

TRY TO
GUESS!

Learning with pleasure

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HONEY

BUTTER

BREAD

A BLOCK OF
FLATS

A TENT

A BOARD GAME

A COSTUME

AFTERNOON

EVENING

MORNING

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A PAVEMENT

A TRAFFIC LIGHT

A POST OFFICE

A LIBRARY

A KITCHEN

A BEDROOM

A PARTY

A WEEK

A SEASON

A MONTH

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A POSTCODE

A COUSIN

AN AUNT

AN UNCLE

A TWIN

TO SUNBATHE

CLOTHES

A CHERRY

TO DECORATE

TO SKI

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AN UMBRELLA

TO VISIT

A BAKERY

A BREAKFAST

A PEACOCK

HEALTH

FURNITURE

A TORTOISE

A RHINO

CLEVER

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PLUMP

A HEIGHT

AN APPEARANCE

NOISY

A COOKIE

A DINING ROOM

A DOUBLE-DECKER

A GRADE

A CARTOON

A TIMETABLE

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A PASSWORD

A SCIENTIST

GLOSSY

A CREATURE

A STORE

DIGITAL

TO RECEIVE

A JOURNEY

TO EXPLORE

UNFORGETTABLE

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AN ADVENTURE

A DEFENDER

GOVERNMENT

POLLUTION

A CLIFF

REMOTE

PEAS

CHEKED

A SWIMSUIT

SILVER

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HURTFUL

VALUABLE

TO WRAP

A FRECKLE

A MAGAZINE

INCREDIBLE

DATA

HARDWARE

JOGGING

CLIMBING

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A HELMET

A STICK

A FISHMONGER

A BUTCHER

A TREASURE

SILK

BISCUITS

CRISP

A CANTEEN

ASTRONOMY

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ECOLOGY

PSYCHOLOGY

A NAIL

A HURRICANE

AN EARTHQUAKE

A HELICOPTER

A BOAT

A COACH

A DIRECTOR

CYCLING

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A SUNBURN

FIRST AID

AN INJECTION

TO BITE

A PHOBIA

A PERFORMANCE

A VEHICLE

A SUIT

A PATTERN

A COLLECTION

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A SURGEON

TO SPEED

A PETROL
STATION

A SCALE

A COMEDY

A HEN

SCENERY

A REHEARSAL

A QUIZ

TO IMPROVE

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AN EXHIBITION

GOODS

A LOGO

TO INVENT

TO PROMISE

A CUSTOM

INABILITY

A VOLUNTEER

TO IMPROVE

CARDBOARD

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A LABORATORY

ENDANGERED

A GLACIER

A GOALKEEPER

A PURPOSE

SURVIVAL

A PREDATOR

BLIND

DEAF

OINTMENT

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AN OPENING

SUNSCREEN

A WHEELCHAIR

A SPINE

A PLASTER

TO TRIP OVER

A MOTTO

A DISEASE

A CUB

A HABIT

RULES OF THE GAME

1. PLAYERS FORM SEVERAL TEAMS AND AGREE ON THE ORDER IN WHICH THE TEAMS SHOULD EXPLAIN AND GUESS.
2. THE FIRST TEAM, IN TURN, DECIDES WHICH OF THEM WILL EXPLAIN, WHILE THE REST OF THE TEAM MEMBERS WILL GUESS.
3. THE EXPLAINING PLAYER TAKES A STACK OF WORD CARDS.
4. THE TASK OF THE TEAM IS TO GUESS AS MANY WORDS AS POSSIBLE FOR 1 MINUTE.
5. FOR EACH CORRECTLY GUESSED WORD, 1 POINT IS ADDED TO THE TEAM.
6. WHENEVER THE TEAM PRONOUNCES A WORD CORRECTLY, THE EXPLAINING PLAYER PUTS A CARD ON THE TABLE AND STARTS EXPLAINING A NEW WORD.
7. THE WORDS MUST BE GUESSED PERFECTLY CORRECTLY. IF THE WORD "RUN" IS GIVEN, THE "RUNNING" IS NOT CORRECT.
8. IF THE EXPLAINING PLAYER IS STILL EXPLAINING THE WORD WHEN TIME RUNS OUT, OTHER TEAMS CAN ALSO TRY TO GUESS IT.
9. WHEN THE LAST WORD HAS BEEN GUESSED, COUNT TOGETHER ALL THE WORDS THAT THE TEAM GUESSED CORRECTLY. ALSO COUNT THE MISTAKES AND SKIPPED WORDS.
10. THE ROLE OF THE EXPLAINING PLAYER CHANGES TO THE NEXT PLAYER INSIDE THE TEAMS ON EVERY TURN.
11. THE TEAM THAT MAKES IT TO THE FINISH SPACE FIRST WINS THE GAME.

