

Report on: JUST A MINUTE

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Participation: Faculty and Students of J. S. University, Shikohabad

Event Summary: The goal of the game is for competitors to speak for sixty seconds about a specific topic without repeating themselves, hesitating, or deviating. The game's flavour derives from the players' attempts to follow the rules and the banter amongst them. It's a simple tool that may be used by teachers at all levels to encourage listening skills, collaborative play, and vocabulary development. When traditional language instruction is complemented with fun games like Jam, the outcomes are quite positive in terms of increased class engagement and skill improvement.

