

Games & puzzles to enjoy! - week 3

Hangman

Players: Two or more

Description:

Most people know how to play the traditional version of Hangman but what about those children who are not yet master spellers?

Here is a variation suitable for pre-writers.

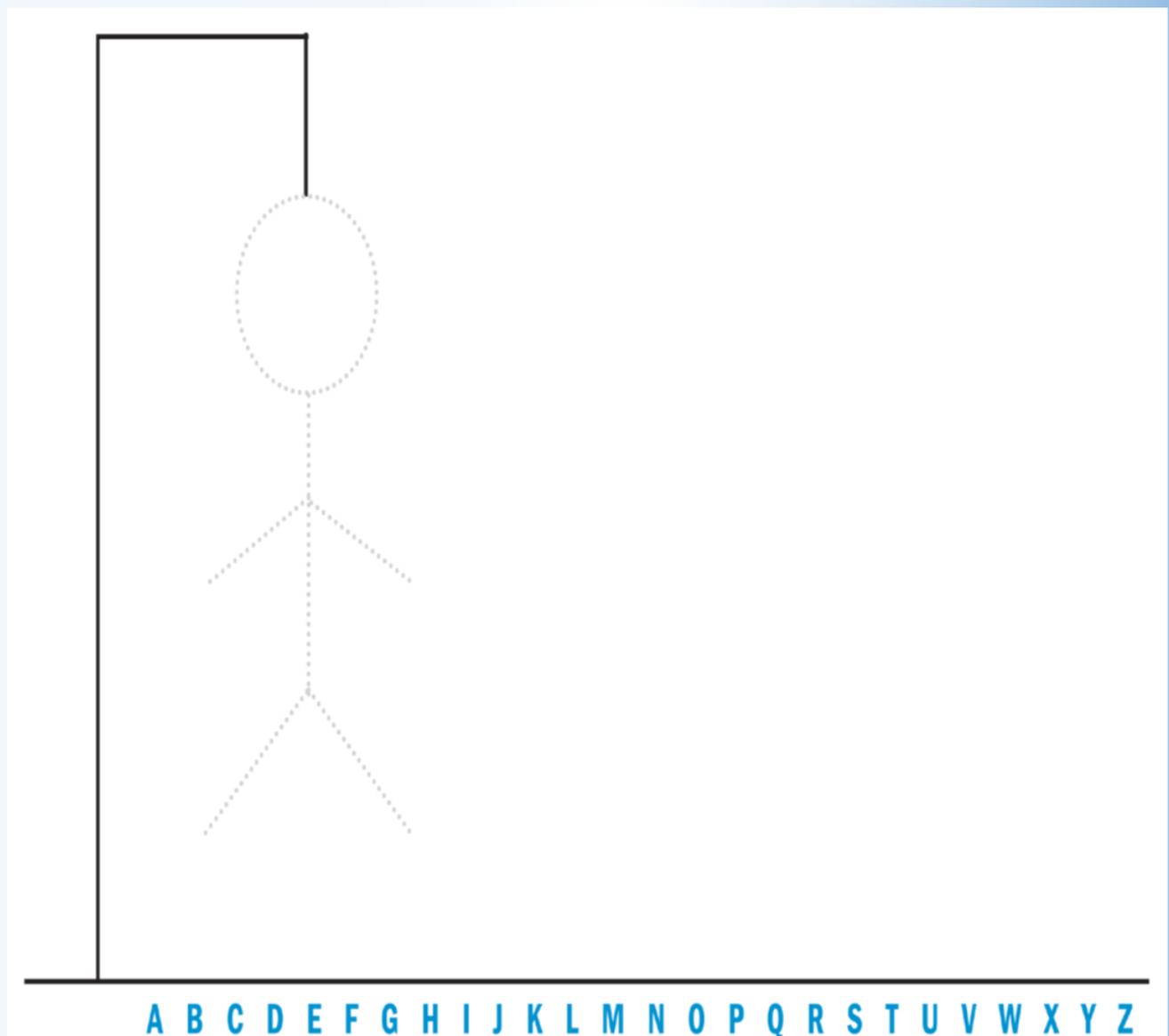
Play it like 20 Questions –

Player 1 must think of something

Player 2 has to think of yes-or-no questions to guess what it is.

Each time Player 2 gets a no answer, another part is added to the Hangman figure

If there are problems with the hangman figure substitute it for something less gruesome



Lexicant

Players: For two or more players who can read and spell

The players take turns adding a letter to the beginning or end of a word stem, avoiding completing a valid word.

Description

The first player writes a letter on a sheet of paper. The players then take turns in adding a letter to the beginning or end of this stem to form part of a word, but avoiding actually completing a word. The first player forced to create a word, of at least three letters, loses.

A key part of the game is that the player adding a letter can choose to bluff that they have a word in mind. The next player can then choose to challenge them to reveal their word. If they cannot name a word, the bluffer loses; otherwise the challenger loses.

Example

In this game Blue starts with "L":

L

Red adds an "S", thinking of "SLOW":

SL

Blue adds an "E", thinking of "SLED":

SLE

Red adds an "E", thinking this will force Blue to make "SLEEP" or "SLEET" and lose:

SLEE

But Blue adds an "A", thinking of "ASLEEP" which will make Red lose:

ASLEE

At this point Red can only think of "ASLEEP", which loses the game, so bluffs and adds an "E" thinking it might persuade Blue it's something to do with "MEASLES":

EASLEE

Blue calls "Bluff!" and, because Red cannot name a word, wins the game.

Variations

For more variety at the beginning of the game some players say that only words of at least four letters lose the game. Lexicant is a variant of a popular spoken word game, Ghost, in which players take turns in adding letters to the end of a stem. The player who completes a word loses. Each player has five lives, indicated by the letters of the word "ghost".

Consequences

Players: Two or more

The players take turns in contributing sentences to a story. The final story is then read out, hopefully with hilarious results.

Description

Each player starts with a piece of paper. The players each write a phrase as the first step in a story, and then fold the paper to hide the phrase before passing it to the next player. When the players have completed all eight steps, the pieces of paper are unfolded in turn, and the players read out the completed, hopefully funny, stories.

The steps are as follows, where the things in brackets should be replaced by the chosen words or phrase:

(boy's name)

met (girl's name)

in/at/on (place)

He said (what he said)

She said (what she said)

He did (what he did)

She did (what she did)

The consequence was (what happened)

Example

Here's an example of a possible story:

Prince William met Rihanna at the zoo. He said "Save the polar bears!". She said "Don't be so sexist". He slipped on a banana. She took flying lessons. The consequence was that they got arrested.

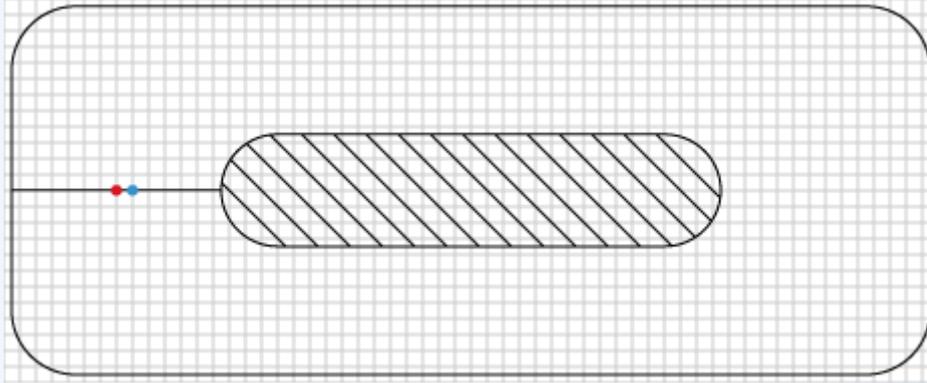
Racetrack

Players: Two or more

The players take turns in plotting the position of their racing car around a track.

Description

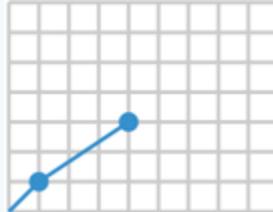
One of the players draws a track on a piece of squared paper, with a line representing the start/finish line and two dots on the start/finish line representing the cars; for example:



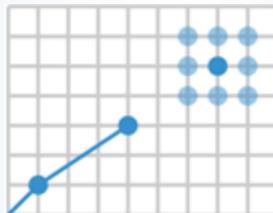
The players then take turns in moving their car along the track according to the following rules:

- Each car is initially stationary.
- The car moves the same direction and distance as it did in its previous move, or can accelerate or decelerate by one square in any direction.

For example, suppose in the previous move Blue moved three squares right and two squares up:



The next move can be three squares right and two squares up again, or any of the eight positions around this:



For example, this would be one possible move:



