

5/10/26

Compound It!

Estimated play time: Approximately 15 minutes
Number of players: Unlimited
Supplies needed: Scoring board/pad; noisemakers

Overview:

The answer to each question in this game can be discerned by putting two words from the grid together to form a compound word.

Instructions:

1. This game can be played by individuals or in teams.
2. Read the first question and remind your players that the answer will be a compound word: a word that is made up of two different words, such as *hayloft* or *butterfly*.
3. Players should either have a copy of the grid of compound word parts in front of them; otherwise, the game host can write out the grid on a white board or large pad or paper for all to see.
4. Discussion is permitted among teammates. 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. After a player/team is recognized as the first to signal, they may give an answer. If the first answer is incorrect, the other teams may 'buzz' in and answer.
6. Scoring: Give 10 points for each correct answer.

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BACK	BAG	BILL	BLACK
BLOOD	BOX	DOWN	DRUG
EVERY	FOLD	FRESH	HILL
HOUND	IN	JACK	LACK
LUSTER	MAN	PACK	PIPES
STORE	WHERE	WIDE	WORLD

QUESTIONS

1. Wallet.
2. Casino card game.
3. A type of skiing.
4. Apothecary.
5. Ubiquitous; in all places.
6. First year undergraduate.
7. Dull; dreary; uninspiring.
8. Where your email goes first.
9. Throughout the globe.
10. Knapsack.
11. A squeezable woodwind instrument.
12. A popular hunting and tracking dog breed.

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ANSWERS

1. BILLFOLD
2. BLACKJACK
3. DOWNHILL
4. DRUGSTORE
5. EVERYWHERE
6. FRESHMAN
7. LACKLUSTER
8. INBOX
9. WORLDWIDE
10. BACKPACK
11. BAGPIPES
12. BLOODHOUND