

QUICK WORD GAMES

Hink Pinks

One player thinks of a noun and an adjective that rhymes with it. For example: blue shoe, fat cat, big pig, wary canary. The player then makes up an elaborate description of the rhyming object. (blue shoe – a sky colored object you keep your feet in; fat cat – an overfed feline; big pig -an enormous lump of living ham; wary canary – a cautious caged bird of yellow hue.

The other players have to guess what the object is.

Mystery Letters

One player starts the game by choosing a mystery letter. That player then asks other players questions that require a one or two word answer. If the answer contains the mystery letter the player responds "That's terrible." If it contains the letter the response is "That's terrific." If the mystery letter is m, the conversations might go:

Do you live in a condominium or a house? House. That's terrible.

What is your favorite drink? Milk. That's terrific.

What did you have for lunch? A sandwich. That's terrible.

What do you want for your birthday? A camera. That's terrific

The game continues until someone guesses the mystery letter.

Change Chain

Start with a 3 letter CVC (consonant – vowel – consonant) word like cat or sit. Each player changes one letter to make a new word: cat, cot, hot, hut, hug, hum, him, ham, hat, had, hid, etc. Play until a player can't think of a word that hasn't been used.

Word Stacks

Choose a letter. Players then have 5 minutes to write down as many words as possible that don't start with that letter but contain it. Players get a point for each word. If the letter is used twice (g in bigger) it counts as two points. Variations: The word cannot begin or end with the letter, OR only words no other player writes down count.

Brain Waves

Choose a topic (movies, math, school, books, etc.) Players write down as many words as they can that relate to the topic. In the event of a questionable word, take a vote among players.

How Many Words?

Pick a word and see how many words each player can make with the letters in that word.

Cats and Dogs

One player (the speller) chooses a secret 4 letter word. On a sheet of paper she draws a grid with 6 columns and marks four x's at the top to stand for the four letters of the mystery word. In the other two columns she writes cats and dogs. The other players try to guess the word (in this example, GAME). In the example, a player guesses SHOW. If there are correct letters in the correct position, those would be dogs, but there are none. Next the speller looks to see if there are any correct letters in the wrong place. Those would be cats, but there are none of those either. Next a player guesses MILK. The m is a correct letter in the wrong place, so she scores one cat and no dogs. Players will soon learn to pick words that keep dog letters in the same position and have cat letters in different positions,

X	X	X	X	Cats	Dogs
S	H	O	w	0	0
M	I	L	K	1	0
S	W	I	M	1	0
T	I	M	E	0	2
S	A	M	E	0	3
G	A	M	E	0	4