

Title	30 Second Street
Time	Open-ended
Preparation	The teacher will need to prepare a range of pre-printed cards, each card having a sociological theory, concept or method written on it (or, if you prefer, a general syllabus topic).
Materials	Pre-printed cards, timer (stop-watch if possible)
Prior Knowledge	<p>Since this is a revision game, students should come to the class prepared to talk on either a specific set of topics (prepared as part of the revision process) or on sociological theories, concepts and methods in general.</p> <p>It is up to the teacher to judge which of the above is appropriate. If the game is played at the end of a particular syllabus topic, for example, the cards will reflect the areas that have just been taught.</p>
Objective	<p>The game can be a useful form of revision since the student will have to come to the class with a good basic knowledge of a topic or set of theories, concepts and methods.</p> <p>The basic objective of the game is to talk for 30 seconds on a topic selected at random from the pre-prepared cards.</p>
The Exercise	<p>The class should be divided into teams of three or four players. The teacher shuffles the cards, takes the top card from the pack and announces the topic to the class. The first player in team one must then attempt to talk for 30 seconds on the topic. If this player repeats him/herself, hesitates or starts to wander away from the topic, they may be challenged by players in other teams. If the challenge is successful (in the teacher's opinion), play passes to the successful challenger who must attempt to talk on the topic until the 30 seconds are up. Scoring is as follows:</p> <ul style="list-style-type: none">For each 10 seconds a player is able to talk unchallenged, 1 point.If a player talks for 30 seconds unchallenged, 5 bonus points.For each successful challenge, 1 point.For an unsuccessful challenge, the challenging team is docked 1 point. <p>After a challenge, play continues with the next team member of the challenged team.</p> <p>For talking when the 30 seconds are up, 2 bonus points.</p> <p>At the end of each 30 second slot, play passes to the first member of the 2nd team. Play continues until each player in each team has been given the starting position.</p> <p>Note: This game requires careful time-keeping (because interruptions and arguments will occur).</p>