

Code Names Activity - Facilitator/Teacher Guide

Code names is excellent fun and engaging game for learners to play and unknowingly recall the knowledge they have learned from the lesson. Force 136 was a secret unit and Code Names definitely has spy-like tendencies so it is on the theme!

Distribute hand out to groups of 4 students and have them pair themselves up. Familiarize yourself with the rules below and assist learners with any questions they may have.

Instruction:

1. Take the handout called code names
2. Form groups of 4
3. Form a pairing, within the group of 4
4. 2 players will have a sheet with blue and red words choose your colour
5. 2 players will have a sheet with all black letters
6. One person in the pairing will be the spymaster, the other will the decipher master
7. The spymaster must give a **one-word clue** to the decipher master with a number attached. The Decipher master must try to guess X amount of words associated with the clue given.
8. Example: "Country for 4 words" Decipher master looks at the sheet without coloured letters and tries to guess 4 words that are associated with the word country
9. The first team to get all of their coloured words wins
10. The decipher master will cross off the words when they are successful when they guess the correct word