

Creation Cranium: (Ages 7-11)

The Rules

The object for each team is to correctly complete a task for days 1-6 and get to the day of rest on the seventh day!

To play, a leader holds out the Day 1 cards face down and a volunteer from team 1 chooses one of them. The leader will then reveal what task has been chosen. Thirty seconds is allowed for each answer. When the team completes a task correctly, a team member can cross that day off their team sheet with a marker. Play continues with a Team 2 player choosing a card from the Day 1 pile. Once both teams have answered correctly from Day 1, these cards can be discarded and play moves onto Day 2. If a team gets an answer wrong, they stay where they are and on their next turn they must draw again from the same pile, until they have correctly answered. The team who reaches Day 7 first, is the winner. If both reach it after the same number of turns, declare a draw.

Act It: Charades. The player who chose the card acts out the word without making any noise. Team members can guess by calling out answers. If the person acting gives the answer away by speaking, no points are awarded. 30 second timer starts once card is read.

Work It Out: Questions. The team can confer together but the person who chose the card must provide the final answer. 30 second timer starts after question is read.

Know It: Statement with True or False answer. The team can confer together but the person who chose the card must provide the final answer. 30 second timer starts after question is read.

Make It: The player who chose the card sculpts the word with play dough with no talking or gestures. Team members can guess by calling out answers. 30 second timer starts once card is read.

Draw It: The player who chose the card draws the word on paper with no talking, letters or symbols. Team members can guess by calling out answers. 30 second timer starts once card is read.

Junior Creation Cranium (Ages 4-7)

The cards should be left face downwards in 3 piles according to task.

The object is for team members to guess as many of the names on the cards as they can in 30 seconds.

Team members take it in turns to roll a dice.

Numbers 1,2 = Make It!

Numbers 3,4 = Draw It!

Numbers 5,6 = Act It!

If for example the dice lands on a 2, the player takes the top card off the 'Make It!' pile and has a look at it. Then using some playdough, they have 30 seconds to make the word. The other team members can call out guesses as soon as they have ideas. Once the correct answer is given, the player can move on to another card until time is up.