

WYNNIE'S WAKOOTABONGA LIGHTNING CHALLENGE

BE A QUESTION CONQUEROR

Questions are conversation movers! They move our conversations forward. Sometimes it's hard to think of questions that we can ask our friends when we're talking with them. Wynnies Wakootabonga Lightning Challenge is a great way to practice asking lots of questions within a short period of time as we race to beat the clock! Sometimes it's fun to have a race – just to see how fast we can go! Even better, when we play Wynnies Wakootabonga Lightning Challenge, we will learn how to become...

The 'Question Conqueror'

In Wynnies Wakootabonga Lightning Challenge, your goal is to see how many questions you can ask and how many topics you can cover within a 60 second time period! All you will need for this activity is your quick thinking mind, your topic cards and a stack of tokens. Here's what you can do!

SINGLE PLAYER VERSION

1. Your Conversation Coach will place the topic cards face down onto the TOPICS section of the game board and will set the timer for 60 seconds.
2. You will state how many topic cards that you think you can go through within this time period. When you are ready to begin your race, say "Go," and the clock will be started.
3. Draw the top card from the deck, and tell your conversation partner the name of the topic. You will get to decide what it will be.
For example, if the picture is of a pizza, you might decide the topic is "pizza" or you might decide that it is "fun snack foods."
4. Once you have stated the topic, ask your conversation partner 3 quick questions about it.
For example, if the topic is "Pizza," you might ask questions such as: Do you like pizza? What is your favorite type of pizza? When did you have it last?
5. Once you have completed 3 questions on the topic, place the card onto the DISCARD section and select a new card.
6. Each time you discard a topic card, your Conversation Coach will place a token onto the TOKENS section of the game board.
7. Once the clock stops, you can tally up your tokens to see how many topics you covered. If you multiply this number by 3, you will also get to see how many questions you asked!
8. If you made your goal for topics covered, you beat the clock! You won the race!
That's awesome! Did you learn some new information about your conversation partner?
Now think about and explain how this information could help you build a friendship with this person!

TEAM RELAY VERSION

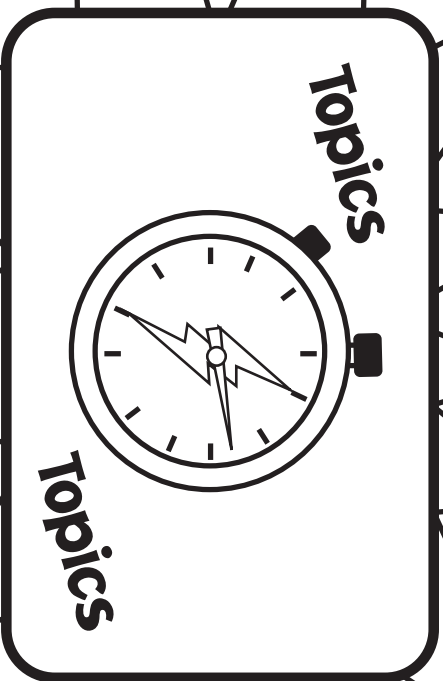
If you want to play the Team Relay Version of Wynn's Wakootabonga Lightning Challenge, you will need an even number of players, because you will be playing in pairs. Here is what you can do:

1. Select your teams, and decide which team will go first.
2. Within your own team, decide who will start the relay race. When you are ready to begin your race, say "Go," and the clock will be started.
3. Player One: You will draw the top card from the deck and tell your conversation partner (Player Two) the name of the topic.
4. Once you have stated the topic, ask Player Two 3 quick questions about it. Player Two will try to keep the answers short so that the team can move through as many topics as possible.
5. Once Player One has taken his/her turn, he/she will place the topic card onto the DISCARD section.
6. Player Two will then draw the next topic card from the deck, state the topic and ask Player One 3 questions on that topic. Once Player Two has taken his/her turn, he/she will place the topic card onto the DISCARD section. Players will continue taking turns until the clock stops.
7. Each time the team discards a topic card, the Conversation Coach will place a token onto the TOKENS section of the game board.
8. Once the clock stops, the team can tally up their tokens to see how many topics were covered. If this total is multiplied by 3, the team will also get to see how many questions were asked!
9. Each team will take their turn doing the above activity. Once all of the teams are done their relay, the one that has the most tokens will be considered 'the winner' of the relay match!
10. The teams should then take a few minutes to congratulate each other and then discuss how this information could be used to build friendships within the group.

ATTENTION CONVERSATION COACH:

- This activity can be introduced in Lesson Four or Five.
- The Conversation Coach can help the children think of ways to remember relevant information from this activity for future conversations with their conversation partner. For example, this information might be added to the child's Topic Library for future reference.
- This activity is not intended to simulate a 'natural conversation.' It is an isolated exercise to help the children become more confident and efficient in their ability to think of questions on a given topic.

**WYNNIE'S
WAKOOTABONGA**



**LIGHTNING
CHALLENGE**



- TOKENS**
- | | |
|--------|-------|
| Who? | Are |
| What? | Is |
| Where? | Can |
| When? | Do |
| Why? | Will |
| | Would |
| | Does |