### **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

• Define using words
• Offer examples, synonyms, or antonyms
• Act it out

NO

• 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

# **ROUND TWO**

**PHOTOVOLTAIC** 

**ARRAY** 

**ELECTRICITY** 

**CURRENT** 

**KWH** 

**METER** 

**SOLAR** 

**PARALLEL**