



**Leadership Decisions Institute**  
PO Box 169 Nobleboro, ME 04555  
(207) 563-5172 ❖ [www.kieve.org](http://www.kieve.org)

## **Amy's Game**

**GUIDING PRINCIPLE:** Clear and Effective Communicator

### **OBJECTIVE:**

1. To review the Kieve experience
2. To practice communications skills

**MATERIAL NEEDED:** Pencils, bucket, two small pieces of paper for each player.

### **PROCEDURE:**

1. Each person writes one word that describes a place person or thing they have done at camp on their paper.
2. Put the papers in the bucket and divide the group into two teams.

Round 1—The first player from team 1 selects a paper and tries to get her team to guess the word. She may say as much as she likes without actually saying the word on the paper. Each team has 30 seconds to guess as many words as possible, then it is the other team's turn. At each turn, a different person must be the speaker so everyone has a chance. Words guessed correctly are scored as points and kept out of the bucket until the next round. Words that are passed on go back into the bucket.

Round 1 continues until the bucket is empty.

At the end of Round 1, count up the points, put all the papers back in the bucket and go to Round 2.

Round 2- Just like Round 1 except the speaker may say only one word.

Round 3- This time the speaker may not speak, they can only charade.

### **PROCESSING:**

What communication skills did you need to play this game?