



Watch the video and choose the correct option

The **objective** / **object** of taboo is for your team to correctly guess more taboo words than the other team.

To begin, **divide** / **decide** your group into two teams of two or more players, decide which team will go first. This team **should** / **shouldn't** designate one person - the clue giver. Then place a pile of taboo cards **faceup** / **facedown** and start a timer for 2 minutes.

The clue giver will draw one card and give their teammates **hits** / **hints** to guess the word on the card. However, the clue giver can't use any parts of the taboo word or say any of the other words listed on the card. They can't use sound effects or gestures **too** / **either**. If the team **guesses** / **guesses** the word- the team gets a point and the clue giver pulls another card. If the team can't guess the word the clue giver can **discuss** / **discard** the card and draw a new one. However, the other team gets the point. As one team is guessing words, the other team **watches** / **switches** to make sure no rules are broken. If a rule is broken, they hit the **busier** / **buzzer** and get a point.

Once time runs **out** / **about** the team swap roles. Once everybody has played as the clue giver, the game is over.

Points are **stolen** / **tallied** and a winner is declared.