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The Game for Kids



Ages: 7+

Players: 3 or more players or teams

CONTENTS

- 300 Magnetic word tiles
- 1 Word storage board
- 4 Play boards
- 75 Subject cards
- Three-minute sand timer
- 1 Spinner
- 6 Game pieces
- 1 Refrigerator tin w/score board
- Instructions

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Instructions

Object

To be the first player to move a game piece from the vegetable crisper to the freezer by winning four poem-writing rounds.

Set Up

Place all word tiles face up on the word storage board.

Each player or team selects a play board and game piece.

Place the game pieces on the bottom shelf of the fridge door (inside of tin fridge door).

Each poem-writing round has a judge who sits out that round and decides which poem is best at the end of the round. The youngest player is the judge for the first round. After each round, the judge position rotates one player to the left.

The judge deals 5 cards to each player (including the judge). No more cards are dealt until these 5 are used. If after 5 rounds no one has won the game, 5 more cards are dealt by the current judge.

How To Play

The round begins when the judge spins the spinner. Players write a poem using the category the spinner lands on. Each player (except the judge) selects the card in their hand they want to use for that round. Players should choose a card that works well with the spinner category. For instance, "Icky Food" might work well with the *Gross* category and "Getting Yelled At" might work well with the *Mad* category. Players lay the card they have chosen face down and separate from their other cards.

Once all the players have laid their card face down on the table, the Judge starts the timer. Players choose word tiles from the word storage board and begin constructing a poem on their respective play boards.

Players may not hoard tiles!

The Judge should keep an eye on the timer and let players know when time is running out. When time is up, players reveal their chosen subject card and take turns reading their poems.

The Judge chooses the poem they feel best fits the subject card and the spinner category. There is only one winner per round. Players may offer arguments why their poem should be picked, but the judge's choice is final. The player whose poem is chosen moves their play piece up one shelf inside the fridge door. Return all words to the word storage board after each round. Place the used cards in a discard pile.

The player to the left of the judge becomes the judge for the next round and spins the spinner. Remember, no more cards are drawn until the first 5 are used. Players must use their remaining cards until they're gone.

Continue poem-writing rounds until a player reaches the top shelf of the fridge door!

Other Ideas For Play

- If you don't have enough time, try flipping the timer over again—giving everyone twice as much time to write!
- The different colored tiles have different kinds of words and word phrases on them. For instance, the blue tiles contain mostly nouns, the orange tiles contain mostly verbs and verb phrases and the yellow contain prepositional phrases. So if you are looking for "the monster," you know it will be on a blue tile. However, you can put tiles on top of each other to make other phrases. For instance, you could take the tile that says "in a zoo" and cover up the "in a" with a "the." Thus, you have "the zoo."
- For more variation, you can deal a fresh set of cards after every round.
- Magnetic Poetry: The Game for Kids works great with teams, too!

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