

5/17/26

Endings & Beginnings

Estimated play time: Approximately 20 minutes

Number of players: Unlimited

Supplies needed: Scoring board/pad; noisemakers

Overview:

In this game, players are given the first half of a compound word or a two-word phrase and the second half of another compound word or a two-word phrase. They must provide the one word that completes both. For example, given:

Credit _____ *Trick*

players should think *Credit Blank* and *Blank Trick*. The one word that completes both *Credit* and *Trick* is *Card* — making *Credit Card* and *Card Trick*.

Important Note: This game is fun but challenging. It may be best to give players the first letter of the answer; or if you think they might want to try before getting a hint, you can give them the first letter after it's clear that they're stumped. It will also help if you write the words on the board so that the players can see them.

Instructions:

1. This game can be played by individuals or in teams.
2. Read the first clue. 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.
3. 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.
4. Scoring: Give 10 points for each correct answer.

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QUESTIONS

1. Sponge _____ Mix
2. Peace _____ Organ
3. Hot _____ Salad
4. Fellow _____ Shape
5. Double _____ Ground
6. Dance _____ Children
7. General _____ Bed
8. Funny _____ China
9. Soap _____ Wrap
10. Soda _____ Pen

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ANSWERS

1. Cake
2. Pipe
3. Potato
4. Ship
5. Play
6. Step
7. Hospital
8. Bone
9. Bubble
10. Fountain