

All kinds of games: coin, dice, and board; quiet and active; partner and whole group. Play to win or play so everyone wins!

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# Blockade

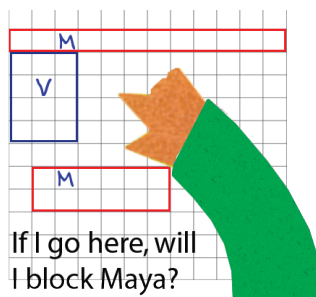
## Block the other players before they block you!

### Set up for the game

Make the game board. Box off 12 grid squares across and 16 down.

### Take turns. On your turn:

- 1 Make a rectangle using 12 squares and mark it on the board.



**Levels:** Medium (Hard)

**Group size:** 2-3 per game

**Materials:**

1 piece of graph paper  
pencil for each player

### Talk About

How do you know how long and how wide to make your rectangles?  
How did you block another player?

- 2 Keep going until there is no room to take a turn.

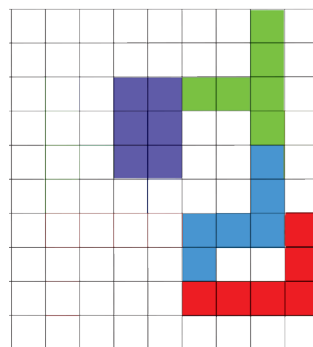
The last player to make a rectangle wins.

## Variations

**Everyone wins (Medium).** Work together to fill the game board with as many 12-square rectangles as possible.

**Blockade 24 (Medium).** Make rectangles with 24 squares.

**Six squares (Hard).** Take turns drawing shapes with six squares. The squares in the shape must share at least one side. Your shape must be different from all the others. The last person to make a unique shape wins.



Write your name as many times as you can on the game board. Last person to write wins.

**Levels:** Medium (Hard)

**Group size:** 2-3 per game

**Materials:**

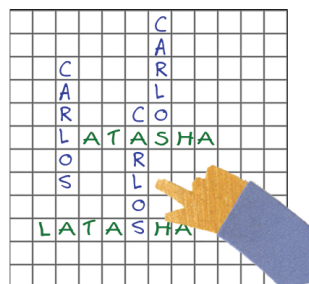
- 1 piece of graph paper
- pencil for each player

## Set up for the game

Make the game board. Box off 12 squares across and 12 down on the graph paper.

## Take turns. On your turn:

- 1 Write your name in the grid. Names go across or down, with one letter in each square.



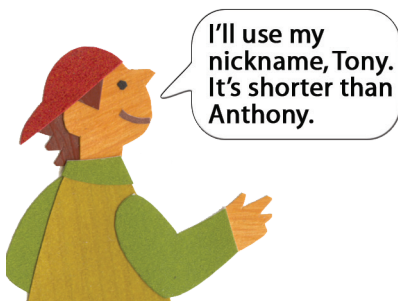
If I start my name here, I'll block Carlos.

### Talk About

How many times does your name fit across the grid?  
How did you block another player?

- 2 Keep going until there is no room to take a turn.

The last player to write a name wins.



## Variations

**Nicknames (Medium).** For less challenge, use a nickname or a shorter name.

**Different grids (Hard).** Play with a  $9 \times 9$  or  $15 \times 15$  game board. Which size makes the game easier? harder?

**Everyone wins (Medium, Hard).** Work together to try to fill up the game board with your names.

# Secret Number

## Gather clues to find the secret number.

### Set up for the game

Decide who will be the Leader. The Leader secretly picks a number

**Easy.** Between 1 and 20

**Medium.** Between 1 and 50

**Hard.** Between 1 and 100

and announces the range: "I'm thinking of a number between 1 and 50."

Players jot down the numbers in the range.

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

### Take turns. On your turn:

- 1 Ask a yes-or-no question to help figure out the secret number. You may not ask if a certain number is the secret one.

The Leader answers the question.

Players cross out the numbers that were ruled out.

- 2 Keep going until someone finds the secret number.

### Talk About

Can you think of a question that will rule out at least three numbers, whether the answer is "yes" or "no"?

If you ask, "Is the number even?" and the answer is "no," what numbers do you rule out?

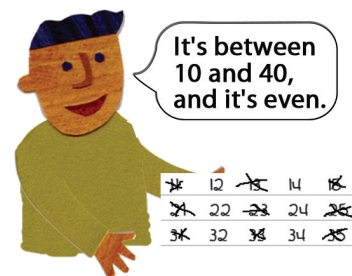
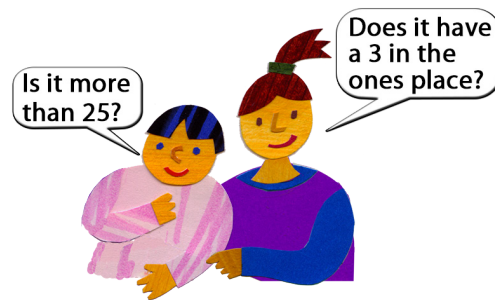
The player who identifies the secret number wins.

**Levels:** Easy, Medium, Hard

**Group size:** 3-5 per game; see Variations for a 2-player game

**Materials:**

paper and pencil for each player



## Variations

**Two players (Easy, Medium, Hard).** Play two games. Each game, a different person is The Leader. The person who finds the secret number with the fewest questions wins.

**Everyone wins (Easy, Medium, Hard).** Work together to try to find the secret number with the fewest questions possible.

Feeling lucky? Roll the die and try to clear out the bank.

**Levels:** Medium (Hard)

**Group size:** 2-4 per game

**Materials:**

1 die or number cube

masking tape

pen

pennies or small objects such as paper clips or buttons: 10 per player and 10 more for the bank

## Before beginning

Tape over each face of the die. Write in: +1, -1, 0, +1/2, -1/2, and Free.



## Set up for the game

Each player gets 10 pennies. Put 10 pennies in the center to start the penny bank.

## Take turns. On your turn:

1 Roll the die.

2 If you roll

|      |   |                                     |
|------|---|-------------------------------------|
| +1   | → | Take a penny from the bank.         |
| -1   | → | Put a penny in the bank.            |
| 0    | → | Do nothing. Your turn is over.      |
| +1/2 | → | Take half* the pennies in the bank. |
| -1/2 | → | Put half* your pennies in the bank. |
| Free | → | You may roll again if you wish.     |

Now I have more pennies than the bank!



If I roll -1 or -1/2, I'm out.



## Talk About

When you rolled "Free," how did you decide whether or not to roll again?

3 If you have no more pennies, you are out of the game.

4 If you take the last penny from the bank, you win.

## Variation

**Pick your half (Hard).** If you roll +1/2, take half the pennies in the bank or half of the pennies of any one player.

\*For an odd number of pennies, round up to the next even number before finding half. For instance, if there are 7 pennies, find half of 8. For 1 penny, find half of 2.

# Heads Up

**Toss the coins and find your total. Highest total wins.**

## Play five rounds

The player who wins the most rounds wins the game. To play a round follow the steps below.

### Take turns. On your turn:

- 1 Gently toss the coins.

Find the total value of the coins that land heads up. Don't count the coins that land tails up.



### Talk About

How did you find your total? Did you count? add?

- 2 Compare totals.

The player with the larger total wins the round. If you tie, play an extra round.

## Variations

**Roll 100 (Medium).** Keep taking turns until one player has rolled a total of 100 face-up. The first player to reach 100 wins.

**Everyone wins (Easy, Medium).** Play until each person wins at least three rounds.

**Levels:** Easy, Medium

**Group size:** 2 per game

### Materials:

**Easy.** 4-5 pennies and 1-3 other coins

**Medium.** 6-8 coins of different values

## Plan ahead to get the last penny. That way, you'll always win!

**Levels:** Easy (Medium)

**Group size:** 2 per game

**Materials:**

10 pennies, paper clips, or other small objects

### Set up for the game

Spread out the pennies.

### Take turns. On your turn:

- 1 Take one, two, or three pennies.

#### Talk About

How did you decide how many to take?

- 2 Keep going until there are no pennies left.

The player who takes the last penny wins.



### Variations

**Play in rows (Medium).** Play with 12 pennies. Put them in three rows: a row of three, a row of four, and a row of five. On each turn, a player may pick up one, two, or three pennies from a single row.

**Opposite goal (Easy, Medium).** The player who takes the last penny loses, instead of wins. How do you decide how many pennies to take?

# Twenty Pennies

**Be the first to get 20 pennies.**

## Set up for the game

Put a penny out to start the penny bank.

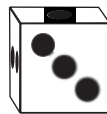


## Take turns

You get one free pass per game. When you pass, you skip your turn.

## On your turn:

- 1 Roll the die.
- 2 Read the number. Put that many pennies in the bank. If the total in the bank is:
  - less than 20—the next player takes a turn.
  - 20—the game is over. You win!
  - more than 20—the game is over. The other player wins.



**Level:** Easy

**Group size:** 2 per game

### Materials:

- 1 die or number cube
- 20 pennies or small objects such as paper clips or buttons



## Talk About

How did you decide when to use your free pass?

How did you organize the pennies so they're easy to count?

## Variation

**Up to three (Easy).** Use masking tape to cover the 4, 5, and 6 on the dice. Write in 1, 2, and 3, so each die has two 1s, two 2s, and two 3s.





Use your dice roll to make a number as close as possible to 7. Closest wins.

**Levels:** Medium, Hard

**Group size:** 2-3 per game

**Materials:**

3 dice or number cubes

pencil and paper for each player

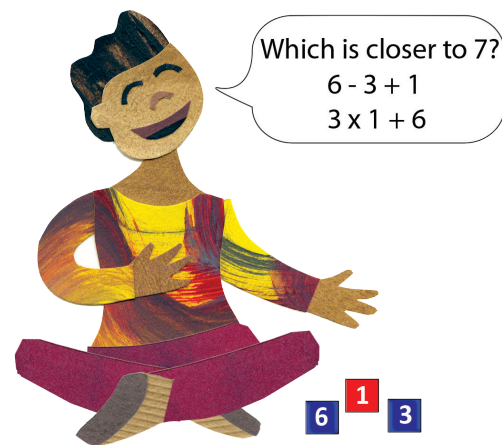
## 1 Roll

One player rolls the dice.

## 2 Write

**Medium.** Each player uses the numbers rolled and + and - to write an expression as close as possible to 7.

**Hard.** Players may also use  $\times$  and  $\div$ .



## 3 Compare

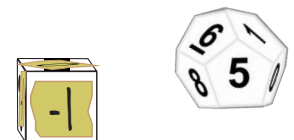
Your score is the difference between the number you make and 7. Lowest score wins.

## Variations

**Best in three (Medium, Hard).** Play three rounds. Lowest total score wins.

**Negative and positive (Hard).** Use negative and positive scores. If you make 5, score -2. If you make 9, score +2. Score closest to 0 wins.

**Change the dice (Hard).** Put tape over some of the numbers on the dice and write in new numbers. To make the game harder, change 1 to 10, 2 to -1, and 3 to 0. Or, play with dice that have 4, 10, or 12 sides.



# Land on 100

**Be the first to reach 100 on the game board.**

## Set up for the game

Put the penny on number 1 on the game board.

**Take turns. On your turn:**

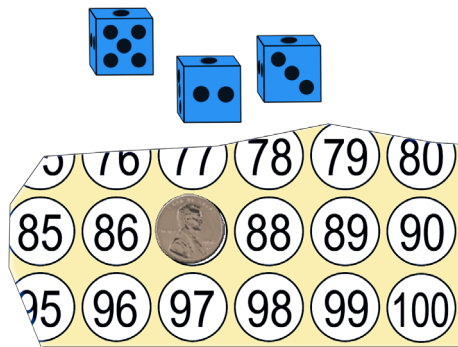
- 1 Roll one, two, or three dice (your choice).

### Talk About

How did you decide how many dice to roll?

- 2 Find the total of your roll.
- 3 Add your total to the number the penny is on.

- If the new number is less than 100, move the penny there.
- If the new number is exactly 100, move to 100. The game is over. You won!
- If the new number is more than 100, leave the penny where it is.

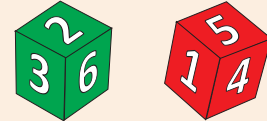


**Levels:** Medium (Easy)

**Group size:** 2-3 per game

**Materials:**

3 dice or number cubes



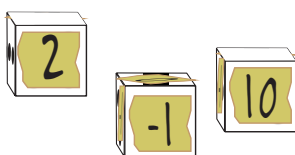
penny or button

Land on 100 Game Board

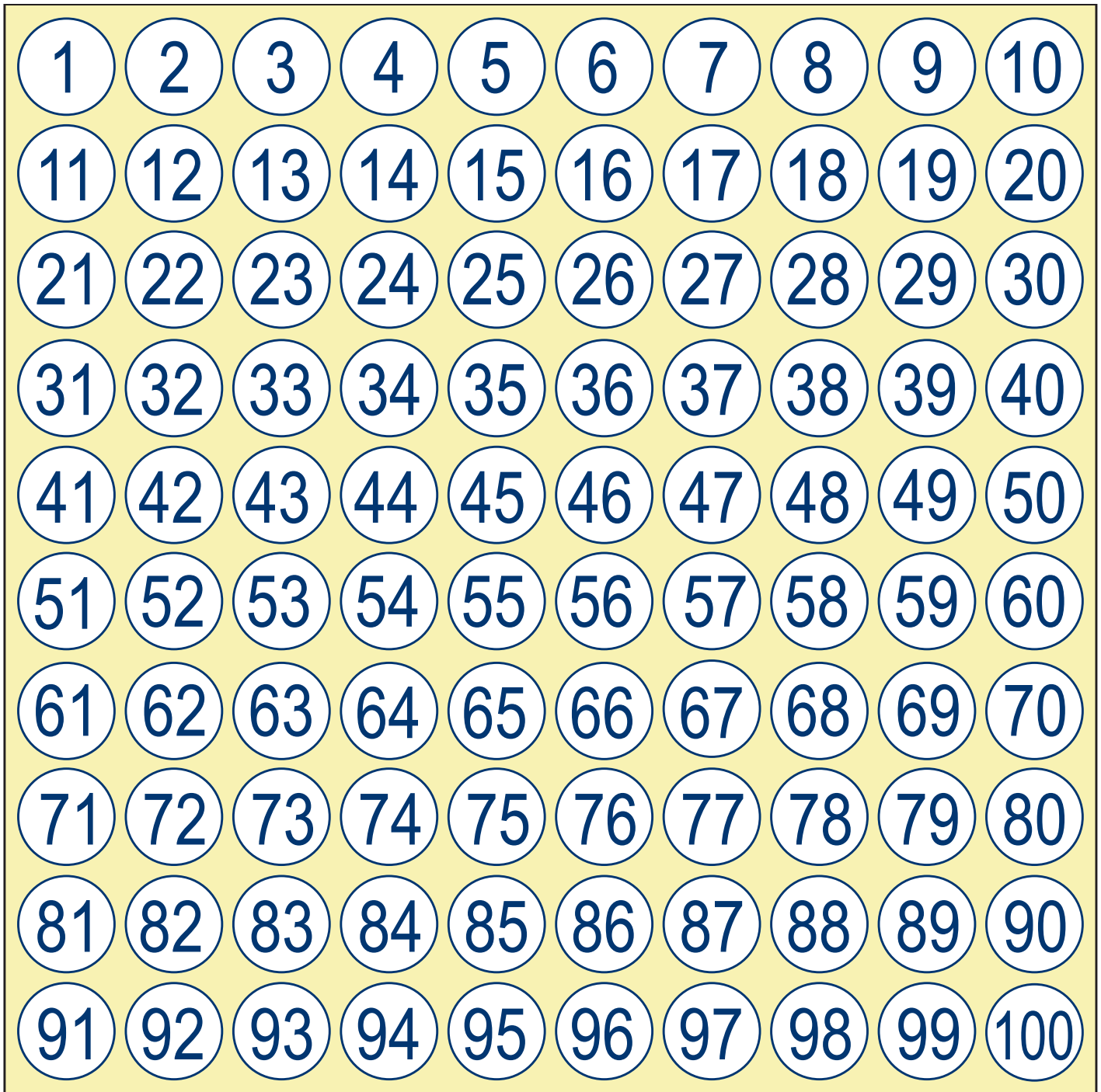
## Variations

**Play with one die (Easy).** Roll just one die each turn. Move that number of spaces. The first person to land on 100 wins.

**Change the dice (Easy, Medium).** Put tape over some of the numbers on the dice and write in new numbers. To make the game easier, change 4, 5, and 6 to 1, 2, and 3, so you have two of each number. To make the game harder, change 1 to 10, 2 to -1, and 3 to 0. Or, play with dice that have 4, 10, or 12 sides.



# Land on 100 Game Board



**Heads or tails—how will the coins land? Make the most correct predictions to win.**

## Play five rounds

To play a round, follow the steps below.

### 1 Predict your total.

You are going to toss the coins. Predict: Will the total of the coins that land heads up be more than, less than, or equal to

**Easy.** 10 cents?

**Medium.** 50 cents?

### 2 Tell the other player your prediction.

### 3 Gently toss the coins.

### 4 Find the total of the coins that land heads up.



### 5 If you predicted correctly, score a point for the round.

The player with the most points after five rounds wins the game.

## Variations

**Play with pennies (Easy).** Use six pennies. Predict whether the total of the pennies that land heads up will be more than, less than, or equal to 3 cents.

**Everyone wins (Easy, Medium).** Play until each person has at least three points.

**Levels:** Easy, Medium

**Group size:** 2 per game

**Materials:**

**Easy.** 5-7 coins equal to about 20 cents in total

**Medium.** 5-7 coins equal to about \$1.00 in total

## Does it grow on trees? Is it safe to eat? Gather clues to find the secret object.

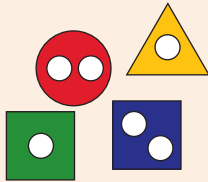
**Levels:** Easy, Medium, Hard

**Group size:** 3-5 per game; see Variations for a 2-player game

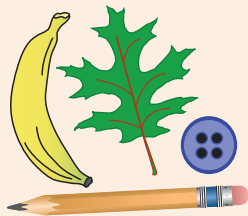
**Materials:**

assortment of objects per group:

**Easy.** 8-10 objects



**Medium.** 10-20 varied everyday objects



**Hard.** 20-30 objects that vary in subtle ways, such as coins or flags from different countries

### Set up for the game

Spread out the objects.

Decide who will be the Leader. The Leader secretly picks an object without removing it from the layout.

### Take turns. On your turn:

- 1 Ask a yes-or-no question to help figure out the secret object.

You may not ask if a certain object is the secret one.

Does it have a diagonal line?



Does it have parallel lines?



Is it symmetrical?



- 2 The Leader answers the question and removes any objects that were ruled out.

### Talk About

What's a yes-or-no question that could rule out about half of the objects?

How do you decide what to remove if the answer is "no"?

The player who narrows the layout down to the secret object wins.

### Variations

**Two players (Medium).** Play two games. Each game, a different person is The Leader. The person who identifies the secret object with the fewest questions wins.

*(continued on next page)*

**Guess who (Easy, Medium).** Play with at least six people. The Leader secretly picks one person in the group. To narrow down to the secret person, players ask questions such as, "Is this person wearing a shirt with a triangle on the front?" or "Is this person's hair more than 12 inches long?"

**Name that shape (Easy, Medium, Hard).** The Leader secretly picks an object in the room that everyone can see and announces the shape ("I see a rectangle"). Players ask yes-or-no questions to try to identify the secret object.

