

8/27/23

Making Connections

Estimated play time: Approximately 20 minutes

Number of players: Unlimited

Supplies needed: Whiteboard or large pad of paper, large marker pens, scoring board/pad; noisemakers

May be suitable for visually impaired players with support or adaptation.

Overview:

Given nine words or phrases, your players must find the three groups of three connected items among them.

Instructions:

1. This game can be played by individuals or teams.
2. Write the first grid of nine words/phrases on a whiteboard or large pad.
3. Players must first find the three groups of three connected words/phrases. For example, here is a grid of nine words or phrases:

RED	HONEY	GREEN
HARVEST	BLUE	BING
PURPLE	BUFFAY	FULL

The first group of three connected words is *RED*, *BLUE*, and *PURPLE*; the theme that connects them is *COLORS*. The second group of three connected words is *HONEY*, *HARVEST*, and *FULL*; the theme that connects them is that they all *PRECEDE THE WORD MOON* (as in *HONEYMOON*, *HARVEST MOON*, and *FULL MOON*). The third group of three connected words is, by default, *GREEN*, *BING*, and *BUFFAY*. But in order to get the points, the players must identify the theme that connects them. In this case, they are three characters' *SURNAMES FROM THE TV SHOW FRIENDS*.

4. Prior to the start of the game, a method to signal when a team is ready to answer must be determined. Ringing bells and New Year's blowers are just two inexpensive noisemakers. Raised hands work, but the host must be vigilant to watch for whose hand went up first. The host always has the final say in any disputes.
5. As soon as a player or team figures out a group of three and its theme, they should signal to the host and then identify the three items and the theme. If the answer is incorrect (either the items or the theme), the others may 'buzz' in and answer.
6. Keep score (10 points for each answer) after each group of three and theme is answered correctly.

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GAME 1

BURNS	SQUARE	EAGLE
LUCAS	DREAM	TAP
SWING	CHEESE	BUSH

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GAME 2

STAR	PUNCH	EM
GRAND- FATHER	BEA	POLE
MAME	KOREA	ALARM

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ANSWERS

Game 1

Clues	Themes
BURNS, LUCAS, BUSH	People Named George
SQUARE, TAP, SWING	Types of Dances
EAGLE, DREAM, CHEESE	American _____

Game 2

Clues	Themes
PUNCH, GRANDFATHER, ALARM	Types of Clocks
EM, BEA, MAME	Aunt or Auntie
STAR, POLE, KOREA	North _____