

How to Play the Adverb Game

1. Sit in a circle so that everyone can see each other.
2. Choose someone to be *it*.
3. After explaining the rules, have *it* leave the room and go somewhere where they can't hear the group.
4. When *it* is gone, choose an adverb -- a word that ends in -ly and describes an action, such as mysteriously.
5. Have *it* come back into the room.
6. *It* will now tell a person or people in the group to do an action, such as 'Phineas, go shake hands with Ferb.'
7. The people chosen to do the action then do the action in the manner of the adverb. (Of course, only if they are comfortable and okay with the action.) In our example, they would shake hands mysteriously.
8. After they finish, *it* gets a chance to guess the adverb.
9. If *it* is correct, the person chosen to do the action will be *it* for the next round.
10. Otherwise, *it* picks a new person or people to do another thing in the manner of the adverb.