

# 107-1 Dayeh English Taboo Contest

## 107-1 英文有口難言競賽

### I. Contest Objectives /活動目的:

We expect to stimulate EFL students' motivation in learning English and enhance students' confidence in speaking up English through this effective and fun team contest.

舉辦此競賽之目的，為激發學生對英文的興趣，並以趣味競賽之方式，幫助學生突破心理的膽怯，勇敢說英文。

### II. The Organizer 主辦單位

Teaching Excellent Project Center 卓越教學與品質保證中心

International Language Center 國際語言中心

### III. Eligibility /參賽資格:

1. All DYU students 所有大葉大學在學學生
2. Participants should sign up as a team of three. 參賽者需以團體方式報名，3 人一組
3. Sign up group should according to your English Listening & Speaking Class Level. However, lower level can sign up for upper lever group, high level student cannot sign up for lower group. 報名組別需與英文聽力與口說課程之英文程度符合；英語低階可往高階組報名，高階組則不能報名低階

### IV. Registration/報名方式:

Registration via online system <http://163.23.37.86/> from October 1 to November 9.

欲參加此競賽之同學需於 10/1-11/9 期間至「LLNC 語言導航中心預約系統」線上報名。

### V. Contest Date /比賽日期:

11/14 (Wed) 18:00-21:00 (Levels A & B)

11/15 (Thu) 18:00-21:00 (Levels C & D)

請於比賽當日 17:30 至外語大樓 3 樓中庭報到；比賽地點於報到處公布

### VI. Contest Regulations/比賽規則:

1. Vocabulary lists will be provided one week before the contest on ILC language center website for your preparation.

單字命題範圍將會於比賽前一週公布至國際語言中心競賽網頁。

2. To cope with the preparatory possibility, only 70 % of the vocabulary will be announced beforehand.

有鑑於參賽同學反應比賽內容的可預習性，比賽將只公佈 70%單字。

3. **Forbidden Actions:** clues provider are not allow to:

提供線索者在提供線索時不可進行下列違規動作

- Make some gestures related to the chosen word. 比出答案詞彙的動作或手勢。

- Provide any kind of sound related to the word 發出答案詞彙的響聲或叫聲。
- Give synonyms or words with similar pronunciation. 說出答案詞彙的近聲或諧音。
- Give the root or simplified word. 說出答案詞彙的簡稱或縮寫。

## 2. During the game: 比賽進行中

- (1) A face-down title card will be placed on a card box. The buzzer will be set in the middle of the desk, so the player can easily get it.  
題庫卡將面朝下置於桌面卡牌盒的卡牌盒底內，蜂鳴器會放在桌子中間，讓所有玩家皆能順利取得。
- (2) Two teams play paper-scissors-stones. The winning team can choose whether to play first or not. 二隊剪刀石頭布，贏的隊伍決定比賽先後。
- (3) The team who plays first selects a player to be clue provider and sit in the opposite side from his/her teammates. The rival team members sit beside the clue provider as supervisors.  
起始玩家隊伍選出一位提供線索者坐在該隊隊友的正對面，對手玩家則派出一位隊員坐在提供線索者的旁邊監督。
- (4) When the judge says “Start”, the clue provider takes one card from the bottom of the card box. Time limit is 1 minute.  
當評審老師說出「開始」後，由起始玩家隊伍提供線索者從卡牌盒最上方拿取一張牌卡，計時人員開始計時，比賽時間 1 分鐘。
- (5) The clue provider must be fast and accurate to give the right tips to his/her team mates to guess what the content of the selected card is.  
進行遊戲隊伍的提供線索者須根據題庫卡的題目以言語提示給隊友猜測。
- (6) Teammates need to guess as much as they can during one minute. If his/her teammates’ guess is wrong, they can continue guessing till they got the right answer within the time limit.  
猜測答案者須在規定期間內儘量猜出答案，同一張牌卡若猜錯答案，可繼續再猜，直到猜對為止。
- (7) The clue provider can “pass” the card and put them into “Pass Area” and pick another card from the card box and continue the game.  
提供線索者可在任何時間內選擇棄牌，並放入桌上棄牌堆處，同時再立即從卡牌盒底最上方拿取一張牌卡，繼續進行遊戲。
- (8) When the team gets the right answer, the assistant workers will put the card into “correct-guess area”. The clue provider can pick another card to continue the game.  
若猜測答案者猜對答案，工作人員將此張卡牌放置在“答對區”，提供線索者再從卡牌盒最上方拿取一張牌卡，繼續進行遊戲。
- (9) When time is up, the clue provider needs to remove the wrong-guess cards and collect all the correct-guess ones.  
規定時間到時，提供線索者須將未猜到的卡牌移除，將答對區的卡牌整理成牌堆置於自家桌面。
- (10) Switch the team and start the game. If green cards run out, the judges need to provide vocabulary as questions to continue the game.  
交換為對手隊伍開始競賽比賽。若遊戲進行時綠色面卡牌已用完，則由評審老師出題繼續進行。
- (11) After two team finished the game, they need to add up how many points they get. For one correct answer card, they get one point. For the cards they passed, the points will be calculated

as the rival team's.

雙方隊伍分別加總所得分數，每張卡牌代表 1 分，置於自家隊伍的卡牌為自家隊伍分數，置於棄牌堆處的卡牌為對手隊伍分數，分數最高的隊伍即為遊戲贏家。

**Note:** In case the clue provider breaks any rule, the opponent team has the right to press the buzzer and report the illegal move. If the report is confirmed, the card will be invalidated, and the opponent team can get a new card from the bottom of the card box and continue the game.

注意：提供線索者違反規定，對手玩家可立即按蜂鳴器檢舉。在提出檢舉理由並確定後，提供線索者須立刻將此牌卡放入桌上棄牌堆處，同時再立即從卡牌盒底最上方拿取一張牌卡放在卡牌盒蓋上繼續進行遊戲。

## **VII. Award/敘獎方式（各級數各取一名）**

1. **First Place:** A certificate of award for each participant and 1,500 NT dollars for the whole team. Students taking the English speaking and listening course will get 4 extra points as well.  
第一名全隊獎金 1,500 元，每人獎狀一只，「英語聽力與口說」課程總分加 4 分。
2. **Second Place:** A certificate of award for each participant and 1,200 NT dollars for the whole team. Students taking the English speaking and listening course will get 3 extra points as well.  
第二名全隊獎金 1,200 元，每人獎狀一只，「英語聽力與口說」課程總分加 3 分。
3. **Third Place:** A certificate of award for each participant and 900 NT dollars for the whole team. Students taking the English speaking and listening course will get 2 extra points as well.  
第三名全隊獎金 900 元，每人獎狀一只，「英語聽力與口說」課程總分加 2 分。
4. **Winning Prize:** A certificate of award for each participant and 600 NT dollars for the whole team. Students taking the English speaking and listening course will get 2 extra points as well.  
優勝全隊獎金 600 元，每人獎狀一只，「英語聽力與口說」課程總分加 2 分。

**Please refer to the clip starting at 1:45**

參考影片 <https://www.youtube.com/watch?v=HTcyASQ9xSY> 1:45 秒開始

**Note: The names of the winners will be passed to their listening and speaking teacher as reference of assigning extra points**

【注意】：參加者名單將交予「英語聽力與口說」任課教師，作為學期成績加分參考。