

1/28/24

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 still 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

JOKER	ANGEL	AIRPLANE
PENGUIN	ICE SKATES	SHOULDERS
TURKEY	RAZOR	RIDDLER

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GAME 2

RUMMY	LIGHT	SKY
POWDER	HEARTS	DIVE
WRITING	SPADES	NAVY

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ANSWERS

Game 1

Clues	Themes
ANGEL, AIRPLANE, TURKEY	Things with wings
JOKER, PENGUIN, RIDDLER,	Batman's arch enemies
ICE SKATES, SHOULDERS, RAZOR	Things with blades

Game 2

Clues	Themes
SKY, POWDER, NAVY	Shades of Blue
LIGHT, DIVE, WRITING	Sky _____
RUMMY, HEARTS, SPADES	Card Games