



Junior Group Activity

Don't Say That Word

Time: 1-5 hours

Group Size: >3

This is a good game to encourage interaction and listening. It can be customized to fit the group and activities. The list should be comprised of 5-10 words that would commonly be used during the event.

What you will need: **Printed words on several sheets of paper** to hang throughout the conference room or building for reference.

Rules: Give each participant a bag with 10 pieces of candy (or small tokens). Review all the words that cannot be said. The first person to catch another saying a word from the list will be allowed to take a piece of candy from the other person. A good addition is that if a person catches one of the hosting people saying a word then they can get an additional piece (this would be from a bucket so that there is no limit). By doing this it allows for hosting persons to restart the game by "slipping" if there is a lull or someone is almost out of candy.

It is not recommended that the game goes all day as participants will tire after a few hours. A good rule is to end the game at the lunch hour.

Examples of Words:

- Valentine's Day – Heart, Cupid, Love, Red, Pink, Party
- Halloween Event – Halloween, Candy, Witch, Party, Ghost, Pumpkin, Skeleton
- Thanksgiving – Turkey, Pilgrim, Thanks, Food, Family, Friends
- Christmas – Tree, Present, Cookies, Party, Reindeer, Santa, Manger
- Grange Event – Hall, Master, Officer, Sash, Marching, Grange, Motion, Manual