dish.	Give directions to your house.	Compare 2 persons you know well for 2 minutes.	Tell your group about an interesting experience you had.	What is the thing you like best about yourself?	Write 3 words you learned to go out sometime.	Talk about a group member for 1 minute.	What are 3 different things you can say when you first meet someone?
600 points	600 points	550 points	550 points	50 points	50 points	50 points	50 points
Talk about what you did last night for 3 minutes.	Give advice to a group member for a problem s/he has.	Think of 5 jobs and give hints to make your group guess.	Explain what you would do if you only had one week to live.	Talk about 3 sports problems for 1 minute.	Say 5 words from yourself for 1 minute.	Talk about 3 sports problems for 1 minute.	What are 3 different things you can say when you first meet someone?
500 points	500 points	450 points	450 points	100 points	100 points	100 points	200 points
100 points	100 points	100 points	100 points	150 points	150 points	150 points	200 points
200 points	200 points	200 points	200 points	200 points	200 points	200 points	200 points
250 points	250 points	250 points	250 points	250 points	250 points	250 points	250 points