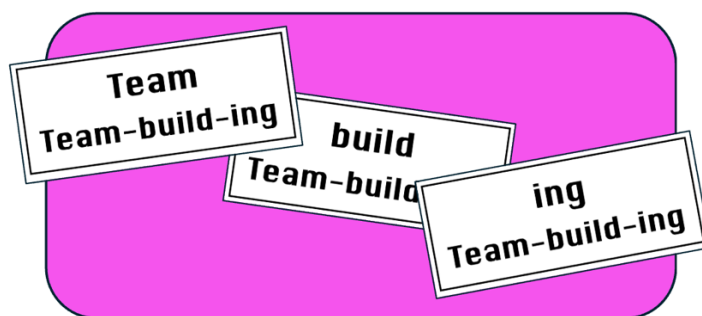


Three-Syllable Game



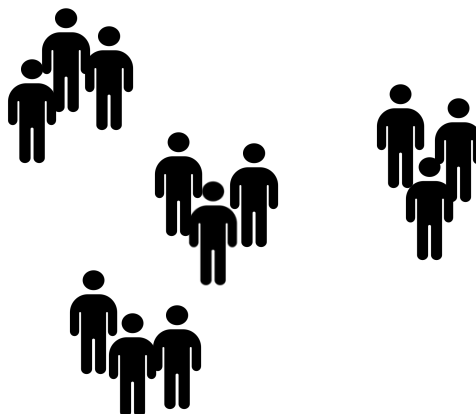
I found the Three-Syllable Game in Dale La Fevre's, *Best New Games, Updates Edition* (2012). Dale credits Gudrum from Germany for sharing this one. (At the time of this writing, the only place I found a copy of the book was at Thriftbooks.com)

Dale likes to use it in the middle of a program since it's, "a little complex to be a starting game." I think it will be a good brain break or energizer with a puzzle solving twist.

Needs & Numbers: You'll need the three-syllable word cards. I made us a set of cards (below). There are four Level 1 (easy) words, four Level 2 (moderate) words, and four Level 3 (hard) words in the set.

The game is played with 8 to 12 in a group. If you have up to 24 participants, make two groups of 12 and have two words from each Level ready for each group (each group will have six cards). If you have more groups in play, you just need more words.

Once you have your groups, creatively divide each group into four subgroups. It's okay if subgroups only have two players. Here's what the configuration looks like for play:



The subgroup that volunteers to guess first will position themselves in the middle area of the triangle of subgroups.

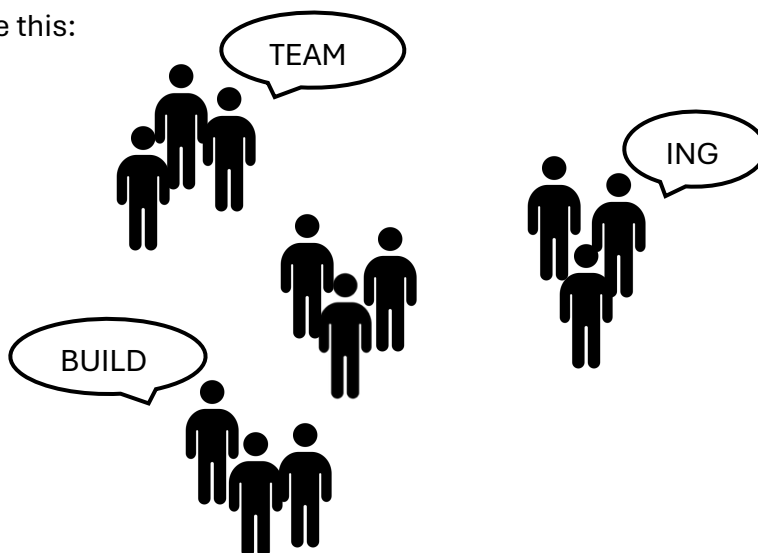
Process: In other terms, this is a guessing game. The subgroup in the center of the triangle will be guessing a three-syllable word. The subgroups at the corners of the triangle will be providing the data for the guessing.

Here's where the cards come in. The header is showing three cards with a Level 1 three-syllable word. The Level 1 words have two syllables that are complete words: Team and build.

Three-Syllable Game

Level 1 words will be a little easier to work with at the start. Level 2 words have one syllable that is a complete word, and Level 3 words do not have any complete words. (See the download to get the complete picture.)

Using the Level 1 cards above, each subgroup of the triangle is given one of these cards. When ready, the guessing group (in the center) will call, “1, 2, 3.” After “3” the triangle subgroups say, simultaneously, the syllable on their card that is located above the three-syllable word on the card. Like this:



Now the guessers have 30-seconds, after hearing this simultaneous response, to work together to combine the syllables into a three-letter word and call it out. (If there are multiple groups in play, have someone from one of the triangle groups watch the time.)

If the guessers have not found the three-syllable word within 30 seconds, they count again, “1, 2, 3.” The triangle groups each say their syllable at the same time. If the word is not found, one final 30-seconds is given and one last call. Level 1 words, get three calls. (The other Levels can have more – or not!) If the word is not guessed, it can then be revealed.

Whether a successful guess is made, or not, it’s now time to rotate subgroups. A new guessing subgroup goes to the center of the triangle, and the guessers become responders.

Considering the set of three-syllable words you have, if each full group has a complete set, each subgroup will have one word to guess at each Level. If you split the set between two groups, each group will have two words from each Level – not every subgroup will have a guess at each level. Of course, you can also make more word cards.

How about this. Divide each group into three subgroups. Then, for each word one volunteer goes into the center. How will the subgroups think about sending someone into the center?

Thank for Playing!!

Chris

Three-Syllable Game (Best New Games, Dale LaFevre)

FUNdoing.com TSG-1

Team

Team-build-ing

FUNdoing.com TSG-1

Lead

Lead-er-ship

FUNdoing.com TSG-1

build

Team-build-ing

FUNdoing.com TSG-1

er

Lead-er-ship

FUNdoing.com TSG-1

ing

Team-build-ing

FUNdoing.com TSG-1

ship

Lead-er-ship

Three-Syllable Game (Best New Games, Dale LaFevre)

FUNdoing.com

Tag

TSG-1

Tag-a-long

FUNdoing.com

Wind

TSG-1

Wind-break-er

FUNdoing.com

a

TSG-1

Tag-a-long

FUNdoing.com

break

TSG-1

Wind-break-er

FUNdoing.com

long

TSG-1

Tag-a-long

FUNdoing.com

er

TSG-1

Wind-break-er

Three-Syllable Game (Best New Games, Dale LaFevre)

FUNdoing.com

Pop

TSG-1

Pop-si-cle

FUNdoing.com

Af

TSG-1

Af-ter-math

FUNdoing.com

si

TSG-1

Pop-si-cle

FUNdoing.com

ter

TSG-1

Af-ter-math

FUNdoing.com

cle

TSG-1

Pop-si-cle

FUNdoing.com

math

TSG-1

Af-ter-math

Three-Syllable Game (Best New Games, Dale LaFevre)

FUNdoing.com

Cir

TSG-1

Cir-cu-late

FUNdoing.com

Mi

TSG-1

Mi-cro-wave

FUNdoing.com

cu

TSG-1

Cir-cu-late

FUNdoing.com

cro

TSG-1

Mi-cro-wave

FUNdoing.com

late

TSG-1

Cir-cu-late

FUNdoing.com

wave

TSG-1

Mi-cro-wave

Three-Syllable Game (Best New Games, Dale LaFevre)

FUNdoing.com

Or

TSG-1

Or-ga-nize

FUNdoing.com

Cal

TSG-1

Cal-en-dar

FUNdoing.com

ga

TSG-1

Or-ga-nize

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TSG-1

Cal-en-dar

FUNdoing.com

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TSG-1

Or-ga-nize

FUNdoing.com

dar

TSG-1

Cal-en-dar

Three-Syllable Game (Best New Games, Dale LaFevre)

FUNdoing.com

Na

TSG-1

Na-tion-al

FUNdoing.com

Al

TSG-1

Al-ma-nac

FUNdoing.com

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FUNdoing.com

nac

TSG-1

Al-ma-nac