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|---|--|---|
| glucose | photosynthesis | chlorophyll |
| sugar photosynthesis respiration energy starch | plant chloroplast glucose light carbon dioxide | chloroplast green plant magnesium light |
| limiting factor | starch | cellulose |
| rate of reaction reduce carbon dioxide temperature photosynthesis | storage photosynthesis glucose iodine carbohydrate | carbohydrate cell wall plant glucose |
| respiration | mitochondria | lactic acid |
| anaerobic aerobic carbon dioxide energy mitochondria | respiration energy cell oxygen organelle | respiration aerobic muscle fatigue debt |

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|--|---|--|
| oxygen debt | ethanol | chloroplast |
| respiration aerobic lactic acid carbon dioxide | yeast fermentation anaerobic alcohol | plant photosynthesis chlorophyll green organelle |
| respiration | metabolism | endothermic |
| aerobic anaerobic oxygen energy mitochondria | chemical reactions body total | chemical reaction energy exothermic |
| muscle fatigue | yeast | fermentation |
| glucose oxygen anaerobic respiration | microorganism respiration anaerobic bread alcohol | yeast alcohol anaerobic respiration ethanol |

Teaching notes

Taboo is a word guessing game. The objective is to have your team guess the keyword on top of a card. This must be accomplished without using the word itself or any of the additional 'taboo' (forbidden) words listed on the card.

1. Students work in teams (an even number with at least two people in each team).
2. Each team needs a set of cards. It is worth copying each set onto different coloured paper and/or laminating them to ensure that you have all the cards back at the end of the activity in order to reuse them.
3. The cards need to be cut out, and then shuffled and placed face down.
4. An individual from the first team takes the card from the top of the pile, and then describes the word at the top of the card without using the words below. The rest of their team must guess which word is described. Participants are not allowed to say 'sounds like' or 'rhymes with' and no gestures, sounds or drawings are permitted.
5. Should the individual use one of the taboo words, a member of the opposing team may challenge and the individual must move on to the next word.
6. Each individual is allowed two minutes to describe as many words as possible to the players in their team (a longer time may be required to allow more descriptions to take place) before play passes to the next team. There are no penalties for a wrong guess.
7. For each word which is correctly guessed, the playing team receives one point. Prizes/merits could be handed out to the winning team in each group.

This activity is designed to extend the students' vocabulary range by finding other ways to describe the keyword. It allows a review of scientific vocabulary in addition to reinforcing the students' memory of each scientific term.

In the lesson or homework prior to playing this game, the students could research meanings of new terms.

Further activities

1. Each student is given a blank card to put a keyword onto. They then write a further five associated 'taboo' words underneath. Collect the cards and use as a class or group activity.