

ENERGY MOTOR MOUTH GAME



DIRECTIONS:

- 1. Partner Up!** Partner 1 will be the Guesser. Partner 2 will be the Describer.
- 2. No Peeking!** The Guesser cannot see the word list. The describer will look at the list and describe or act out each word until their partner guesses correctly. Here is what the describer can and cannot do:

YES	NO
• Define using words • Offer examples, synonyms, or antonyms • Act it out	• Say the word or any embedded words • Write or spell the word

- 3. Time Limit:** Each round lasts 3 minutes. After each round, the Guesser and Describer switch.

EXTENSIONS AND ADAPTATIONS:

- Adapt the word lists based on your students and what they are learning.
- Shorten or extend the allotted time for each round.
- Add or take away permission to go in random order or skip words when stuck.
- Have students draw silently instead of speaking.
- Put the words on cards and have students hold each card on their forehead facing their partner (like Heads Up).

Scroll down for Round 1 Word List. **(!! Round 1 Guesser should not look!!)**

ROUND ONE



SUN

RADIANT

CARBON DIOXIDE

ELECTRONS

PANEL

KILOWATT

UTILITY GRID

SERIES

*Scroll down for Round 2 Word List. **(!! Round 2 Guesser should not look!!)***

ROUND TWO

PHOTOVOLTAIC

ARRAY

ELECTRICITY

CURRENT

KWH

METER

SOLAR

PARALLEL