

**JUST A MINUTE (OR JAM): A JOYOUS  
COMMUNICATION ENHANCEMENT GAME**

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**ABSTRACT**

*This article deals with a simple communication game called Just a Minute. It is based on the class room experience and aims to provide an insight of how JAM could be instrumental in enhancing the communication skill of the Students. The objective of the game is to make participants to talk for sixty seconds on a given subject, without repetition, hesitation or deviation. The flavor of the game comes from attempts to keep within these rules and the banter among the participants. It is a simple tool which could be employed by teachers of all levels for encouraging listening skills, for collaborative play and for development of vocabulary. When the conventional language teaching is supplemented with interesting games like Jam, the results are quite fruitful by way of increasing the class participation and skill development.*

**KEYWORDS:** *Class Room Experience, Listening Skills, Skill Development*

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