**Design a Game**

**Game 1 – Yes/No**

**Game Instructions :**

1. The volunteer will ask a yes or no question to the student.

Ex. Do you like playing sports?

1. The aim of the game is to not say yes or no. They can reply back with any statement.

Ex. I woke up late today.

1. Now it’s the student’s chance to ask the question to the volunteer.

Ex. Did you have breakfast in the morning?

1. The game will go on as long as no one says yes or no
2. The answers should be quickly given, without time for thinking. This makes it hard and funny at the same time.

**Game 2 – Last Letter**

**Game Instructions :**

1. The volunteer will choose any word of his/her choice.

Ex. India

1. Now the student will try to make a word with the last letter(in this example it’s ‘a’)

Ex. Axe

1. Persuade them to try out more uncommon words to increase their vocabulary.

Ex. Accommodate

1. It’s now the volunteer’s turn to make the word using the last letter(in this example its ‘e’)
2. Try to cover as many words as possible in under 5 minutes.

**Game 3 – The rhyming game**

**Game Instructions :**

1. The volunteer will choose any word of his/her choice.

Ex. Car

1. Now the student has to come up with a word that rhymes with this word.

Ex. Tar

1. Encourage the student to come up with long words , hence increasing their vocabulary.
2. The aim should be to continue as long as possible, that is, to keep on finding a rhyming word.

**Game 4 – Twenty Questions**

**Game Instructions :**

1. The volunteer will think of anything, and will let the student know when they have done thinking of a word. It could be an object, person, etc.

Ex. Stone

1. The student will now ask questions which should only be answered with either “Yes” or “No”.

Ex. Question 1 = Can I hold this in my hand?

1. Based on the questions, the volunteer should give “yes” or “no” answers.
2. The student should try to guess the object/person the volunteer was thinking in under 20 questions.
3. Now the student can think of a word while the volunteer will ask the 20 questions.
4. The aim of the game should be to guess the word in the least number of questions.

**Game 5 – Build a Story**

**Game Instructions :**

1. The aim of the game is to make a story with only one word input from both sides.
2. For example, let the volunteer start with the word “The”. Now the student will have to say a word which will continue the sentence correctly(grammatically).

Ex. He/she could say “Elephant”.

1. The volunteer could now say “walked”, while the student could continue with “in” and so on.
2. As the story progresses, it will become increasingly hard to continue with one word inputs, and will make a story worth remembering.

**Game 6 – Objects in a category**

**Game Instructions :**

1. The volunteer and student will mutually agree on a category.

Ex. Jobs

1. The volunteer will say a job starting with the letter A

Ex. Astrophysicist

1. The student will now say a job starting with the letter B

Ex. Biochemist

1. This will go on till the letter Z
2. A new category can be explored after the completion of one.

Note : Some letters may be hard(like x, z, etc). In such cases, leniency should be allowed mutually (example : the letter could just be present in the answer)

**Game 7 – Guess the Movie**

**Game Instructions :**

1. The volunteer will give 3 one word clues trying to describe a movie (the clues shouldn’t be any of the words in the movie title, nor the name of any of the actors/actresses in the movie).

Ex. Parker, Marvel, Web

1. Based on the clues, the student will now have to guess the movie.

Ex. The movie based on these clues would have been “Spider-Man”.

1. The student can try giving the clues to the volunteer now.

Note : If 3 clues are proving to be hard to crack the movie, it can be extended to 4.

**Game 8 – Bingo**

**Game Instructions :**

1. This is the classic Bingo game.
2. Both the student and the volunteer will fill out the numbers 1-25 randomly on a 5\*5 grid(on paper).
3. Each player will now take turns saying a number out loud, and then crossing it out in the grid. (You should cross it out even when the other player is saying the number).
4. You get 1 point if 5 numbers which are on the same horizontal or vertical or diagonal line are crossed out.
5. The first person who gets 5 points should say “BINGO” , and claim the victory.

**Game 9 – How many can you make?**

**Game Instructions :**

1. The volunteer will give a word to the student. Preferably it should be a large word(more than 6 letters)

Ex. Fabrication

1. The student and volunteer will now try to make as many words as possible from the letters in this word in 2 or 3 minutes*.*

Ex. Cat, fan, bat, bit, baron, faint, etc.

1. After the time is done, the student and volunteer will share their answers.
2. 2 letter words will be worth 2 points, while 3 letter words will be 3 points, and so on. This will persuade the student to form bigger words.
3. Calculate the total points and see who wins.

Note : The scoring can be removed if needed, and just focus on making as many words as possible

**Game 10 – Guess the song**

**Game Instructions :**

1. One of the players(either the volunteer or the student) will hymn a song(better if it's a popular song).
2. The other player will have to guess the song based on this hymn.
3. Now it's the other player’s chance to give the clue.
4. Try to find as many songs as possible in under 5 mins.

**Game 11 – Let’s make a story**

**Game Instructions :**

1. The volunteer will start off with any sentence.

Ex. I love trekking.

1. The student will now try to continue this story with another sentence which is linked to the sentence the volunteer just said.

Ex. I like the greenery whenever I go trekking.

1. The players should continue telling sentences without much time for thinking. At the same time, these sentences should be linked to the ongoing story.
2. Try to make it hard for the other player to continue. This will add a lot of humour into the game, and make one good story.

**Game 12 – Guess the Movie**

**Game Instructions :**

1. The volunteer will say a single line from any movie of his/her own choice. It would be better if the movie and the chosen line are popular.

Ex. “All izz well.”

1. Based on this single line, the student should try to guess the name of the movie.

Ex. 3 Idiots

1. If the student isn’t able to guess the movie, another line from the same movie may be given as an additional clue.

Ex. Life is a race ,if you don't run fast, you will be like a broken egg.

1. The student can now give the clue to the volunteer,
2. Try to see how many movies can be guessed in under 5 minutes

**Game 13 – SIngle letter changes**

**Game Instructions :**

1. The volunteer will give a word to the student(preferably 4 to 6 alphabets long).

Ex. Bare

1. The student will now change a single letter in this word, and try to form a new valid English word

Ex. Care(by changing “b” to “c”)

1. It’s now the volunteer’s chance to change the letter.

Ex. Cart(by changing “e” to “t”)

1. Continue this on until one of the players can’t name any more words.
2. Try to see how many new words you can make from a single word, just by changing a letter each time.

**Game 14 – Can you make a sentence?**

**Game Instructions :**

1. The volunteer will give 3 random words to the student.

Ex. Island, cream, book.

1. The student will now try to make a valid sentence, which is grammatically correct, using these 3 words.

Ex. When I went to the island today, rather than bringing cream as protection against the sun, I brought a book.

1. The student will now give 3 words to the volunteer, and it's the volunteer’s turn to make the sentence.
2. Try to give words which will seem hard or even impossible to connect. This will make it hard to make the sentence, as well as make it humorous.
3. Make as many sentences as possible in under 5 minutes.

**Game 15 – I went to the beach**

**Game Instructions :**

1. This is a game that tests memory.
2. The volunteer will start the sentence by saying “I went to the beach today”, and then he/she will add items which are added at the end of the sentences.

Ex. I went to the beach and saw a tree.

1. The student will add another item/object at the end of the sentence.

Ex. I went to the beach and saw a tree and a fish.

1. The players will take turns adding new items/objects at the end of the sentence, without removing any of the old items/objects. It becomes increasingly hard to remember all the items/objects as the game progresses.
2. The first player who forgets or misses any of the items/objects loses.

**Game 16 – Think fast!**

**Game Instructions :**

1. The volunteer will ask the student any question of his/her own choice,

Ex. “What did you have for dinner yesterday?”

1. The student will now have to answer immediately with no time for thinking(in less than half a second).

Ex. I slept late last night.

1. Since the student doesn’t have any time to think, the answer to the question will most definitely not be the actual answer, and will be a random statement.
2. The answers will be really funny because of the time constraint.
3. It’s now the student’s chance to ask the question.
4. The players can alternate between themselves.
5. This will lead to some interesting and humorous replies from both the players.

**Game 17 – Scrambled Letters**

**Game Instructions :**

1. The volunteer will think of a word(preferably containing 6 - 9 alphabets)

Ex. Container

1. The volunteer will now scramble the alphabets of this word, and tell the student the alphabets.

Ex. t, e, r, a, i, c, n, o, n

1. Based on these scrambled alphabets, the student has to try to figure out the word.
2. If the student finds it too hard to figure out the word, persuade them to find words of lesser length using these alphabets.

Ex. Creation

1. The student can now give the scrambled letters to the volunteer.
2. The players can alternate and play.

**Game 18 – Memory game**

**Game Instructions :**

1. The volunteer will choose a category of the student’s choice.

Ex, Colours

1. The volunteer will now pick 6 objects/items from this category.

Ex. Red, orange, yellow, brown, black, blue.

1. After waiting for 30 seconds, the student will now have to say all the 6 objects/items that the volunteer had listed.
2. Now it’s the students turn to give the objects/lists based on another category.
3. If the student finds it hard to remember all 6 items, it can be reduced. Similarly, if it’s too easy, increase the number of items.

**Game 19 – Name the countries**

**Game Instructions :**

1. The student and the volunteer will mutually decide on any one continent.

Ex. Europe

1. The volunteer will now name any one country from this continent.

Ex. Netherlands

1. It’s now the student’s turn to name a country from this continent,

Ex. Ukraine

1. The players will alternate chances to name any country. The first person who can’t name any more countries loses.

Note: The competition aspect of the game can be dropped, and just help wach other name countries. This could be more fun.

**Game 20 – Name the team members**

**Game Instructions :**

1. The volunteer and the student will mutually agree on a sport.

Ex. Cricket

1. Now, the volunteer and the student will mutually agree on a team/club.

Ex. India

1. The volunteer will now name a player who’s currently playing for this team/club(or someone who has played for this team/club in the last 10 years).

Ex. Virat Kohli

1. It’s now the students turn to name a player.
2. The players will take alternate turns naming players.
3. The players can tell interesting stories or facts about the player too.

**Game 21 – Movies by an actor/actress**

**Game Instructions :**

1. The volunteer will choose an actor/actress of his/her choice(preferably a famous person).

Ex. Shah Rukh Khan

1. The student will now have to name a movie in which this actor/actress stars in.

Ex. Ae dil hai Mushkil

1. The volunteer will now try to name a different movie starring this actor/actress.

Ex. Chennai Express

1. The players will take turns in naming different movies.
2. Try to involve more actors/actresses who are from the student’s state.