

La silla caliente (hot seat)

AKA: Circumlocution game

Purpose: To expose students to circumlocution

Materials: Power point slides or cards with lists of words in English that students probably do not know in the Target Language. A timer.

Gameplay: There are many ways to play all based around the same idea: A student trying to determine a word or phrase based on clues in the Target Language.

1. Divide class into teams (2-3 is best)
2. One person sits in a chair at the front of the room facing away from the screen/board.
3. The teacher faces the student and screen.
4. 5 terms are projected on the screen in English. The teacher sees them. The student does not.
5. The teacher describes the terms in the TL while the student guesses as many as he/she can in a given amount of time (2 minutes works well)
6. The teacher cannot say proper nouns, use English, gesture or say the term in the Target Language (If the term is “monkey bars”, he cannot say “mono”).
7. The number of correct guesses is the number of points awarded to each team.

Variations:

1. It can be an individual game. Students play to see who can guess 5 terms in the shortest amount of time.
2. If the terms are on cards, the teacher can describe to an entire group at once.
3. Students can be the speaker. This provides great circumlocution speaking practice, but the quality of input is reduced and students tend to instinctively break the “no proper nouns” rule.