



# BRAIN BAFFLERS

## **POLAROID**

It's called "Polaroid" because the image develops, like a Polaroid picture.

One player starts with something like, "a penny." Someone else adds a detail the he or she actually imagines when picturing a penny, "a 1978 penny." The next player adds yet another detail. "on a red checkered table cloth." Again, the direction here is not to tell a story, but simply to say what you're seeing.

## **CRAMBO**

This is a twist on the game "I Spy." One player begins the game by saying, "I spy something that rhymes with 'fair'" the others then ask questions to figure out what it might be. The one that guesses it correctly goes next. Expand the boundaries as needed.

## **TWO TRUTHS AND A LIE**

Take turns telling three statements about yourself. Make sure one of the statements is a lie. A little imagination goes a long way in this game.

Everyone then tries to figure out which statements are true and which are not

## **CREATE-YOUR-OWN**

Why not take the figurative back seat and let the kids drive! That is, let the children work together to create their own car games. You'd be surprised at how creative they can be and how well they can work together to negotiate the rules of the game. This teaches creativity, problem solving skills and cooperation. Plus, it's fun!