

## **How to ‘CHEMXSPLAIN’**

In this game you will have to ‘**CHEMXSPLAIN’** (by drawing or talking about) chemical concepts to your team in order to get enough points to move from particle 1 through to particle 20 on the game board.

‘**CHEMXSPLAINED!**’ is similar to games you may have played – it has a time and explain element like ’30 Seconds’ and a drawing element like ‘Pictionary’. The aim of the game is to move from particle 1 and move all the way to particle 20. All teams start in the solid phase at particle 1 and go through various pressures and temperatures to finish in the gas phase at particle 20.

## **Number of players**

4-12 players. At least 4 players split into 2 groups. Balancing the number of groups and number players is important to keep the game pacing.

## **Start/Masiqale/Begin**

To start, all teams place their chosen token on START/MASIQALE/BEGIN (particle 1). The cards are all turned face down on the game board. Teams roll the die and whoever rolls the lowest number will start the game.

## **Each turn**

Roll the die and take note of the number rolled. A team member selects one card (on each turn choose a different team member). As soon as the card is turned, the opposing team starts a 45 second timer.

While time is still available, the team member with the card tries to describe (no drawing) or draw (no talking) all of the 4 chemistry concepts on the card. Other team members try to guess. In the simplest form of the game use the card to indicate which terms to draw and which to describe. Variations are possible.

The turn finishes when the timer ends, or all concepts on the card are guessed correctly. At the end of the turn, all the correctly guessed concepts are added up. The die roll is subtracted from this. The team moves forward by the difference between correctly guessed concepts and the die roll. It is now the next team’s turn.

## **Winning the game**

The first team to reach particle 20, wins the game!

## **Variations**

If you make a game variation be sure to agree on these rules before starting the game and make a note of these changes.

In the simplest form of the game use the card to indicate which terms to draw and which to describe. Alternatives include: only drawing; only describing; alternate between drawing and describing based on the particle number - even particles you draw, odd particles you talk.

## **We recommend**

* ‘Chemxsplaining’ – try speaking chemistry as much as you can.
* Explaining properly. Example for ‘Mixture’ say ‘2 solids but clearly they are not one phase. Heterogeneous.’

## **We do not recommend**

* Rhyming.
* Negation and opposites – Saying ‘not the freezing but the other one’.
* Association. For ‘Hydrogen bonding’ – just saying ‘water’ and then letting your team guess all any related to water. Rather say a ‘strong intermolecular force in water’ or ‘a special case of dipole-dipole interactions’.



Brought to you by the Ingxoxo project. Discuss, Luister, Masakhe.