**Family Games**

Jenga:

**Jenga is a universal game for anyone 3-years old and up, so it’s great for most groups. A mix of fear and greed drive your selection in either playing it safe and pulling an easy piece to avoid crashing the tower yourself, or pulling a challenging piece to set up the next player to topple the tower. Moments of silence and concentration quickly turn to cheers and groans as the tower teeters, recovers, wobbles, and ultimately crashes noisily at the end of each game.**

**Ten The Jenga game has 54 blocks, or wooden pieces that are grouped together in threes to form 18 stories. Each story is stacked so that it lies flat and is at its thinnest vertically. The stories alternate direction by 90 degrees so that each story above and below it are perpendicular in direction to it. Jenga was created by Leslie Scott, the co-founder of Oxford Games Ltd, based on a game that evolved within her family in the early 1970s using children's wooden building blocks the family purchased from a sawmill in Takoradi, Ghana. The name Jenga is derived from kujenga, a Swahili word which means 'to build'. Born in East Africa, Leslie Scott grew up fluent in both English and Swahili. Jenga evolved from a stacking game her family played with simple wood blocks. Back in England in the 1980s, Scott began manufacturing her game and trademarked the name “Jenga,” a form of the Swahili word kujenga, which means “to build.”**

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