

How To Kit Literacy Games for Adults

NWT Literacy Council

<http://www.nwt.literacy.ca/familit/howtokit/games/9.htm>

Food for Thought



1. Have participants sit in a circle.
2. Each participant has to say their name and also a food they like that begins with the same first letter as their first name. For example, “My name is Jeanie and I like jerky.”
3. The next participant does the same, but also repeats the previous one. For example, “My name is Frank and I like french fries. She’s Jeanie and she likes jerky.”
4. And so on round the circle. It gets harder the more participants you have.

Alphabet Scavenger Hunt



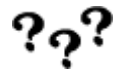
1. Divide participants into groups of 4 or 5.
2. They must use all 26 letters of the alphabet for the scavenger hunt.
3. In their groups, participants try to find something in the room that they can see that begins with each letter of the alphabet. They need only one thing for each letter.

The first group to find things for all 26 letters reads out their words. If the words are all OK, this group is the winner. If any are not OK, the game continues until another group finishes.

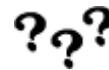
Scattergories

1. Divide the participants into groups of 4 or 5.
2. Ask the participants call out 10 different categories of objects—for example, river, food, car, girls’ name, animal, country, etc. The more categories you have, the longer each game will be.
3. Write the categories on the board or a flipchart paper.
4. Ask one of the participants to choose a letter of the alphabet—for example, ‘m’.
5. When the facilitator says “Go!”, all the groups have to try to write down an example for each category beginning with that letter.

For example:	
River	Mackenzie
Food	mushrooms
Cars	Mercedes Benz
Girls' name	Mary
Animal	marten
Country	Mexico



Twenty Questions



1. Choose any item that people might be familiar with. For example, you might choose Stephen Kakfwi, or snowmobile, or banana, or lynx.
2. Participants then have to try to guess the item, but can ask only questions with “Yes” or “No” or “I don’t know” answers. For example, “Is it a person?” “Is the person male or female?” “Does he live in Canada?” “Does he live in the Northwest Territories?” “Is he a politician?” “Is he Stephen Kakfwi?” Etc.
3. The game is over if twenty questions have been asked and no one has guessed the right answer.
4. If someone guesses the right answer, that person can choose the next item and answer the questions.

Penny Story Telling

1. Collect a number of pennies with different dates on them.
2. Pass them out so that every participant gets one.
3. The idea is to look at the date and try to think of a story that happened to them in the year that is on the penny. For example, if the date on the penny is 1984, the person has to try to think of something that they did or that happened to them that year.
4. It will be important to make sure that the dates are relevant to the participants. For example, if everyone is under 20, then a coin with 1967 will have little meaning for them.

Survivor!



1. You need the names of twelve famous people or twelve professions on slips of paper that are put into a bag.
2. Each participant chooses one of the slips of paper randomly.
3. They have to pretend they are all survivors of a shipwreck, whose lifeboat is about to sink, unless one of them jumps overboard.
4. Each participant, in turn, must try to convince the other participants of their value to the group and to society, in order to save themselves.
5. When everyone has spoken, each participant votes for the person they feel should jump out, and explains their reasons to the rest of the group.

Scrabble!

1. Divide participants into groups of 5.
2. Each member of the group donates the first and last letter of their first and last names. For example, Bill Smith donates 'b', 'l', 's' and 'h'.
3. Each group should have 20 letters.
4. Together, the group writes down as many words as they can, using these letters.
5. When the facilitator calls "Time!", the groups must stop writing.
6. Each group reads out their words. The one with the most words wins.

Charades

1. You need many short sentences or phrases written on strips of paper. For example:
He goes bowling every week.
She often orders pizza for supper.
My father went to hunt ducks last weekend.
2. Put the strips of paper in a box or bag.
3. Divide participants into groups of 4 or 5.
4. One participant from one team draws a sentence or phrase out of the bag. They then act out the charade (the sentence or phrase), while the rest of the team tries to guess what it is.

5. The team gets one point if they guess the complete sentence within the time limit.
6. Other teams must watch quietly until it is their team's turn.

People Poems



1. Ask the participants to use the letters in their names to create a poem. Each line begins with the letters of their name in order. They need only one word in each line.
2. The words must tell something about themselves—for example, something they like to do, or a personal characteristic.
3. When they have finished the poems, ask them to share their poem with the other participants.
4. Participants may use a dictionary to help them find words.
5. You can also make up community poems describing your community, using the letters in the name of your community.

For example: Catherine might write...

Carefree
Athletic
Tall
Humorous
Energetic
Red-haired
Intelligent
Nervous
Envious

Sentence Starters

1. I like people who . . .
2. The funniest thing I ever saw was . . .
3. I'd like to have . . .
4. The riskiest thing I ever did was . . .
5. I hate it when . . .

6. My favourite music is . . .
7. Last night, I . . .
8. The best gift I ever received was . . .
9. In the future, I'll . . .
10. I wish . . .
11. I could not live without . . .
12. I have never . . .
13. Everybody should . . .
14. makes me feel good.
15. If I had a \$1,000,000 I would . . .

Crazy Word Chains



1. Ask the participants to sit in a circle.
2. Have them clap a slow rhythm.
3. The first participant says any word to the time of the rhythm.
4. The next participant must then say a word that begins with the last letter of the previous word.

For example:

APPLE . . . ELEPHANT . . . TOY . . . YELL . . . LOON . . . NIGHT

5. The game starts over when a participant misses a turn or says a wrong word.

Lie Detector



1. The facilitator writes three statements on the board. Two are true and one is false. For example:

I have been teaching for ten years.
I have a pet rat called "Monty".
I lived in the United States for one year.

2. Participants ask "lie detector" questions to get more information to try to find out which statement is false.

For example:

Teaching: Where have you taught?
How long did you teach in each place?
What subject did you teach?
What year did you start teaching?

Pet: How old is Monty?
What does he eat?
Where do you keep him?

The US: Where in the US did you live?
What state was that in?
What was your zip number?

- 3.
4. Participants vote on which statement is a lie.
5. Then another person gets to be the facilitator.
6. You can also play this game in small groups of 3 or 4.