

Game Time

AUTHOR(S): Diana Bloom, Adena Goss, Yadid Orlow, Sara Beth Berman

SUMMARY: In this program, participants will have a great time playing their favorite party game, Taboo, and adapting it for use in our own camps.

GOALS: Participants will have fun and laugh while learning about other camps and will be provided with a make-and-take activity for personalizing the game Taboo for each one's camp.

AUDIENCE: Campers and Staff

TIMING: 75 minutes

MATERIALS: Writing utensils, unlined index cards, timer, rubber chicken (or other buzzer type device), markers, flip chart, [rainbow heart stickers](#), Bluetooth speaker, table tents per color, pipe cleaners, premade Taboo cards, 1 Taboo set, 1 box of 100 sandwich size zip lock bags, Pretzels, Chex Mix, paper bowls, pipe cleaner activity instructions, Cornerstone Taboo Playing Instructions

SET-UP: 8 Tables with 5 chairs around them (Trivia like), Table Tents to identify where each participant should sit, pens and paper for scoring, set of pre-made cards in Ziplock bags, index cards, and ice breaker craft materials with instructions. Additional Ziplock bags with that table's stickers on them. Cornerstone Taboo Playing Instructions. Game show music is playing. Exaggerated, large Taboo cards for the intro at front of room.

SESSION TIMELINE

- 00:00 – 00:05 – Welcome and Sticker Distribution
- 00:05 – 00:10 – Pipe Cleaner Activity
- 00:10 – 00:15 – Intros to Staff
- 00:15 – 00:20 – Staff Modeling Taboo
- 00:20 – 00:25 – Game Creation Instructions
- 00:25 – 00:35 – Practice with Pre-Made Cards
- 00:35 – 00:45 – Card Creation by Table
- 00:45 – 00:50 – Game Play Instructions and Card Swapping
- 00:50 – 00:56 – ROUND 1
- 00:56 – 00:57 – Swap Decks and Game Reset
- 00:57 – 00:63 – ROUND 2
- 00:63 – 00:73 – Wrap Up and Take it Home!

SESSION OUTLINE

00:00 – 00:05 – As participants walk in, staff hands them different colored stickers corresponding to a table tent with a sticker in the room. As each participant gets their stickers, staff will instruct them to sit at the corresponding table and to look at the directions and materials on the table.

00:05 – 00:10 – Participants should engage in table pipe cleaner activity with each other [Printable version of instructions to place on tables](#)

- Round 1: Use some of the pipe cleaners on your table to make something that represents your camp. When someone else at your table has also built something to represent their camp, share/explain what you made and why. *You are now a group.*
- Round 2: In this group, take what you have created to represent your camps and create a new object that combines and represents both camps. Find a similarity and bridge the gap.
- Round 3: Combining two groups, take what you have created to represent your camps and create a new object that combines and represents all of your camps. Find a similarity and bridge the gap.
- Continue these rounds until your entire table has one pipe cleaner creation that is your table's camp.

00:10 – 00:15 – Staff will pause the creativity happening at each table and welcome everyone to Game Night! Staff will share their names and what we are doing. “Tonight, we are going to play our own version of Taboo. If you have never played, here is an example.”

00:15 – 00:20 – Staff will play and demonstrate 1 round of Taboo using exaggerated, large Taboo cards. Use on card to model “passing”.

00:20 – 00:25 – Staff will explain that each table is going to use the pre-made cards in the Ziplock bags to practice a round of Camp Taboo. Once the practice round has finished, each table will create their own set of Taboo cards all about camp! Prompt them to think about words that show up every day in their own camp life and in the larger camping world. They can work together and share ideas and help each other come up with the lead word and the “Taboo” words. Explain that they will have 10 minutes to play a practice round with the pre-made cards and 10 minutes to write their cards and if they finish early, they should practice

playing with their new cards. Note that while they are doing this, they could think about how they could bring this activity back to camp.

Give examples of CAMP words: favorite camp song, best program, best color war/maccabiah theme, best bonding experience, best camp trip, favorite type of water bottle, worst meal at camp, camping trip disaster, reasons for going to the infirmary, worst time to be on shmira, etc.

00:25 – 00:35 – Practice with pre-made cards

00:35 - 00:45 – Table Taboo creation. Game practice if time permits. Music back on.

00:45 – 00:50 – The staff will bring everyone back and ask that all tables place their cards in the Ziplock bag in front of them. PAUSE: allow participants to take a picture or note any card they are particularly proud of.

Staff will share that now we are going to play a Taboo tournament with 3 rounds of play using other people's Taboo cards. They will read off the pairs of tables that will be playing each other. Then, those two tables will switch decks.

Instructions for play:

- *Nominate 1 person from your team to be the “clue giver”*
- *Nominate 1 person from your team to be the “clue checker”*
- *Identify a Team A and Team B*
 - *Team A will be guessing first*
- *The Clue Giver from Team A should stand up and the Clue Checker from Team B should stand over their shoulder to check their card. (D/A/Y/SBB model how to stand)*
- *Staff will time and set a timer for 1 minute*
- *Passing is acceptable but try!! You never know, just because you don't know the word, doesn't mean someone else doesn't.*
- *You may not use the word in another language as a clue.*
- *Once the staff says “Go” Team A can begin giving clues and guessing*
- *Staff will give a 5 second countdown. At 0, count how many cards your team guessed correctly.*
- *Reset with Team B Guessing and repeat!*

00:50 – 00:56 – ROUND 1

00:56 – 00:57 – Staff will call out new swaps, pick new guessers and checkers

00:57 – 00:63 – ROUND 2

00:63 – 00:73 – Wrap Up, staff will ask group discussion questions

- *How many of you played cards that you had created for your own deck?*
- *When the other team played your cards, did they interpret your words the way you expected?*
- *What is a similarity or difference between camps that you noticed?*
- *How could you see this activity, both creating and playing Camp Taboo, being used in your camp?*
 - *Suggestions from Staff: Both Creating and playing Camp Taboo can be used for Staff training, bunk bonding, staff bonding (mid-summer and end of*

summer), your camp language Taboo, staff culture, and to teach others about camp.

00:73 – 00:75 – Pass the decks back to their starting tables. We encourage you to take the cards you created and loved, play them with your cohort, see if they interpret differently. Use them as a reminder of our time together and this game!

BRINGING IT TO YOUR CAMP

Both Creating and playing Camp Taboo can be used for Staff training, bunk bonding, staff bonding (mid-summer and end of summer), your camp language Taboo, staff culture, and to teach others about camp.

Taboo Instructions – [Printable/sharable](#)

Overview:

Taboo is a verbal game played with two teams of three players or more, a deck of guess cards with a set of taboo words, and a buzzer and a timer.

Rules:

1. Clue-givers may not use any taboo words, including abbreviations, foreign translations or any part of the taboo word.
2. Clue-givers may not use sound effects or gestures to indicate the clue word.
3. Clue-givers may pass on any card at any time, but the card is then placed in the discard pile.
4. When time is called, the final card does not go into the discard pile but is instead removed from play.

Game setup:

Four or more players are divided into two teams, one called Team A and the other Team B.

Guess cards are placed in a stack face down and Team A selects a person in their group to be the Clue-giver. This person takes the stack of cards away from their team so that they cannot see it.

Clue cards have the clue word on the top of the card and the taboo words listed below the clue word. Clue-givers then start and keep the timer (one minute) and must get their team to say the guess-word on the card without using one of the taboo words in one of their clues. If a taboo word is used, then Team B must sound the buzzer which penalizes Team A by causing the current guess card to go into the discard pile.

CORNERSTONE RESOURCE



Play continues until time runs out. Each time a teammate successfully guesses a clue-word, a new card is placed upon the old and each card in this pile represents one point for Team A.

Game-play and Scoring:

The team not giving clues must watch for Taboos or other violations of the rules. If they successfully spot a broken rule, they may use their buzzer to interrupt play and briefly explain the infraction. Clue-givers must place the current card into the discard pile and draw a new one. Once time runs out, the teams are swapped, and roles are reversed. Once each player has taken a turn as a clue-giver the game ends. If teams are uneven, a player on the smaller team will be a clue-giver twice. A team's score at the end of their round is the total correctly guessed cards. They are not penalized for passed or "buzzed" cards.