

# Crazy Questions & Answers

From <https://icebreakerideas.com>

- On half of the cards, write as many questions as you have adults, and on the other half, write answers from our list.
- Stack the cards in two piles, one for questions and one for answers.
- The first player chooses a question and reads it aloud.
- The next player chooses an answer and reads it aloud. These two cards are set aside.
- Continue the game until all the questions have been asked and answered.

**Variation:** have half of the participants make up their own questions and the other half make up answers (without knowing the questions).

You can use the questions and answers below or create your own:

Questions	Answers
<ul style="list-style-type: none"><li>• Would you like to be a millionaire?</li><li>• Would you like to find yourself in a harem?</li><li>• Do you often visit restaurants?</li><li>• Do you go to work with pleasure?</li><li>• Do you wear a wig?</li><li>• Have you any shortcomings?</li><li>• Do you like music?</li><li>• Are you always so polite as today?</li><li>• Are you able to love?</li><li>• Do you like to dance?</li><li>• Would you like to sit next to me?</li><li>• Do you love children?</li><li>• Do you often have appointments?</li><li>• Do you love me?</li><li>• Do you behave decently while drunk?</li><li>• Are you jealous?</li><li>• Are you sorry that you are married?</li><li>• Are you modest?</li><li>• Would you like to have many new friends?</li><li>• Do you often tell lies?</li><li>• Can you flatter?</li><li>• Can I rely upon you?</li><li>• Do you smoke?</li></ul>	<ul style="list-style-type: none"><li>• No, once I tried, but it ended up a disaster.</li><li>• Being on the verge of despair only.</li><li>• We are not angels. Things happen.</li><li>• It is my life's work.</li><li>• I do it with the greatest pleasure.</li><li>• Once, but only in a weak moment.</li><li>• I am not capable of such a stupid thing.</li><li>• I have only one dream and that is it!</li><li>• No, I'm well bred.</li><li>• I will answer you in private.</li><li>• I must plead the 5th amendment.</li><li>• Only in the bathroom.</li><li>• Every other day.</li><li>• By no means!</li><li>• If it is cold outdoors.</li><li>• On a payday</li><li>• It is quite necessary on Saturday.</li><li>• To while away the time.</li><li>• Only while having a rest in the health resort.</li><li>• People do not speak about it aloud.</li><li>• During my lunch hour.</li><li>• I'll do it if you will do it.</li><li>• I dream about it after dinner.</li></ul>

**LFL Application:** reading, writing

# I Spy

- One person is the spy master. They choose an object in the room and say, "I spy with my little eye, something that is (the object's colour, shape, etc.)."
- Each member of the group takes a turn trying to guess what the person spied.
- If someone guesses correctly, they become the spy master. If no one in the group guesses correctly, the spy master takes another turn.

**LFL Application:** vocabulary building

# The Continuing Novel

From: [www.buzzfeed.com](http://www.buzzfeed.com)

- One person starts, and writes 6 lines of a story on a piece of paper. They fold the paper backwards so only the last line is showing.
- The next person adds 6 more lines and folds the paper again so only the last line they wrote is showing.
- Continue until everyone has added to the story.
- The first person then reads the whole story back to the group.

**Variation:** if the group is large, or time is limited, write just 2 or 3 lines each. If the group has limited writing skills, or you want to mix it up, try a picture story.

**LFL Application:** reading, writing

# If I Had a Million Dollars

- Your group has just hit the jackpot and everyone now has a million dollars!
- Each person takes a piece of paper and writes down these three things:
  1. The car they will buy
  2. Where they will travel to
  3. One, crazy indulgence (buy a castle, pony, etc.)
- Once they have written down their answers, the papers are crumpled into a ball and tossed in a bucket
- Each participant takes turns choosing a paper ball and reading the answers.
- The rest of the group must try to guess who's paper it is.

**LFL Application:** reading, writing

# Partners in Pen

From: [www.buzzfeed.com](http://www.buzzfeed.com)

- Participants are in pairs, one has a bag of items, the other a pencil and paper.
- Pairs sit back-to-back.
- The partner with the bag takes one item out and describes it to the partner with the paper. They may **not** name the item.
- The partner with the paper must draw the item based on the description.
- The pair who gets the most items correct wins.

**LFL Application:** oral communication, working with others

## Ping Pong Egg Race

- Divide participants into two teams.
- Teams line up single file in two lines, half of each team on either end of the room.
- Each participant gets a spoon, and each team gets one ping pong ball.
- The first player in the line at the starting end of the room puts their spoon in their mouth and places the ping pong ball on the spoon.
- The teams race to the other end of the room, where they pass the ball to their teammate's spoon (**without** using their hands). Play continues until each teammate has a turn.
- The race is over when the last teammate brings the ball back to the starting position. The team to cross the finish line first wins.

**LFL Application:** working with others, teambuilding

## Ping Pong Table Roll

- Divide participants into two teams.
- Teams line up single file in two lines, half of each team on either end of a long table.
- Each participant gets a straw, and each team gets one ping pong ball.
- The first player in the line at the starting end of the table puts their straw in their mouth and places the ping pong ball on the table.
- The players must use their straw to blow the ping pong ball to the other end of the table (**without** using their hands). If the ball falls off the table they must go back and start again.
- The player at the opposite end of the table must then blow the ping pong ball back to the next teammate on the other end.
- Play continues until each teammate has a turn.
- The race is over when the last teammate gets the ball back to the starting position. The team to cross the finish line first wins.

**LFL Application:** working with others, teambuilding

# Ping Pong Roll Call

- Write the letters of participants' names on paper cups (i.e. for Karen and Anne, you would have 5 cups: A, E, K, N, R). Depending on the variation in names, you may need several cups. Make 2 sets.
- Line up each set of lettered cups on a table.
- Teams line up single file in two lines in front of each table.
- Each participant must bounce the ping pong ball into each of the cups containing the letters of their name (in the correct order). You can assign "bouncers" to throw the ball back to the player after each letter.
- Play continues until each teammate has a turn.
- The team to finish first wins.

**Variation:** mix up the order of the letters to make it more challenging. If the group is large, or has long names, give each player a word they must spell (i.e. cat, dog, duck, etc.)

**LFL Application:** spelling, teambuilding

# Balloon Race

- Write the names of animals (or objects, etc.) on balloons; one animal per balloon. Make two sets.
- Line balloons up on a bench or chairs at opposite ends of the room.
- Assign a "caller" (if the group is an even number, assign 2 callers to take turns)
- Divide participants into two teams.
- Teams line up side by side in the middle of the room (each team faces their set of balloons).
- The caller yells out the name of an animal.
- The first person in line must run to the balloon with that animal and sit on the balloon until it pops.
- When the balloon pops, they run to the back of their line.
- The first person back to their line scores a point.
- Play continues until everyone has had a turn (or all balloons are popped).
- The team with the most points wins.

**LFL Application:** reading, teambuilding

# Things (a variation of Scattergories)

From: [www.moneycrashers.com](http://www.moneycrashers.com)

- Choose a person to go first.
- That person names a category (i.e. things that make me smile, breakfast foods, etc.).
- The group then has 60 seconds to write down as many things as they can that make them smile.
- After 60 seconds, participants read out their answers.
- The person with the most things in their list wins.

**Variation:** to increase difficulty, choose a letter that all things must start with (i.e. "fruits that start with A").

**LFL Application:** writing, reading

# Six Card Golf

For 2, 3, or 4 players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)



Image retrieved from: <https://pixabay.com>

## The Pack

Standard 52 card deck

## The Deal

Each player is dealt 6 cards face down from the deck. The remainder of the cards are placed face down, and the top card is turned up to start the discard pile beside it. Players arrange their 6 cards in 2 rows of 3 in front of them and turn 2 of these cards face up. The remaining cards stay face down and cannot be looked at.

## The Play

The object is for players to have the lowest value of the cards in front of them by either swapping them for lesser value cards or by pairing them up with cards of equal rank.

Beginning with the player to the dealer's left, players take turns drawing single cards from either the stock or discard piles. The drawn card may either be swapped for one of that player's 6 cards, or discarded. If the card is swapped for one of the face down cards, the card swapped in remains face up. The round ends when all of a player's cards are face-up.

A game is nine "holes" (deals), and the player with the lowest total score is the winner.

## Scoring

Each Ace counts 1 point.

Each 2 counts minus 2 points.

Each numeral card from 3 to 10 scores face value.

Each Jack or Queen scores 10 points.

Each King scores zero points.

A pair of equal cards in the same column scores zero points for the column (even if the equal cards are 2s).

**LFL Application:** numeracy, vocabulary building

# Pepper

For 2, 3, or 4 players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)



Image retrieved from: <https://pixabay.com>

## The Pack

24 cards containing each 9, 10, J, Q, K, and A in each suit.

## Rank of Cards

J (of trump suit, or the "Right Bower"; high), J (of the other suit of the same colour as the trump suit, or "the Left Bower"), A, K, Q, 10, 9.

## Dealing

Cards are dealt one at a time to each player, starting with the player to the dealer's left. Each player receives six cards.

## Bidding

Starting with the player to the dealer's left, each player can bid or pass. A bid indicates the number of tricks that a player (with the help of their partner) will contract to win if allowed to choose either the trump suit or no trump. The possible bids are the numbers from one to five; above five is 'little pepper,' which is a bid to take six tricks, and the highest bid of all is 'big pepper,' which is also a bid to take six tricks, but the stakes for that hand are effectively doubled.

Each player in turn must either bid higher than the previous bid or pass. The auction continues for as many rounds as necessary, until a bid is passed by all of the other three players. The highest bidder then either names a trump suit or chooses 'no trump'. This fixes the trump suit, if any, for that hand.

## The Play

The highest bidder then makes the opening lead, and may lead any card. The other players each play a card (playing clockwise) and must follow suit if possible. If a player cannot follow suit, they may play any card. The trick goes to the highest trump or, if there are no trump cards, to the highest card of the suit led. The winner of a trick leads to the next trick.

## How to Keep Score

Teams scores one point for each trick taken if it makes at least its contract, but loses six points if it fails to make its contract, regardless of the value of the contract.

A team can have a negative score. An exception to this is the "big pepper" bid. With this contract, if all the tricks are taken the contracting side wins 12 points. However, if the contracting side fails to take all six tricks, they are set back 12 points. The opposing side always scores one point for each trick taken. The first team to score 30 or more points wins. If both sides reach 30 or more points on the same hand, the side with the higher score wins. If their scores are equal, the game is a tie.

**LFL Application:** numeracy, vocabulary building

# Bingo

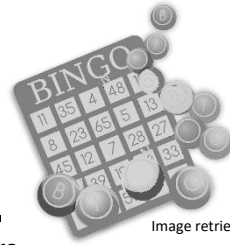


Image retrieved from: <https://pixabay.com>

For 2 or more players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)

## **The Pack**

2 standard decks of 52 cards

## **The Deal**

From the first deck of cards, five cards are dealt to each player face up. There will be players and one "Caller" who will call out the card values that players must match in order to complete their "Bingo" hand.

## **The Play**

From the second deck of cards, the "Caller" will select a card, one at a time, and call out the rank and suit of the card - for example "queen of hearts." The player with the called card turns it face down. The first player to turn all their cards face down wins.

**LFL Application:** numeracy, vocabulary building



Image retrieved from: <https://pixabay.com>

# Authors

For 2 or more players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)

## **The Deal**

The whole deck is dealt, as nearly evenly as possible.

## **The Play**

Beginning with the player to the left of the dealer, each player requests a desired card by rank and suit.

Example "Give me the Queen of Diamonds"

If the opponent has the card, they must hand it over.

The player's turn continues so long as the player receives the card requested. If not, the turn passes to the left.

As soon as a player collects four cards of the same rank, such as four 3s or four Queen, he lays them face down.

The game continues until all cards have been laid down.

**LFL Application:** numeracy, vocabulary building

# Pig

For 5 or more players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)



Image retrieved from: <https://pixabay.com>

## **The Pack**

The standard 52-card pack is used.

## **Object of the Game**

The goal is to be the first player to make a group of four of a kind in his hand, or not to be the last player to notice when someone else has done so.

## **The Deal**

Any player shuffles the deck thoroughly and deals four cards, one at a time, to each player.

## **The Play**

The players look at their hands; then each player passes one card to the left and picks up the card passed by the player on his right.

This passing continues as rapidly as possible so that players have a difficult time keeping up the pace.

As soon as a player assembles four cards of one denomination, such as four jacks, he stops passing or picking up cards and puts a finger to his nose.

The other players must immediately stop passing, and they, too, must put their fingers to their noses.

The last person to do this is the Pig!

**LFL Application:** numeracy, vocabulary building



Image retrieved from: <https://pixabay.com>



# Hearts

For 3 or more players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)

## The Pack

The standard 52-card pack is used.

## Object of the Game

To be the player with the lowest score at the end of the game. When one player hits the agreed-upon score or higher, the game ends; and the player with the lowest score wins.

## Card Values/Scoring

At the end of each hand, players count the number of hearts they have taken as well as the queen of spades, if applicable. Hearts count as one point each and the queen counts 13 points.

Each heart - 1 point

The Q - 13 points

The aggregate total of all scores for each hand must be a multiple of 26.

The game is usually played to 100 points (some play to 50).

When a player takes all 13 hearts and the queen of spades in one hand, instead of losing 26 points, that player scores zero and each of his opponents score an additional 26 points.

## The Deal

Deal the cards one at a time, face down, clockwise. In a four-player game, each is dealt 13 cards; in a three-player game, the 2 of diamonds should be removed, and each player gets 17 cards; in a five-player game, the 2 of diamonds and 2 of clubs should be removed so that each player will get 10 cards.

## The Play

The player holding the 2 of clubs after the pass makes the opening lead. If the 2 has been removed for the three handed game, then the 3 of clubs is led.

Each player must follow suit if possible. If a player is void of the suit led, a card of any other suit may be discarded. However, if a player has no clubs when the first trick is led, a heart or the queen of spades cannot be discarded. The highest card of the suit led wins a trick and the winner of that trick leads next.

There is no trump suit.

The winner of the trick collects it and places it face down. Hearts may not be led until a heart or the queen of spades has been discarded. The queen does not have to be discarded at the first opportunity.

The queen can be led at any time.

LFL Application: numeracy, vocabulary building

# Rummy

For 2 or more players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)



Image retrieved from: <https://pixabay.com>

## Rank of Cards

K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

## The Deal

Dealer gives one card at a time face down, beginning with the player on the left. When two people play, each person gets 10 cards. When three or four people play, each receives seven cards; when five or six play, each receives six cards. The remaining cards are placed face down on the table, forming the stock.

The top card of the stock is turned face up and becomes the up-card. It is placed next to the stock to start the discard pile. When two people play, the winner of each hand deals the next. When more than two play, the deal passes to next the player on the left.

## Object of the Game

Each player tries to form matched sets consisting of groups of three or four of a kind, or sequences of three or more cards of the same suit.

## The Play

Beginning with the player to the left of the dealer, players either draw the top card of the stock or takes the top card of the discard pile and adds it to his hand. The player may also lay down on the table, face up, any meld (matched set). If the player does not wish to lay down a meld, he discards one card, face up, onto the discard pile. If the player has drawn from the discard pile, he may not discard the same card on that turn.

## Laying off

A player may add one or more from his hand to any matched set already shown on the table. Thus, if threes are showing, he may add the fourth three; if 10, 9, 8 are showing, he may add J, or Q, J, 7, or 7, 6.

## Going out

When a player gets rid of all his cards, he wins the game.

If all his remaining cards are matched, the player may lay them down without discarding on his last turn. This ends the game and there is no further play. If the last card of the stock has been drawn and no player has gone out, the next player in turn may either take the top of the discard pile, or may turn the discard pile over to form a new stock (without shuffling it) and draw the top card. Play then proceeds as before.

## How to Keep Score

Each player pays to the winner the pip value of the cards remaining in his hand, whether the cards form matched sets or not. Face cards count 10 each, aces 1 each, and every other card its pip value.

A player goes "rummy" when he gets rid of all cards in his hand at once, without previously having put down or laid off any cards. In this event, every other player pays him double - twice what his opponents would otherwise owe.

**LFL Application:** numeracy, vocabulary building

Image retrieved from: <https://pixabay.com>



# Agram

For 2 or more players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)

## **The Pack**

The kings, queens, jacks, the 2s of all suits and the ace of spades are removed from the deck. The cards of each suit rank, from high to low: A, 10, 9, 8, 7, 6, 5, 4, 3. Because the ace of spades (called "Chief") is removed from the deck, the highest card in the spade suit is the 10.

## **The Deal**

The dealer will deal six cards to each player, three at a time.

## **The Play**

The player to the left of the dealer leads with a card of their choice. The next player to the left then follows with their card. If possible they must follow suit. However, if they cannot, they may play a card of any suit. If the card played does not belong to the original suit, it has no value. After all players have played their card, the player who has the highest card of the original suit (suit of the leading card of the round) wins the trick.

The winner of the trick leads any card from his hand to begin the next trick, playing it face up on top of the pile. Once again, the other players must each play a card of the same suit as the card that was led, if possible. Otherwise they may play any card.

This continues until six tricks have been played. Whoever wins the sixth and last trick wins the game.

**LFL Application:** numeracy, vocabulary building

# Presidents (Kings)

For 3 or more players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)

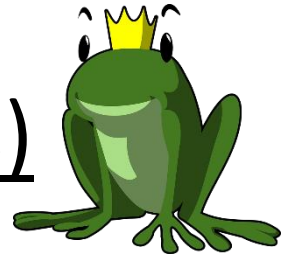


Image retrieved from: <https://pixabay.com>

## **The Deal**

Starting to the dealers left, deal one card at a time until all cards have been dealt.

## **The Play**

The player to dealer's left starts by leading (face up) any single card or any set of cards of equal rank (for example three fives). Each player in turn must then either pass (i.e. not play any cards), or play face up a card or set of cards, which beats the previous play.

Any higher single card beats a single card. A set of cards can only be beaten by a higher set containing the same number of cards. So for example if the previous player played two sixes you can beat this with two kings, or two sevens, but not with a single king, and not with three sevens (though you could play two of them and hang onto the third).

It is not necessary to beat the previous play just because you can - passing is always allowed. Also passing does not prevent you from playing the next time your turn comes round.

The play continues as many times around the table as necessary until someone makes a play which everyone else passes. All the cards played are then turned face down and put to one side, and the player who played last (and highest) to the previous "trick" starts again by leading any card or set of equal cards.

## **How to Keep Score**

The first player who is out of cards is awarded the highest social rank - this is King. The last player to be left with any cards is known as the Scum.

**LFL Application:** numeracy, vocabulary building

Image retrieved from: <https://pixabay.com>



# Pitch

For 2, 3, or 4 players

Game rules from: [www.bicyclecards.com](http://www.bicyclecards.com)

## Rank of Cards

A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

## The Deal

Deal three cards at a time clockwise, beginning with the player to the left, until each player has six cards. After each hand, the deal passes to the left.

## The Bidding

The player on the dealer's left bids first. Each player in turn may either bid or pass. The lowest bid is two, and each successive bid must be higher than any preceding bid, except the dealer, who can bid and play for the amount of the preceding bid. However, if any player bids four, he is said to "smudge," and the bid cannot then be taken away from that player.

## The Play

The "pitcher" (highest bidder, or the dealer if he assumes the contract at the highest preceding bid) leads first. The suit of the card "pitched" indicates the trump suit. On a trump lead, each player must follow suit if possible. On any other lead, a player may either follow suit or may trump. When unable to follow suit, a player may play any card. The player of the highest trump - or the highest card of the suit led if the trick contains no trump - wins the trick and leads next.

## How to Keep Score

When all six tricks have been played, the points due each player are tabulated. Usually a score is kept with pencil and paper. Each player except the pitcher scores whatever points he makes. The pitcher scores whatever points he makes if the score at least equals the bid contract. However, if the pitcher has not scored as many points as were bid, he is "set back" by the amount of the bid - that is, the number of points bid is deducted from his score. Thus, a player may have a net minus score, which is called being "in the hole." The score for a player in the hole is indicated on the score sheet as a number with a ring around it. The first player to reach a plus score of 7 points wins the game. The pitcher's score is counted first, so that if the pitcher and another player reach 7 points on the same hand, the pitcher wins, even if the other player has a higher total score. If two players other than the pitcher are able to reach 7 points on the same hand, the points are counted in this order: High, Low, Jack, Game.

A player who smudges and who makes the bid by winning all 4 points wins the game immediately - unless he was in the hole (in which case the smudger only receives the 4 points).

The winner of the game receives 1 point from each player whose score is 1 point or more, and 2 points from each player whose score is zero or minus (in the hole).

**LFL Application:** numeracy, vocabulary building