### Three Game

**Supplies Needed:** a piece of paper, pencil, and a flexible, creative mind!

In the game of THREES each participant must list THREE items that fit within the given category. Usually played with five categories, the game can be lengthened or shortened depending on the amount of time available or the number of players. More players will increase the time needed to score the game answers.

The main goal is to brainstorm unusual answers that fit, but that no one else will think to record. Wacky answers are encouraged, as long as they can be justified.

1. List the categories on the board. Suggested categories are: kinds of flowers, girl’s names, vacation spots, favorite book characters, sports played with a ball, things made from metal, messy foods, card games, kinds of berries, school supplies, spring activities, etc.

2. Give players a time limit to fill in THREE answers per category. (If they can only think off one or two – that’s all right; they will score less in that category.)

One to two minutes per category is an acceptable time limit. They must be specific with their answers. (see scoring) Inventive spelling is OK.
3. No talking! Let the game begin.

**Scoring**

When time is called, allow one person at a time to share an answer from the first category. If anyone else has the SAME answer, they should raise their hand, and both/all of them must cross it off. If a student puts a vague answer that fits with a specific answer, they must cross it off. It pays to be specific. For example, category is: things found in dad’s wallet. One person says “A five dollar bill.” Another says “money”. The person who responded with “money” must cross his/her answer out. Those that specified a specific amount (twenty dollar bill, ten dollar bill, etc.) are safe, unless someone else specified the same answer. Continue sharing one answer at a time until all answers have been said.

Remember, wild, justified answers are encouraged!

The person will circle any response that no one matches.

**Winning the game**

The person who has the highest number of responses circled is the winner!

**Word Game**

Materials: All you need is paper, pencil

The object of the game is to make the LONGEST word you can make out of a two letter word, then increase to a three letter word. No proper nouns, no hyphenated or foreign or made up words can be used. SPELLING COUNTS and if the word is misspelled, then it is disqualified.

For example, start with the word **at**. The word (at) MUST be contained in the word somewhere...for example: **atic**  **seat**  **theatrical**  **mathematics**. The word must be original (no other person has it). Adding an **s** is allowed...it makes to word one letter longer.

Remember, the object is to make the longest word (a good on the spot vocabulary game!) The winner has the longest, original, correctly spelled word.

Good words to use are **or**, **in**, **to**, **at**, **an**. The winner gets to pick the next starting word.

**STEM Challenge - Marble Maze Run**

Goal: To design a marble run with a start and finish and at least 5 obstacles that the marble must go through

Materials: 1 paper plate, 2 pieces of construction paper or computer paper, 3 straws, 1 marble or pom pom, clear plastic tape, scissors

Directions:

1) Come up with a plan (about 10 min)
2) Discuss the following questions with a parent/guardian after you finish your plan
   a. How will you use your materials?
   b. How will you be sure that your marble will successfully make it through the five obstacles?
   c. What possible problems could come up during construction?
3) Construct your design (about 30 min)
4) Test your marble run – to successfully complete this challenge your marble must start at the beginning and move through each of the 5 obstacles all the way to the finish
5) Reflection: After you finish discuss the following questions with a parent/guardian.
   1) What about your design worked well?
   2) If you were to do this STEM challenge again what would you do differently?