

# Game: Defining or Not



**Purpose:** word game for your group to work out the meaning of words or make up silly answers.

Have a list of 10-20 obscure words, a suggested list is available at the end of this resource.

Split your group into two teams. Each team gets paper and pens. The leader takes one word at a time and reads it out. Each team gets 1 minutes together to write the definition of the word. They can either try to work it out or create something plausible based on what they think the word might mean.

The teams then read out their definitions and the closest to the real definition wins! You might want to have points for creativity.

Alternate game plan: Following the same theme with two teams developing definitions for words, you may wish to have a few silly rounds. The teams get a word to define, but their goal is to come up with the most ridiculous definition of the word, rather than something plausible!

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## Possible Words to Define:

1. Haffle (means to stutter)
2. Sciamachy (conflict with imaginary opponent)
3. Athazagoraphobia (fear of being forgotten)
4. Burunduki (Siberian squirrel)
5. Gumption (resourcefulness or spirited initiative)
6. Sialagogue (a drug that promotes the secretion of saliva)
7. Superfluous (excessive, unnecessary)
8. Neoterism (an innovation in language)
9. Catharsis (purging of feelings or emotions)
10. Yestreen (yesterday evening)
11. Effulgent (shining forth, radiant)
12. Twitterpated (overcome by romantic feelings)
13. Psittacism (repetitive, mechanical speech)
14. Duende (charm, magnetic)
15. Mellifluous (sweet sounding)
16. Resplendent (shining, glowing)
17. Audacious (extremely bold or daring)
18. Archaic (marked by the characteristics of an early time period)
19. Thrall (a slave, enslaved)
20. Mulligrubs (temper, grumpiness)