

Games for many players

Artista	Appoint a score keeper and split class into teams. Each team plays in turn by sending up an artist. Blindfold the artist and whisper the name of an object in their ear. Team A guesses what the drawing is first, then B, etc. Correct answers earn a point. On each subsequent turns, start with the next team.
Cambio	Split into teams. A clue giver for each team provides terms in English from their vocab sheet. The first player in line tries to translate the term. If correct, he rolls the dice, runs to the board, and moves the team's magnetic game piece ahead by the number of spaces rolled. If incorrect, the cluegiver provides the answer and sends him to the end of the line. Note: If a player lands on a space occupied by another team's game piece, he may move it back three spaces. If a player drops a game piece on the floor, his team must go back to the beginning. Only clue givers may refer to their vocabulary sheets.
Catz	Place chairs in a circle facing inward and label every player A, B, or C to identify teams. Start by saying "El gato de Fulano es <u>Asombroso</u> ." The next person in the circle must replace the adjective with another that begins with the letter B, and and so on. If a player can't produce an adjective accordingly, his team loses a point. Variation: replace the noun (gato) or verb (es) instead of the adjective.
Chain Gang	Designate a word counter/scorekeeper and split the rest into teams, then have the teams line up and face each other. Choose a category like cities, food, geographical features, etc. Player 1 on Team A says a word that belongs in the chosen category, then Player 1 on Team B must add to it by supplying a word that begins with the last letter of the previous word, etc. No words can be repeated. If someone can't think of a word, the last team to answer correctly earns a point for each word in the chain. Variation: players that cannot think of a term are out.
Charades	Players act out and teammates guess the words which may be provided by the teacher or noted on a mini-whiteboard before play begins. Players with most points earned in a set time, win.
Cita Ciega	Have two rows of players sit, facing each other. Provide question slips to each player in one row. The "speed dating" begins when you ring a bell. Questioners ask questions and their conversation partners answer. If correct, questioners hand the question slip to the answerer. Ring the bell every 30 seconds, at which time the answerers must rotate seats. When a questioner runs out of slips, the game is over. The answerer with the least slips gets a blind date with the questioner with the most slips. Set up table, tablecloth, flowers, drinks and romantic music so the winners can have a "date" while the class moves on to the next assignment.
Crazy Chairs	Have each player bring a chair and arrange them in a circle facing inward. Select a player at random and ask him a question. If correct, he remains seated but all others must find a new seat at least two seats in either direction. Remove one chair. The person who is left without a seat is out. If incorrect, all have to find a new seat and two chairs are removed, eliminating two players. When 10 or fewer players remain, allow all to move to the next seat over. Variation: let players "phone a friend" in the circle for help with questions.
Crazy Train	Split into three or more teams. Team A rolls a die and wins or loses the points indicated by answering a question. If correct, it may 1. go again for points rolled or 2. take a Crazy Train card. Cards include: BANK (protect) points, HELP another team, PASS a hard question, SKIP the next team's turn, STEAL another team's question and REVERSE direction of play. A card may be played any time, then returned to the deck. Only one card may be played per turn. For example, you can't steal another team's question, then bank the points. All teams wager a portion of their points on a final question from the teacher. Teams with no points wager the same amount as the next-lowest scoring team.
Desert Island	Divide into teams. Each stands atop a sheet and must flip it over without any of their members stepping off of it. Winners line up and answer questions to draw balls from a bag and throw them at their opponents' statues. If they draw a black ball, they return it to the bag and go to the end of the line instead of throwing. The last statue standing wins.
Dictionary	Players race to find a given number of Spanish words in the dictionary, then put them in order to create a grammatically correct sentence.
Dímelo	Jeopardy-style HTML pronunciation game.
Eye Contact	Split into an even number of teams (with an equal number of players) for Round 1. Teams stand in a line facing each other. Each player should be across from a player from an opposing team. When the game master says "go", all players must make and hold eye contact without speaking. If a player cannot do so, he steps back. Break and do a second round after half of the players are eliminated, etc. Variation: first to blink is out. The longest lasting team wins.

Fawltly Towers	Players answer correctly to earn a stackable container and build a tower. Players may take a stackable from a pile or from another person's tower, but if they knock it over, they're out. If they knock over their own tower, they must start over.
Fraseola	Form teams and determine who goes first, second, etc. In turn, each player of a team contributes one Spanish word to form a sentence. The teacher sounds a buzzer when a mistake is made, ending the sentence. Each correct word earns one point.
Fridge Magnets	Players write their names on the board and build Spanish words below them using the letters from the letter bucket within a given period of time. The player or team that builds the most words, wins. Rules: 1. words must have at least three letters; 2. letters must be used appropriately—for example, an upside-down W cannot be an M; 3. contestants can only transport three letters at a time from the bucket to the board; 4. unwanted letters cannot be returned to the bucket; 5. any leftover letters are subtracted from one's score; and 6. any words that appear on more than one player's list do not count.
Godzilla	Write 25 questions on paper of one color and 25 questions on paper of another color. Place the papers face down on the floor, forming a grid of non-contiguous colors. Split the class into two teams, have them stand on opposing sides of the grid, and explain that each team must answer all the questions of its assigned color. A Team 1 player picks up any of the team's papers and answers the question on back. If correct, he replaces the paper face up, moves to an adjacent square of the same color, and goes again. If incorrect, he replaces the paper face down and is out. If no question is adjacent/available, his turn is over. Teams must send up a different player each turn until everyone has gone or questions are used up. Teams earn 1 point per correct answer.
Great Race	Players convey a marble through a tube to the tube of another player (using only one hand) until the marble has made it all the way around the room. If someone drops or touches a marble with their hands, the team must start over. The team with the shortest time wins.
Hands Up	Divide into teams. Say, "I will ask your team a question and all who think they know the answer should raise their hands. Then, I will randomly select someone to answer. If you're right, your team earns one point for each hand raised. If wrong, you loses one point for each hand raised. High score wins."
Hero or Villain	Each player votes to 1. eliminate another, 2. eliminate himself, 3. protect himself, or 4. protect another. Those who vote to eliminate themselves are out. Those who eliminate others join the villain team. Those who protect others join the hero team. Those who protect themselves join the commoner team. Ballots: Make 5 copies of each ballot page. To make teams equal: 1. villains may kidnap requisite number of commoners; 2. remaining extra commoners join heroes.
High Rollers	Split into teams and have each line up single file. A questioner for each team quizzes the first person in line using vocabulary terms. The scorekeeper stands at the opposite end of the table to retrieve the die and toss it to the next player. If a player answers correctly, he may roll the die to earn points. If the die stops inside the square at the end of the table near the scorekeeper, it's worth double. If it rolls off the table, it's worth nothing. After rolling, the player goes to the end of the table where the score keeper notes the points earned on the player's slip, then gets back in line. After a set time, players turn in their papers and scores are totalled. The highest-scoring team (and individual players from each) win.
Lifelines	Players answer questions with the assistance of teammates on a mini-whiteboard. Each round, questions get harder and teams have to get rid of a teammate. The team that finishes with the highest score, wins.
Locomotive	Make a train of chairs and have players draw numbers to determine seat order. Ask the player in chair 1 a question, then move on to chair 2, etc. If correct, a player moves to chair 1 and earns a point while everyone else moves back a seat to make room. If incorrect, a player takes the last chair and everyone else moves up a seat to make room. After 3 incorrect answers, a player is "kicked off the train" and their chair is removed. If a player already in chair 1 is correct, he earns 2 points. When the questions run out, the game is over and the player in the last chair loses 5 points. Most points overall, wins. Alternate: players roll a die and advance that number of seats with a correct answer.
Marble Madness	Each team must roll a marble into a cup (or through an arch) mounted at the end of the table. Earn rolls by correctly answering questions or go to the back of the line to try again until x number of marbles hit the target.

Marco Martínez	The class splits into teams and gathers in the center of the room. One player is blindfolded, then the others are allowed to take three evasive steps, but cannot go under or over any furniture. Whenever the blindfolded player says "Marco", all must answer "Martínez" in order to take another 3 steps; otherwise, they must stay put. Then Marco gets to take three steps in any direction while everyone else is frozen in place. Anyone touched by the blindfolded player is automatically eliminated and the blindfold passed to one of his teammates. If a blindfolded player cannot catch someone within five turns, he is out and someone else takes his place. After game time has elapsed, the team with the least players loses, the team with the most players earns second place, and the intermediate team wins.
Memoria	Match cards with vocabulary and definitions. Each match earns a point.
Minefield	Choose teams and captains. Captains send players out, one per turn, to cross a "mined" grid. Each player answers a question correctly to take a step forward. If they step on a mine, they must start over. If they step to a safe space, they can either answer another question (max. 3 in one turn) or stay put until their next turn. Finally, the captain must cross by correctly answering questions. The first team to get all their players across the minefield, wins.
Musical Chairs	Have each player bring their chair and arrange them in a circle facing outward and designate a chair (or more) as the hot seats. Play some music from a song everyone knows. Pause the music and have everyone sit. The person(s) in the hot seat must say what the next word/phrase in the song is or lose a point. Variation: ask questions instead of using song lyrics.
Name the Tune	Teams name artist, character, song, etc., based on brief sound clip. Each correct answer earns a point.
Paddle Bounce	Prospective players answer a question to qualify. After players are identified and teams chosen, each determines which player will go first, second, etc. Give a paddle to Player 1 on each team and tell him to continuously bounce a ball on the paddle. If a player drops a ball, he is eliminated and the next teammate takes over until all are eliminated. Last player standing wins for his team.
Paper Airplane	Each player gets a blank sheet of paper (each a different color), then folds and throws an airplane across the room, through a hoop hanging midair. The person who gets their plane through the hoop first, wins.
Paper Tower	Split into teams of (near) equal size. Each person gets a single sheet of paper. Teams each construct the tallest free-standing structure in just five minutes using no other materials. Tallest structure, wins.
Password	The class splits into teams and each sends up a player to sit with his back to the whiteboard. The game leader writes a term on the board and each team, in turn, provides a one-word clue about it. The first player (seated up front) to identify the term scores a point for his team, then a fellow player replaces him. An underperformer can be replaced after five turns. Variation: make each answer worth 3 points, then decrease in value after each round.
Peligro	Jeopardy in Spanish.
Pelota	Divide into teams and give each player a button or ribbon to wear to represent their team. Form a large circle and have players toss a ball to another player and ask them a question. Any who under/overthrow, dodge, drop the ball, or give incorrect answers are out. A player is also out after receiving the ball three times. The last player standing wins for their team.
Pledge	Teams work together to write out La Promesa de Fidelidad (or another long, memorized phrase) in the least amount of time with the fewest errors.
Power Point	A member of each team sits in a chair with their back to the screen where pictures are displayed. Teammates provide clues (with limitations) so that their player can correctly guess what is pictured.
POWs	Split into teams and elect captains. A member of Team A may capture a player from Team B by 1. identifying an opponent to challenge, then stumping him with a hard question or correctly answering a question from the person he identified. Prisoners must go to and stay in his captor's cell until rescued. To rescue a player, a captain must request, then correctly answer a question from the opposing team's captain. When time runs out, the team with the most players (including those captured), wins. Captains cannot be captured.
Shooting Gallery	Correctly answer questions to earn a shot at targets (e.g. paper dolls) at the end of a table. Add up the points collected for each target; larger targets are worth fewer points. The player with the most points wins for their team.

Scavenger Hunt	The first team to collect all the items from the list (in Spanish) without using references, wins. Items can only come from the backpacks of students on each team.
Slingshot	Teams answer questions to qualify to operate a slingshot in order to knock over the 1. opposing teams' pyramids of containers OR 2. name tiles hung from fishing line at the end of a table. Use giant rubber bands around the legs of chairs as slingshots.
Snowball Fight	Print secret messages in different colors for players to guess, one word per page. Hand out the papers as if they're for scratch, then tell everyone to wad up them and throw them at each other. Assign each team a different color that corresponds with a message, then have them find the papers with words in their color and assemble their message. First team to correctly assemble their message, wins.
Soda	Have players hand out sodas to teammates, who then have to drink and return the empty cans. The player then stacks the cans on the end of the table in a pyramid, runs to the opposite end, then tries to knock them all off the table and into a paper sack using rubber bands, balss, etc. If a can does not fall into the sack, the player must pick it up, set it back on the edge, and shoot at it again. The player to get all 6 cans into their paper sack, wins.
Sorry	Teams translate vocabulary terms, roll dice, and advance tokens on board; first team to finish wins. Landing on the game token of another team sends them back to the beginning.
Squeeze	The class forms a large circle holding hands. Secretly appoint a villain to eliminates players by a cascading number of hand-squeezes (the villain squeezes five times, the next person four, the next three, etc.). Anyone receiving one squeeze is out. A team wins by identifying the villain before it's too late AND by having the most remaining players.
Sumiso (Yes Man)	Place a chair in front, facing the class, then invite a player to sit there and act as Sumiso. Instruct that person to answer only "sí" or "no". Number the other players and instruct them to ask a question, one at a time. Show the Sumiso a vocabulary term. After asking a question, the questioner may try to guess the term. If correct, both Sumiso and Questioner earn a point and the Sumiso exchanges places with a player of his choice; if incorrect, the Questioner gets a strike and the Sumiso remains seated. After three strikes, a player is out. Show the new Sumiso a vocabulary term and continue until a "last man standing" wins or activity time ends and the highest scorer wins.
Towel Launcher	Set a bucket at one end and a towel at the other end of each team's table. Two players hold the forward corners of the towel in place, one player drops a ping-pong ball into the towel, and another player grasps the two free corners of the towel and flicks the ball towards the bucket when it drops into the towel. The first team to get x balls into their bucket, wins.
Tower of Verbs	Players raise a flag and supply a verb meaning or conjugation when prompted. With each correct answer, a player can either stack one of the provided objects or take one from from another team. Players must start over if they accidentally knock their tower over.
Trile	Set three chairs at the front of the class and split into three teams. Each team chooses a leader and sends him up to occupy a hot seat. Ask hot seat player 1 a question. Have his team decide whether he is correct or not. Award 1 point if correct and 2 points if the team is "in sync" with their leader. If incorrect, repeat the process with Team 2, etc. The next turn always goes to the next team in line. Any time a hot seat player answers correctly, the team chooses a new leader to replace him. If incorrect, he must stay and keep answering until he is right.
Tubular	Balance a marble in the center of a tube while racing around the perimeter of the classroom. Pairs move through an obstacle course* while each person holds onto one end of the pipe (without covering the hole at either end) with a marble in it. If the marble rolls out, the team starts over. No bending the tube! * Note: non-contestants form obstacles: lay on floor, make tunnel, make arm hoops, act as slalom poles, etc.
Twenty Questions	The class splits into teams and each sends a player forward. These players are all shown the answer to a question and may answer only "yes" or "no" when their teams, in turn, each ask a question in order to decipher the exact answer. The first team to answer correctly scores a point, etc.
Valentines	Do not give any hints ahead of time. Split into teams instruct each to take 5 minutes to devise, then share a touching love (or other genre: adventure, tragedy, etc.) story. Have the whole class vote for the best one. The most votes, wins.

Veinte	Split into teams. Players from Team A sit in a circle facing outward (or in a darkened room) so they can't see each other. Any player, at any time, may say "uno." Another player says "dos" and so on. If the team calls out two numbers in a row or if two people say a number at once, they must start over. Each team has five minutes to get to 20 without any errors. If all teams succeed, the one who does so fastest, wins. If all teams fail, the one who got to the highest number, wins.
Verb Relay	Split into teams and have each line up single file. When you say "go" the first player from each team runs to the white board, draws a T-chart, hands his marker to the next player, and goes to the back of the line. The next player fills in a verb form and follows suit. Play continues until the chart is complete. Once all of the verb forms have been filled in correctly, erase the chart and hand the next person in line a new verb from the cards in your pocket. The team must redo a chart if anyone besides the teacher erases it. If the chart is incorrect in any way, changes may be made by following regular game play, but only one edit per player/turn is allowed. Teammates may only help each other verbally. No other references allowed.
Voices	Erect a barrier between two teams. A member of each team, in turn, recites one of the following tongue-twisters while disguising his/her voice. The opposing team must correctly guess who is speaking on the other side of the barrier to earn a point. 1. Como poco coco como, poco coco compro. 2. Tres tigres tristes tragaban trigo en un trigal. 3. Cuando digo digo, digo Diego; cuando digo Diego, digo digo.
Wheel of Fortune	Teams each roll a die or spin the point wheel, then guess letters in a mysterious phrase indicated by blanks on the whiteboard (similar to hangman) to earn the number of points indicated by the die or wheel. The team to solve the phrase first earns a bonus. If the phrase goes unsolved, the team with the most points wins. Note: 1. the phrase should be in Spanish and backwards; and 2. the wheel should include pitfalls like LOSE A TURN.
Who Said	Split into teams. Have all players write a one-sentence answer to the following questions: 1. xxx; 2. xxx; 3. xxx; 4. xxx; and 5. xxx and collect their answers. Call 4 people from each team to the front and read their answers (first Team A, then Team B) to the first question without revealing their identities. Each team discusses, then—using a mini-whiteboard—matches up each sentence with the person that wrote it <u>for the opposite team</u> . Example: Sentence 1 = Derek, etc. Teams earn a point for each correct answer, then send new players up for the next round. The teacher may opt to use specific questions that players must answer that require use of a particular verb tense, vocab set, etc. For example, "What will you accomplish (future tense) before age 40?"
Zap	Split into teams. Ask a question of the first player on Team 1. He cannot have any help answering. If correct, he earns a point and <u>may</u> draw a ZAP card. If incorrect, he loses a point and <u>must</u> draw a ZAP card. Follow the instructions on the ZAP card, then move on to the first player on Team 2, and so on. Cards include: 1. Win 1, 2, or 3 points; 2. Lose 1, 2, or 3 points; 3. Give 1, 2, or 3 points to another team; 4. Take 1, 2, or 3 points from another team; Switch scores with another team; Zap (reduce points to zero) another team; Zap all other teams; Zap your own team; and Zuper Zap - draw 3 cards and follow the directions, in order.

Games for individual players

Auction	Players buy mystery items (good: homework pass, candy, idol clue, extra vote; bad: wear a wig the rest of class, jar of pickles, "I'm a Survivor" button).
Balloon Pop	Players answer challenging questions and if correct, pop an opponent's balloon. The player with the most balloons left, wins. Variation 1: players don paper sack vests and attach balloon(s), then volunteer to answer questions posed by the teacher. Variation 2: players tie a string around their ankle with a balloon at the end of the string and stomp on opponents' balloons when the light goes out. If a player answers incorrectly, lights go out for 5-10 seconds. If you pop a balloon with lights on, you're out.
Bandeja	Fill a tray with 25 objects that are small, yet distinctive. Cover the tray, set it on a table, invite all players to gather around, and remove the cover for one minute so all players can concentrate on the objects. Ask the players to return to their seats, take out a pencil and paper, and write down as many of the items as possible. When all have finished, remove the cover again and see who listed the most items.
Basketball	Players toss a ball or wad of paper into container at various distances to score points and the player with the most points in a given time or with a given number of throws, wins.
Big Treble	Players have to make a glass sing by wetting a finger and gliding it around the rim. No squeegie sounds, just one long tone.
Bio Survey	Players answer survey questions ahead of time. The most oft-recurring answer to each question is considered correct and the players who so answer earn a point. Whoever has the most points at the end, wins.
Bubbles	Players blow a soap bubble a certain distance into a container or through a hoop. First to finish, wins.
Bottled Up	Players race to find matching verb forms on slips of paper randomly placed in containers, then assemble (conjugate) the verbs. Whoever first assembles a verb, wins.
Can Stacker	Players bounce a ping pong ball into a can placed in front of them on a table. Each time a player sinks the ball, a new can is added to the stack. The player or team with the highest stack of cans after a set time, wins.
Dart Throw	Players answer questions to earn dart throws at targets with various point values.
Dicey Business	Players sit at a table and stack six dice on a tongue depressor held between their teeth, then stand without dropping them. They must correctly answer a question before placing each die.
Foodies	First, each player must slide a cookie from their eye down their face and into their mouth without using their hands. Second, each must drink a whole soda or water bottle. Third, each must open a bag of Skittles with one hand (the other stays behind their back) and sort the candies into cups by color. First player done, wins.
Frozen T-Shirts	Freeze a t-shirt for each competitor in a plastic jug full of water. The first person to free the shirt and get it on, wins.
Jello	Players eat a pie tin full of jello & whipped cream then answer the mystery question written underneath (where the food was). No hands allowed at any time during the challenge.
Mastermind	Setup: place the answer key(s) face down on the table(s) at the front of the room. Put different color ping-pong balls into a box in the back of the room. Set the needed number of cups before each player (as receptacles, arranged as on the answer key). The first player to get the balls in their plastic cups in the correct order, wins. Keep an answer key handy to verify answers. Game: players run to the front of the room, examine the color key(s) for 20 seconds, collect ONE ball, run to their receptacle and drop it into the appropriate place. They may then review the key for another 20 seconds or go directly to the ball box to collect a second ball. Play continues until one person has correctly arranged all of their balls to match the answer key. Variation: players must say "¿Puedes darme una pelota [color]?" to a monitor before collecting a ball.
Pencil Pop	Place 10 pencils, in pairs, in front of a player. When the clock starts, he should pick up two pencils, lay them across the back of his hand, then "pop" them into the air and catch them with the same hand. Once successful, the player adds another pair of pencils to pop and catch. This continues and the clock stops when he has been able to catch all the pencils without dropping any.

Personal Qs	Film students asking questions that remaining players must answer to earn points. The player with the most points, wins.
Presidential	Conduct a vote to determine the answer first, then players try to guess which [presidential candidate, classmate, potato chip, etc.] is most popular among their peers.
Puzzler	Players are each given an envelope with puzzle pieces. The first to correctly assemble the puzzle and translate the message written across it, wins. Variation: write the message on the reverse and require the players to turn over all the pieces to decode it.
Shuffleboard	Players slide beanbags or discs toward a target to score points; discs knocked away cannot be rethrown.
Situ. Awareness	Change the seating arrangement prior to challenge. Ask players to leave the room and have all of their peers change seats. Invite players back one-at-a-time to re-seat their peers. The player to correctly re-seat the most people, wins.
Spit Balls	Determine order of play, then each player uses a wrapped restaurant straw to make spitballs and stick them on pictures of fellow contestants for points (or elimination). Most points, wins.
Story Time	Players listen to a story and answer questions about it on mini-whiteboards. Highest score wins.
Thar She Blows	Fill a balloon and used expelled air to blow a cup or paper boat across a table (add goal spots taped to table for more difficulty). Variation: use plastic straws instead of balloons.
Tic-Tac-Plop	Fill 9 cups with water and hand each player 5-6 balls of a particular color. Players take turns bouncing balls into cups. The player to line up three of their color balls, wins. If you bounce your ball into a cup occupied by another player, remove their ball.
Tic-Tac-Take	Teams answer questions in order to either place or remove markers. The first team to get three-in-a-row, wins. Note: more than 2 teams are fine; instead of X's and O's, use any symbol desired to represent each team.
Time Machine	Players exit the room and the class selects someone to put into the time machine (a large box). Players re-enter, write their guesses about who is missing on mini-whiteboards, then reveal their guesses at the same time. Incorrect players are out. Correct players step out again so the class can choose a new time traveler. When only two players remain, two time travelers are selected—but only one goes in the time machine, while the other goes into the adjacent room or hides behind the teacher's desk. The player who correctly guesses the time traveler (or to break the tie, the backup person) wins the challenge.
Trabalengua	The player to most accurately and quickly recite the assigned tongue-twister, wins.
Twenty Questions	Split into teams, place two "hot seats" facing the class, and have a player from each team sit there. Give a different vocabulary term to each of the two. These players can only answer "yes" or "no". Allow each team, in turn, to ask a question of their own hot seat player or to guess their secret term. The first team to answer correctly scores a point. The winning hot seat player may then choose a replacement from his own team. Give new vocabulary terms to the hot seat players and continue the game until time or the word set runs out.
Veinte	Players sit in a circle facing outward, eyes closed (or in a darkened room) so they can't see each other. Anyone, anytime, may start with "uno." Another person says "dos" and so on. Follow with the same number or a wrong number (breaking the numeric sequence) and you're out. If two people speak at the same time, they're both out, then the game resumes.
Video Game	Dig-dug, Mario Kart, etc.
Water War	Play the card game WAR. The winner of each "battle" throws a small cup of water on an opponent unless he/she can correctly answer a question posed by the teacher (e.g. conjugations or vocabulary). Last person to get wet OR first person to empty all their cups, wins.
Where's Waldo	Students race (are timed) to find all the objects using a dry-erase marker on an I-Spy graphic projected on the whiteboard. Best time, wins.

Who Is It

Players (5-8) write 3 sentences about themselves: something funny, unique and important—then turn in their answers. Players stand at whiteboard and teacher reads a statement at random, then asks class to vote for who made the statement, a la "Raise your hand if you think Bobby (then Sally, etc.) wrote this." An aide tallies and writes the votes on the board by each player. The correct vote tally marks remain on the board, while the others are erased. The player with the fewest correct votes at the end wins. Break ties with another round of reading statements and voting.

X

Players line up at the whiteboard. Teacher asks each a question, in turn. If correct, a player writes an X above the head of an opponent of his choice. Three X's means elimination from the game and the last player standing, wins.

Yankee Cups

Begin with a stack of four to five cups (inside of each other). Make a tower with the cups and a small piece of cardstock between each level, then pull out each piece of cardstock one at a time, allowing each cup to fall onto the one below it so it resembles the original stack. If the cup topples over, a player must replace it and try again.