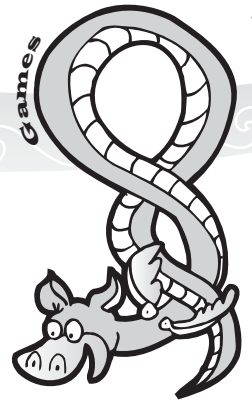


CRAZY THINGY

A game of improvisation

Have you ever participated in a game of improvisation? Improvisation is an activity in which participants have to quickly create a skit. A referee gives the theme of the improvisation. The skit usually lasts a minute or two. A typical game can involve one to six players per team.



There are many ways to improvise. The game described below has players using objects. Read the rules carefully. Why not organize a special improvisation game with your classmates?

Players

Two or more players

Referee

Goal

To be the team to score the most points by improvising with objects.

Preparation

- Place a dozen odd objects in a large cardboard box or bag (i.e., pillow, plastic spoon, scarf, elastic band, banana, strange hat).
- Divide the players into two teams. If one team has an extra player, have one player on the other team play twice.
- Remember to keep one person to be the referee. Your teacher can be the referee as well.

The game

- Decide which team will go first.
- The players line up in front of the box containing the objects.
- The referee takes an object from the box and places it in front of the players. One at a time, each player uses the object creatively to improvise a skit.

Example

- The first participant receives a banana. He or she uses the banana as a handset to improvise a telephone conversation. The second player uses the banana as a big pencil, and so on.
- Remind the players that they only have a few seconds to improvise.

How to score points

- The players must make the object look believable.
- The players have to be creative.
- The referee decides whether or not to allow the improvisation. He or she gives one point for every improvisation allowed.





THE EQUATION GAME

MATERIALS

- 1 game sheet per team
- game chips
- 3 dice
- 1 caller's card



PREPARATION

1. Create and photocopy two separate tables: one with 8 columns and 8 rows (game card), one with 4 columns and 8 rows (caller's card). See models below.

GAME CARD

Equation: <u>3 x 4 x 4</u> <div style="text-align: center; font-size: 2em; font-weight: bold;">48</div> Round: <u>1</u>	Equation: _____ Round: ____
Equation: _____ Round: ____	Equation: _____ Round: ____

CALLER'S CARD

Round 1 3-4-4	Round 2	Round 3	Round 4
Round 5	Round 6	Round 7	Round 8
Round 9	Round 10	Round 11	Round 12
Round 13	Round 14	Round 15	Round 16
Round 17	Round 18	Round 19	Round 20
Round 21	Round 22	Round 23	Round 24
Round 25	Round 26	Round 27	Round 28
Round 29	Round 30	Round 31	Round 32

Equation: <u>3 x 4 x 4</u>	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____
Round: <u>1</u>	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____
Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____
Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____
Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____
Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____
Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____
Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____
Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____
Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____
Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____	Equation: _____
Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____	Round: ____

2. Give one game card to each team of two students. Ask the students to write a number between 1 and 64 in each cell of the table, in any order, never using the same number twice.
3. Select a caller and give him or her the caller's card to fill out as the dice are rolled.
4. Distribute 25 game chips to each team.

OBJECT OF THE GAME

The first team to get five chips in a row (horizontal, vertical or diagonal) wins the game.

HOW TO PLAY

1. The designated caller rolls the three dice and calls out the numbers (for example, 3 – 4 – 4). He or she writes the numbers on the caller's card.
2. Each team comes up with a mathematical equation using the three numbers in any order (for example, $4 \times 3 = 16$) and places a chip on the result of the equation. If a chip has already been placed on that number, the team must try to find a different equation (for example, $4 \times 4 \times 3 = 48$).
3. Once the team agrees on an equation, one of the students writes the equation and the round number in the cell (for example, round 1, equation $3 \times 4 \times 4$ in the cell with the number 48). They cannot change that equation later.
4. Repeat steps 1 through 3 until a team has five chips in a row.
5. When a team yells out "Equation", it must read out loud, in the order they were called, the equations that it has found for the five consecutive cells in the winning line (for example,
on round 1 : $3 \times 4 \times 4 = 48$;
on round 5 : $3 + 4 + 6 = 13$;
on round 8 : $6 \times 2 \times 2 = 24$, and so on).
6. The caller checks the caller card to verify that the numbers in the winning equations were the ones actually called out in each round specified. He or she must also verify that the results of the equations are correct.



TOPSY-TURVY TELEPHONE

A Game of Mixed Letters

When you talk on the phone, words make sense, don't they? In this twisted telephone game, words don't always make sense. In fact, this game tests your ability to understand words when they are spelled backwards.

Players

4 or more players

Object

Transmit a word from the first to the last player without changing it.

The game

1. Each team chooses two students: a transmitter and a final receiver.
2. All the players of each team line up close to one another.
3. The transmitter chooses a word and whispers it backwards to the first player. For example, if the selected word is *banana*, the transmitter whispers ANANAB.
4. The players pass the word on to one another until it reaches the final receiver.
5. The final receiver announces the word to the rest of the players and confirms it with the transmitter.
6. The final receiver says the word correctly (e.g., banana).
7. Repeat with a new word. Encourage the transmitter to choose words that are easy to say backwards.

Variation

Once the players are able to communicate one word backwards, ask the transmitter to choose two words or even a sentence.

