

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.

