

# Word UP!

## *Game Directions:*

- ❑ Write word wall words on the task cards on the next page.
- ❑ Shuffle the cards.
- ❑ Put students in groups of 4-6 players. Each group will split into two teams that will battle in the Word Up game.
- ❑ Game play is similar to the game Heads Up. Set a timer for three minutes for each round.
- ❑ The youngest player goes first, choosing a card from the pile **WITHOUT** looking and holds the card against his/her forehead so his/her teammates can see the word. Teammates give the player clues to the word **WITHOUT** saying the word or any form of the word. They cannot spell or rhyme with the word.
- ❑ The player tries to guess the word. When he/she guesses correctly, he/she can choose a new card. Play continues until the timer goes off. The team tallies their points.
- ❑ Game play switches to the opposing team. Once again, set a timer for three minutes. The opposing team's youngest player goes first, picking a card and trying to guess based on his/her teammate's clues.
- ❑ Game play continues until each player has had a turn and teams have had equal turns **OR** until class time runs out.
- ❑ The team with the most points wins!



