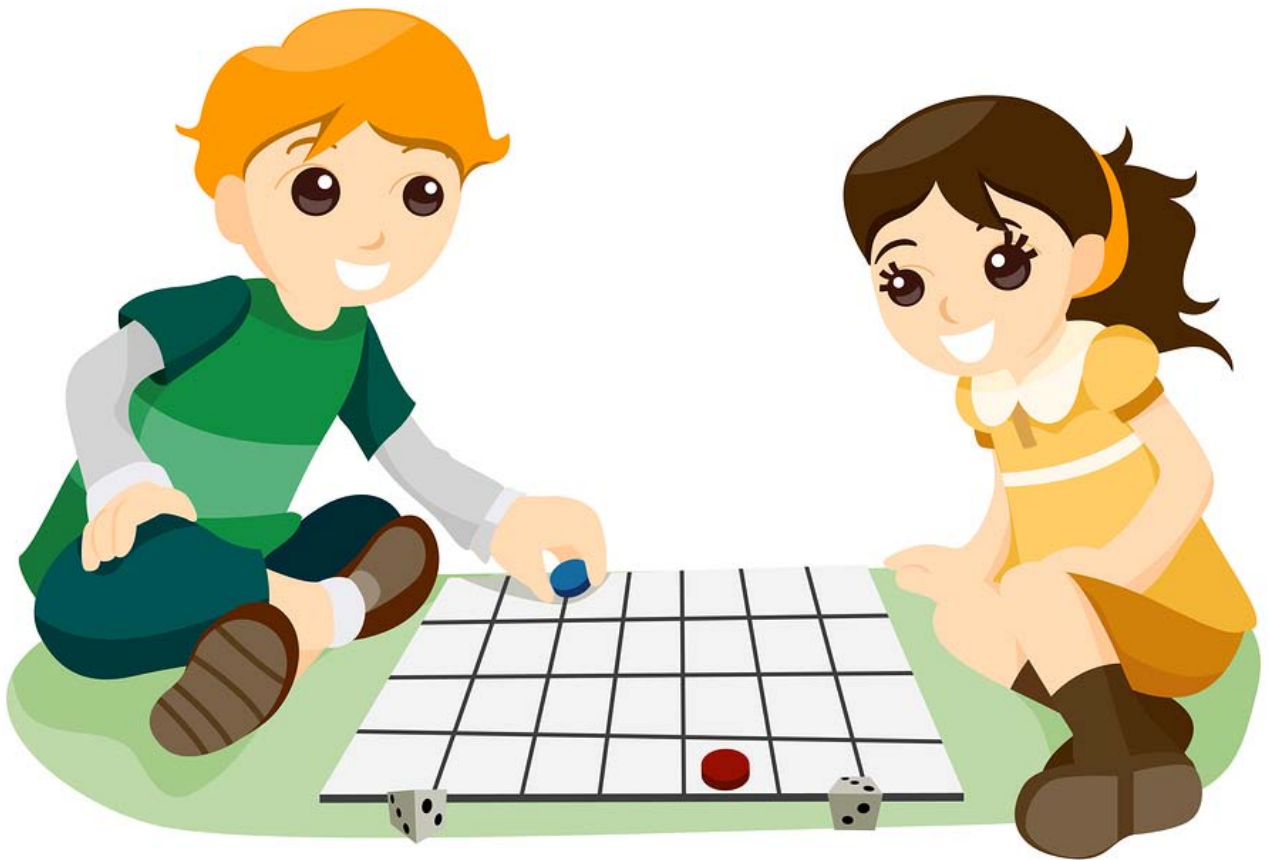


Printable Games for the Whole Family



Brought to you by the editors of **FamilyEducation**

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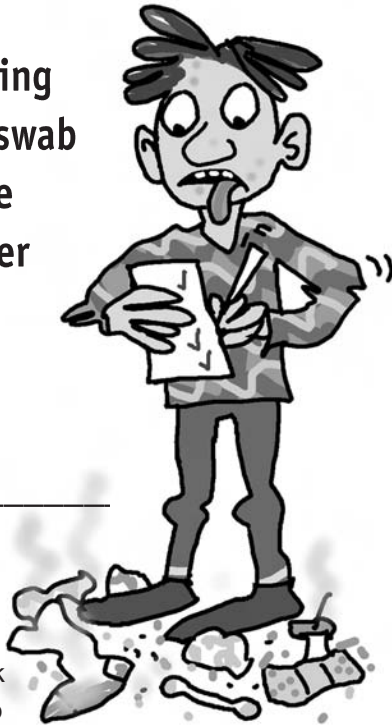
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Scaggy Scavenger Hunt

How many gross things can you find lurking in your house? Keep a copy of the list below for yourself, and make a copy for a sibling or parent. Then search your house from top to bottom. Each item is worth 3 points. Whoever gets the most gross points wins!

- ___ pet poop
- ___ hairball
- ___ dust bunny
- ___ smelly sock
- ___ sour milk
- ___ toenail clipping
- ___ used cotton swab
- ___ used bandage
- ___ moldy leftover
- ___ dried booger
- ___ chewed gum
- ___ dead insect
- ___ other _____



Here's a few rules:

Don't pick up the gross stuff you find. Just check it off your list and add up the points.

If you want to play with a friend, let him search his house while you search your own house. Get together later to compare results.

Gross Gulps

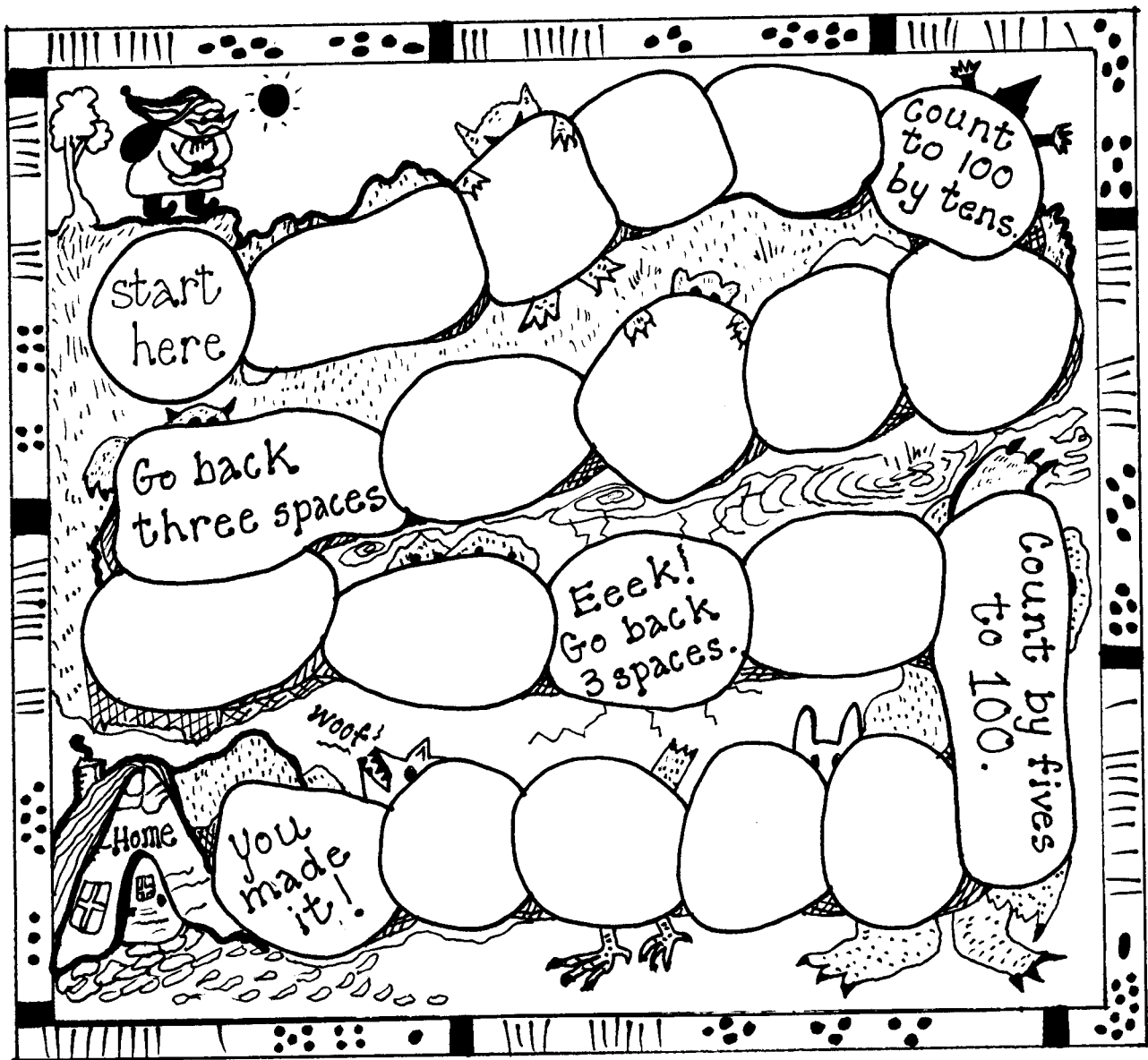
Your body makes between four and six cups of this stuff each day. You get rid of most of it without a thought. What is it? Where does it go? The answer is hidden in the letter grid. Start in one of the four corners, and read the letters in a logical order. You have to figure out in which direction to read!

S	E	K	A
T	L	L	M
H	O	A	Y
I	W	W	D
S	I	S	O
M	T	U	B
U	A	O	R
C	L	Y	U
H	L.	T.	O
S	P	I	Y

The Math Elf Game

The Math Elf has built a path of stones through the magic forest so that he can find his way home. It's a good way for him to practice his math facts! See if you can help him get back to safety.

Directions to play game: As many as three can play. You will need one die, a tiny pebble for each player, and a set of math flash cards. Each player tosses the die—highest number goes first. The first player tosses the die, counts out that number on the pathway, turns over that number of flash cards in the pile, and must give the answer to that fact. If the correct answer is not given, that player must return to the beginning. The first player to help get the Math Elf home wins the game.



Telephone Game

(And New Variation)



Ages: 5 years and up

Benefits: Auditory skills
Group cooperation
Memory retention

Directions: Have everyone sit in a circle.

A message will be passed around the circle, from child to child, by whispering the message in a neighbor's ear. (Be careful not to whisper loud enough so anyone else can hear.) Example: "You are fantastic!"

When the message has gone around the whole circle, have the last child say the message out loud so everyone can hear. (It's always fun to hear how the message got mixed up along the way!)

Variation:

Choose five to ten children to leave the room.

Tell a very short story to the rest of the group and then call the children back into the room, one by one.

Tell the first child the story and then call another child into the room. The first child has to relay the story to the second child without any help from the rest of the group.

Call a third child into the room and the second child has to relay the story to the third child, again without any help from the rest of the group.

Keep calling the children back into the room until everyone has been called. Be sure to tell the rest of the group not to give away any of the story or try to correct the one saying the story. (This is where group cooperation comes in!)

Comments: Start off with a very short message or story so everyone can understand the game, then you can make the message or story longer and longer.

The longer the message or story, the funnier the end result will be.

A Measurement Hunt

Hunt around your classroom and find objects that are the same length as the measures below. Write the name of that object in the space.

Find something in your classroom that is:

1. 10 paper clips long.

2. 2 lengths of your thumb

3. as wide as your closed fist

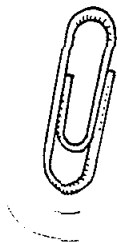
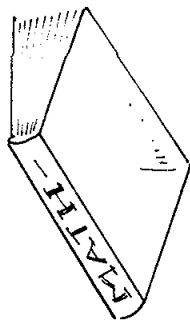
4. 1 orange Cuisenaire® Rod long

5. 5 pencils long

6. 3 big steps long

7. as high as your waist

8. as long as your favorite book



What Would You Do? Playing Cards

Print out the playing cards and cut along the dotted lines. Cut out all of cards and stack them in a pile. Whenever your young teenagers want to put their character to the test (in the car, at the dinner table, etc.), have them pick up a card. Kids can play the game with you or with their peers.

How to play:

Pick a card. Read the card to yourself. Identify a person to answer the first question (the challenger). Read the question out loud to the group. The person you've chosen can either respond or pass to another player (each player gets one pass per game). Listen respectfully to the challenger's response. If you think the challenger would not behave the way he claims, call a challenge and explain your objection. The challenger must then defend or amend his response. When he's done, it's his turn to pick the next card.

Playing tip:

Remember to keep the deck well-shuffled. Some questions are about kid-related situations, while others ask kids to put themselves in an adult's shoes.

How to win:

You can't -- this is a just a conversation game!

The situations depicted on these playing cards are designed specifically for young adolescents by family therapist Carleton Kendrick.



You're a parent and you're concerned about your teenage daughter. She has seemed withdrawn this past week, and you suspect something's wrong in her social life.

While tidying up her room, you discover her diary. It's locked, but the key's attached.

What do you do? Why?



You're an eighth-grade teacher on recess duty. From a distance, you see a student filing her nails with a metal clipper that has a small knife attached. As you approach her, she quickly puts the clipper in her pocket. Your school has a zero tolerance policy against knives.

If turned in, the girl will automatically be suspended for two weeks and the police will be contacted.

What do you do? Why?



You're a mayor who has the final say over whether a nuclear power plant will be built in your town. Unemployment in your town is very high, and this company has promised to hire many local people if allowed to build.

The reports you've read say that many of this company's nuclear plants have poor safety records.

What do you do? Why?



You're a police officer and you've just pulled someone over for speeding. After you request the driver's license and registration, he hands them to you wrapped in a hundred-dollar bill.

Then he says, "Do you need anything more from me officer? I want to cooperate in any way I can."

How do you respond? Why?



After eating a family dinner at an expensive restaurant, your parents ask you to make sure that the bill is correct.

You discover that the waiter has undercharged your parents by \$15.

What do you do? Why?



You're CD shopping with a friend. While you're in one aisle and he's in another, you see him drop a CD into his backpack

What do you do? Why?



Your soccer team has just scored a last-second goal to beat a bitter rival. But you noticed that your teammate's foot was out-of-bounds when he made the winning kick.

What do you do? Why?



A good friend is struggling to keep up in math class. During a test, he whispers for you to show him your answers

What do you do? Why?



A friend of yours has bad body odor and doesn't seem to realize it. Other kids make fun of him behind his back.

Do you say something to him? To them?



You see your younger brother take \$5 out of your father's wallet – without permission. He mentioned yesterday that he didn't have enough money to buy your parents the special anniversary gift he'd been eyeing.

What do you do?



You're babysitting for a neighbor who has told you not to invite anyone over. After you've put the kids to bed, several of your friends show up at the door – unannounced.

**Do you turn them away or let them in?
What do you tell the neighbor?**



You're trying to sell your car through the newspaper. Your mechanic recently told you that the car will soon need a rear brake job and a new exhaust system. You've got a buyer on the hook.

**Do you tell her what the mechanic said?
Why, or why not?**

GAME CARDS

The following four pages contain cards for use in large and small groups. The sheets can be used in a variety of ways, from flash cards, to game cards, to response cards to teacher questions or examples. The list below details the cards contained in this section.

1. Types of Sentences and End Punctuation

- a. Declarative (.)
- b. Interrogative (?)
- c. Exclamatory (!)
- d. Imperative (.)

2. Other Punctuation

- a. Comma
- b. Quotation marks
- c. Semi-colon
- d. Colon

3. Eight Parts of Speech

- a. Noun
- b. Pronoun
- c. Verb
- d. Adjective
- e. Adverb
- f. Preposition
- g. Conjunction
- h. Interjection

4. Other

- a. Helping Verb/Linking Verb/Action Verb
- b. Positive/Comparative/Superlative
- c. Synonym/Antonym
- d. Small Alphabet Letters

To prepare for use:

1. Copy the pages on tagboard and laminate, if feasible; or make the pages with plastic overhead transparencies.
2. Cut cards apart with paper cutter, being sure all cards are of uniform size.

GAME CARDS

DECLARATIVE ■	INTERROGATIVE ?
EXCLAMATORY !	IMPERATIVE ■
COMMA ,	QUOTATION MARKS “ ”
SEMICOLON ■ ;	COLON ■ :

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GAME CARDS
(Continued)

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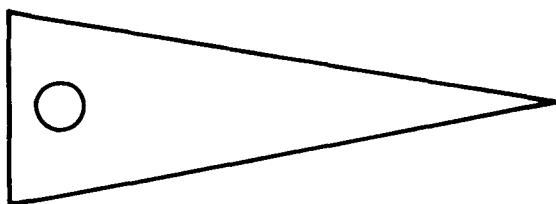
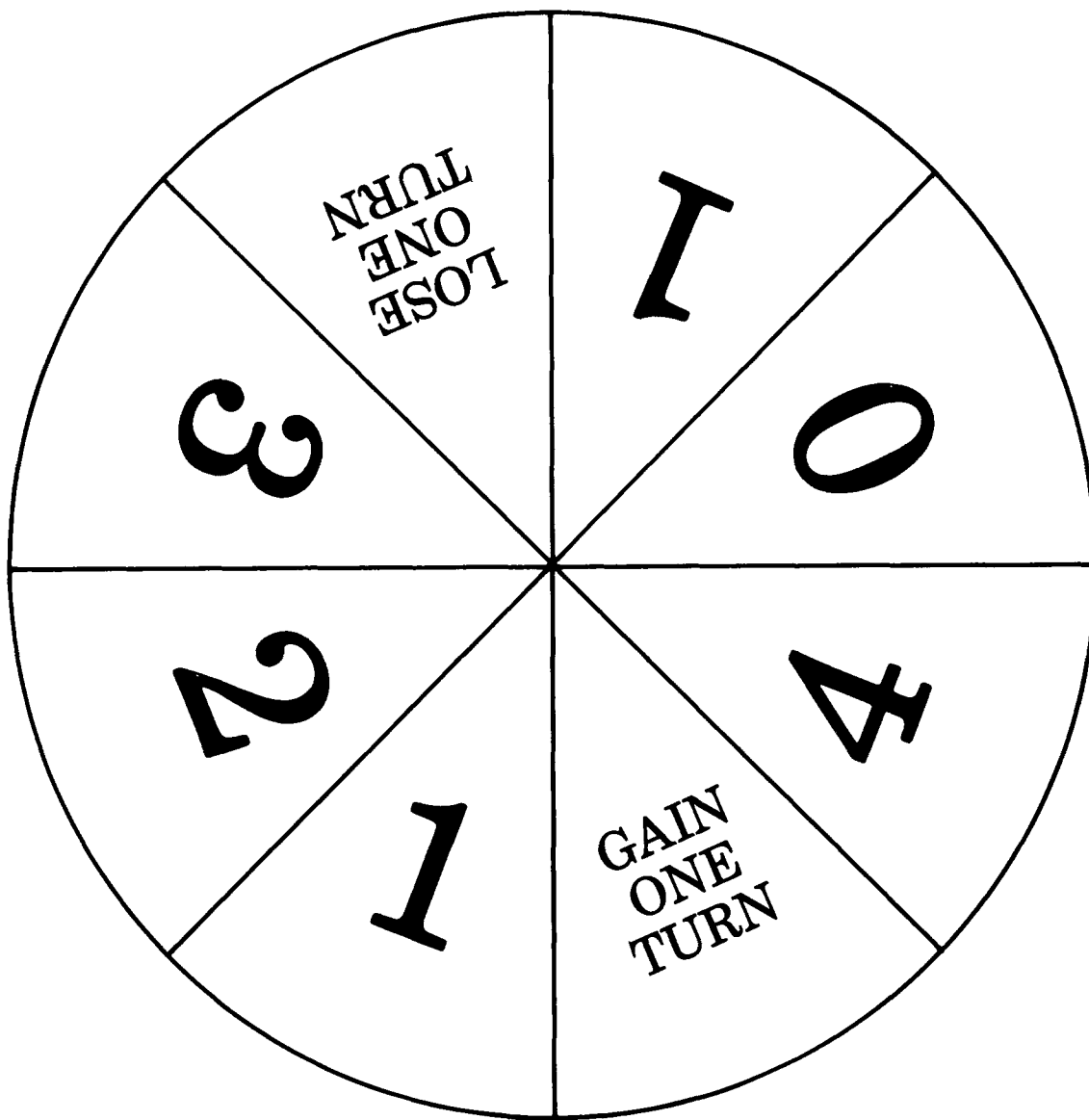
Noun	Verb
Adverb	Conjunction
Pronoun	Adjective
Preposition	Interjection

GAME CARDS
(Continued)

Helping Verb	Action Verb
Linking Verb	Positive
Comparative	Superlative
Synonym	Antonym

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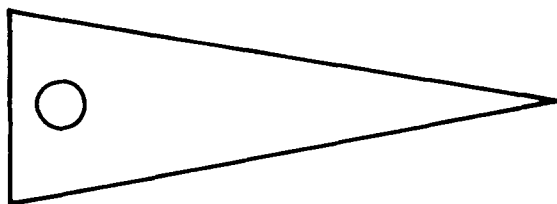
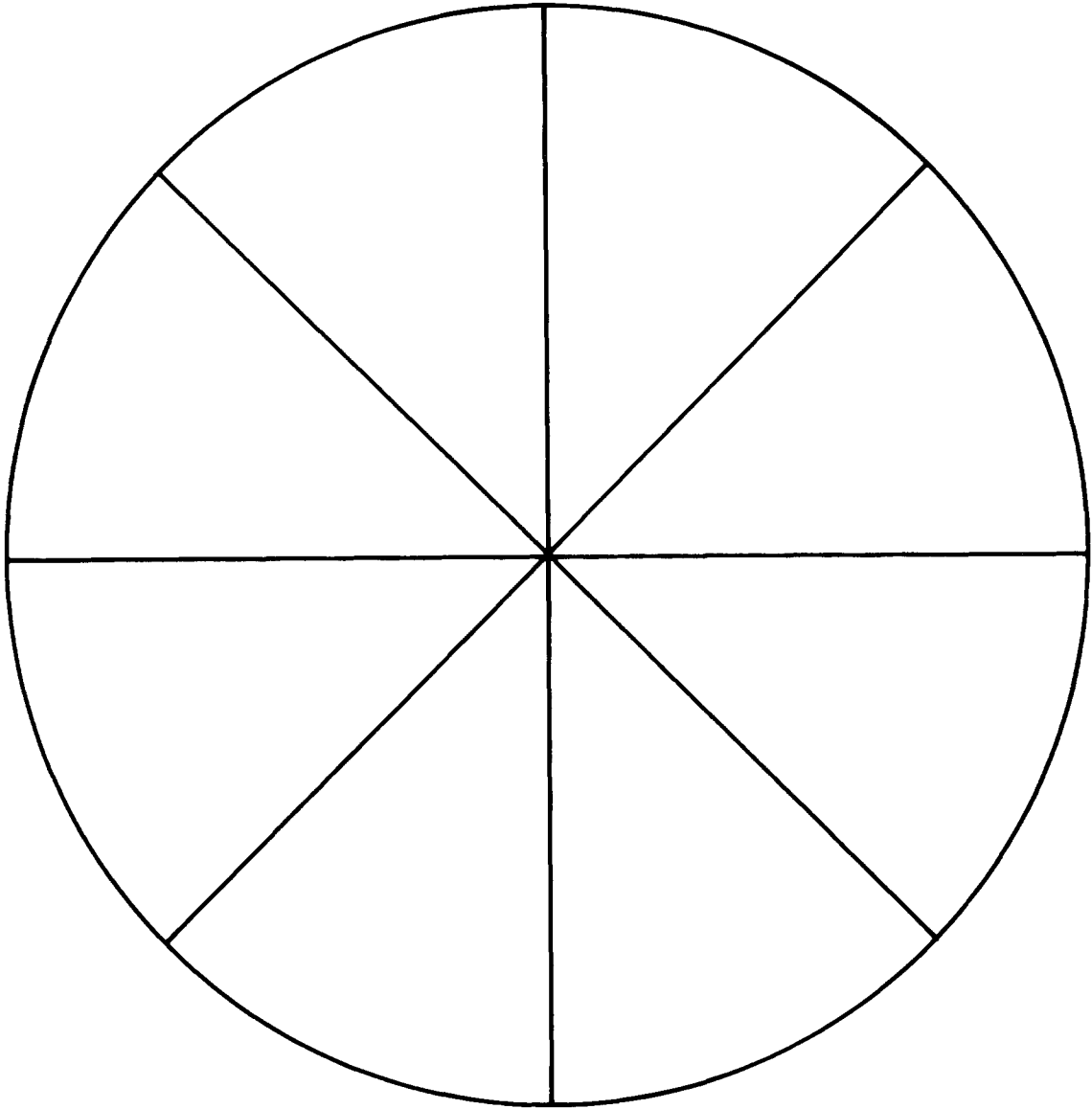
SPINNER PATTERN



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GENERIC SPINNER

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Gross Gulps

S	E	K	A
T	L	L	M
H	O	A	Y
I	W	W	D
S	I	S	O
M	T	U	B
U	A	O	R
C	L	Y	U
H	L	T	O
S	P	I	Y

Your body
makes this
much spit.
You swallow
it all.