

Name of the game: PLAY-DOH Charades

(Directions developed by Jennifer Steinmetz & Chris Cavert)

Number of players: Any group divided into smaller groups of 4 or 5.

TIME: 15-20 minutes

Space: Minimal; groups will need space sitting around tables or on the floor away from each other to prevent "overhearing" each other.

Supplies: One tub of Play-Doh (or modeling clay of some sort) and a plate (or similar to protect surfaces) per team. Clue cards prepared in advance

OVERVIEW: This game plays like charades. You will need to separate your larger group into small teams of 4 or 5 participants. Each team will get a tub of Play-Doh and a paper plate (or something to use under the Play-Doh - a piece of paper, an index card, or a small coaster). Prepare your clue sheet or cards in advance. (A Beach Theme sheet/cards are included below, or of course, make up your own theme of words - remember, the item words will need to be molded from Play-doh.)

If I don't have my theme sheet/cards I use index cards with theme words printed on one side and then I sequentially number them on the other side. I plan for each player getting at least 2 tries (so 8 to 10 clues depending upon group size.) I usually prepare at least 5 more "harder" clues for bonus rounds. If they are having a blast, I use these additional cards.

GOAL: Using only the Play-Doh provided; create sculptures, which will be guessed by your team.

PLAY - OPTION 1: After all the small groups are settled into their spots (e.g., around a table, sitting on the floor), each small group sends one representative up to the front of the room (where you, the facilitator, are waiting with your word cards. This person will become the first artist.

Tell this first group of artists (quietly so the guessers can't hear) the first charades word. Let them know that the person returning to the front with the correct answer must say the "exact" word(s) if they want the next word(s) to model (e.g., Palm Trees - the answer is not Palm TREE). They all return to their teams and silently model the word(s) with the Play-Doh. The non-artist team members will guess (quietly so other groups can't hear their answers) what the Play-Doh represents.

When the correct answer is giving, a new player will go up to the front, share the answer with the facilitator, and get their next word(s) - this player is then the next artist. (If for some reason the answer is incorrect, send this person back to his/her group to get the right answer - more Play-Doh modeling might be necessary).

PLAY - OPTION 2: Set up every group with a set of themed charade word cards, a tub a Play-Doh, and a paper plate (or other working surface that can be passed around). The cards are placed face down in a pile in the center of the group. One participant will have the Doh and the plate - this is the first artist.

When the game begins ("Ready, GO!"), the first artist takes the top card off of his/her pile (without letting anyone else see it), looks at the item, places the card image side down close by, and then begins to create the word(s) with the Play-Doh. When the word(s) is(are) guess (quietly and) correctly the card is turned over (face up) and placed into the center of the circle.

The Play-Doh and plate are passed over to the next person (e.g., on the left). This person is the new artist. He/She picks up the next card from the top of the pile and begins creating. This process continues until all the words have been successfully charaded (this is the verb form of charades).

WINNING: For both options, play until you have 1st, 2nd, and 3rd placed teams. Then, go for a rematch with a new theme.

BOUNDARIES (for both Options):

1. The artist must remain silent
2. Every member of each team must have at least one turn as the artist before anyone has a second turn.
3. Cannot make words, numbers or letters out of Play-Doh.

Notes: Do not underestimate the FUNN value of this activity. I suggest a minimum of 3 teams, but this plays well with up to 8 (is the most I've tried so far).

Source: Jennifer Stanchfield: *the Experiential Tools Newsletter*

(More Below)

Here are some themes I (Jennifer) have used in the past

	Camp	College	School	Food
1	Paddle	Hot Dog on a Bun	Book	Hot Dog on a bun
2	Tent	Dumb Bells	Desk	Carton of Milk
3	Flashlight	T-Shirt	Tree	Taco
4	Sunglasses	Water Fountain	Flag Pole	Chicken Wings
5	Flip Flops	Books	Dog	French Fries
6	Camera	Paper Clips	Volleyball Net	Marshmallow on a stick
7	Umbrella	Backpack	Glasses	Cheeseburger
8	Canoe	Sunglasses	Flowers	Potato Chips
9	Camp Fire	Laptop	Computer	Salad
10	Smores	Notebooks	School Bus	Dr. Pepper
Bonus				
1	Flowers	Wheelchair	Fountain	Bowl of Rice Crispies
2	Squirrel	Homework	Trombone	Sushi Roll
3	Frog	Mascot	Wheel Chair	Spaghetti & Meat balls
4	Fire Fly	Graduation	Easel	Lamb Chop
5	Totem Pole	Professor	School Bus	Black Bean Burger

(Beach Theme Below)

Beach Theme

Camera



Umbrella



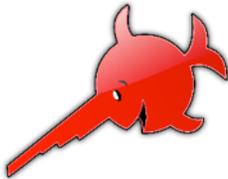
Sea Turtle



Palm Trees



Swordfish



Kayak



Bikini



Snorkle

