

# TopicTalk™

## Conversation Card Game

*TopicTalk™ Conversation Card Game* is a fun way to help students begin a conversation with a specific topic, ask/answer questions about the topic, make comments, and/or maintain the topic for a specific period of time. The game includes *75 Topic Cards, 70 Talk Cards, 30 Question Cards, 20 DoubleTalk Cards* and *10 Wild Cards* (205 cards total), plus a 5-minute timer.

### TopicTalk™ Cards

**Topic Cards:** Players use these cards to begin the game with a topic and to change topics during the game. Topics vary from descriptive (*A TV show you watch...*) to imaginative (*A dream I had...*).

**Conversation Cards:** There are four groups of *Conversation Cards*.

**Question Cards:** Players use these cards to ask another player questions about a topic. If the topic is *A TV show you watch...*, a player might ask, *What time of day is the show on TV?* Every time a player asks a question, play changes direction.

**Talk Cards:** Players use these cards to make a comment about a specific topic or to answer a question from another player (e.g., *I watch that show, too*).

**DoubleTalk Cards:** Players use these cards to make two related comments about a specific topic, or answer a question from another player and give one related comment (e.g., *I watch that show, too. It makes me laugh.*).

**Wild Cards:** Players use these “special” cards as substitutes for *Question, Talk, and DoubleTalk Cards*.

### How to Play the Game

**Object of the game:** To be the first player to get rid of all his/her cards.

Separate the *Topic Cards* from the *Conversation Cards* (*Talk, Question, DoubleTalk, and Wild*) and shuffle. Place them facedown in the center of the table.

Then, shuffle the *Conversation Cards* (*Talk, Question, DoubleTalk, and Wild*) and deal each player seven cards. Place the remaining cards facedown in the center of the table.

Player One begins by turning over a *Topic Card*. This will be the topic for the first conversation.

Then, Player One looks at his/her cards. To start, Player One must have a *Talk, DoubleTalk, or a Wild Card*. Player One places one of these cards face up next to the *Conversation Card* pile and makes a comment (or two) about the topic to begin the conversation. Play continues to the left.

**Note:** *If the player does not have a Talk, Wild, or DoubleTalk Card, then he/she draws from the Conversation Card pile until he/she gets one of those cards.*

Player Two has the option of playing any of the *Conversation Cards* in his/her hand. Player Two places the card face up next to the *Conversation Card* pile and makes a comment (*Talk*), asks a question (*Question*), or makes two comments (*DoubleTalk*) about the topic.

If the Player uses a Question Card to ask a question, then play changes direction. The Player to the right or left (depending on the previous direction of play) must then answer the question using a *Talk, DoubleTalk, or Wild Card*.



Play continues until one player no longer has any cards.

To start a new game, the dealer (winning player) shuffles and deals seven *Conversation Cards* to each player. Then, the dealer turns over a new *Topic Card*. Player to the left of the dealer goes first.

*Note: During play, a teacher, parent, or helper can judge whether or not the player's comments are appropriate. This will help the players to improve conversation and social skills.*

## Timed Talk Game

For advanced play, use the timer to determine how long to spend discussing a topic (*Topic Card*). When the time runs out, turn over a new *Topic Card* and continue the game.

