

# start

wild animals

blue things

senses

kinds of footwear

holidays

things to eat

free turn play again

shapes

plants

parts of the face

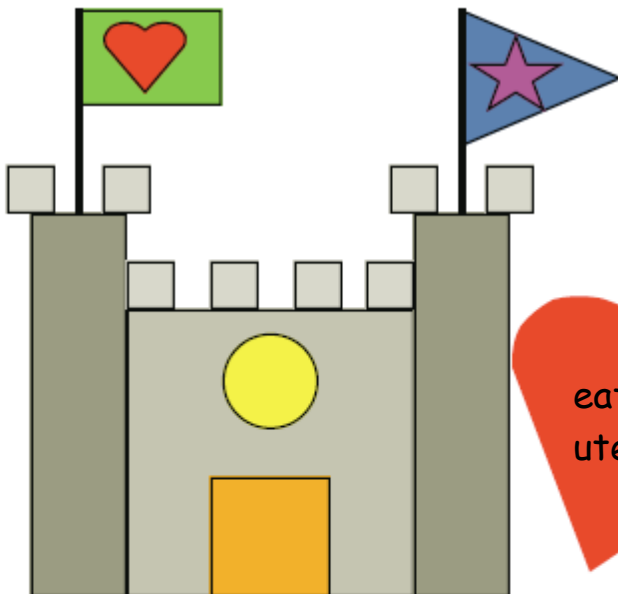
black things

professions

pieces of furniture

things that make you angry

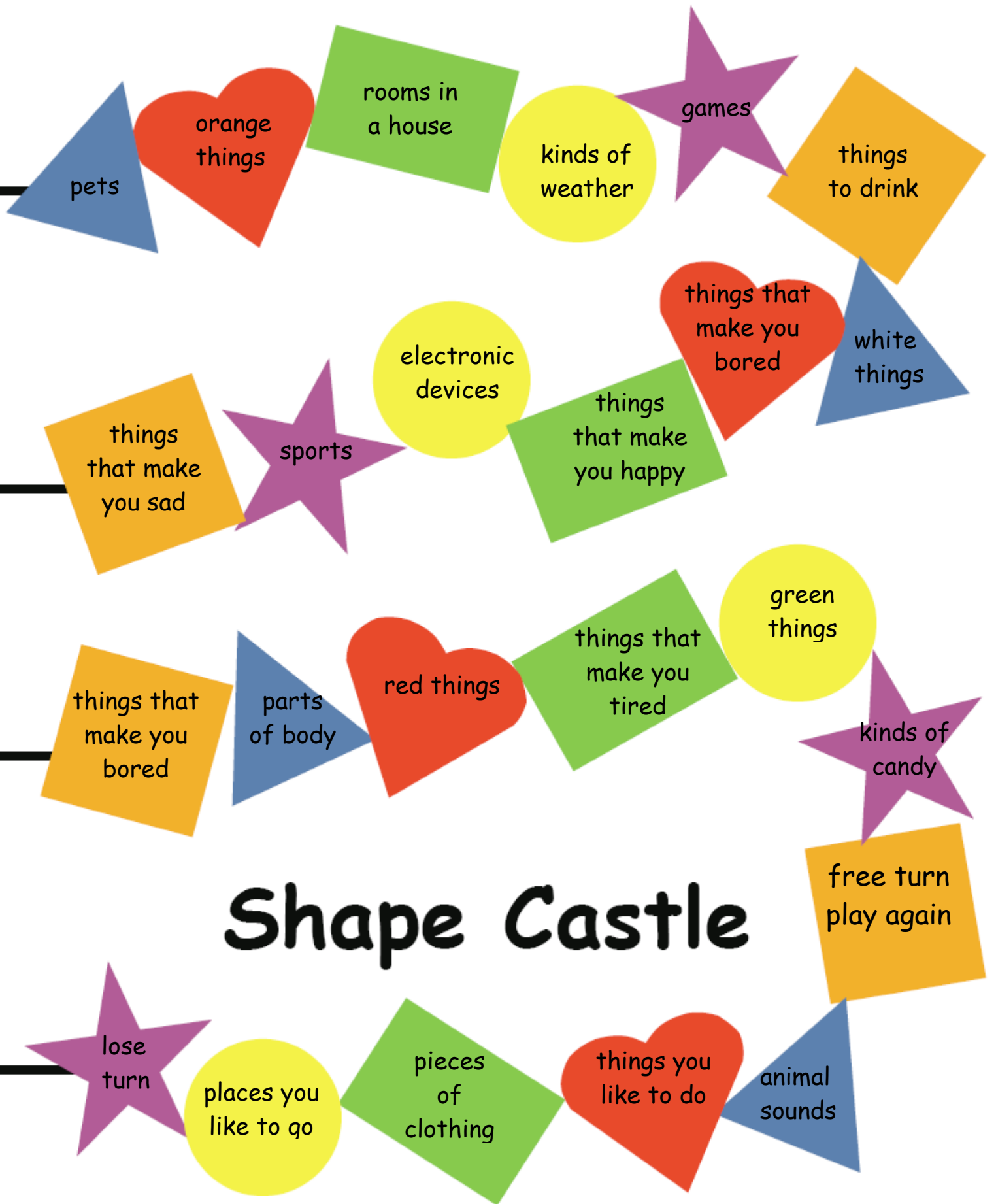
yellow things

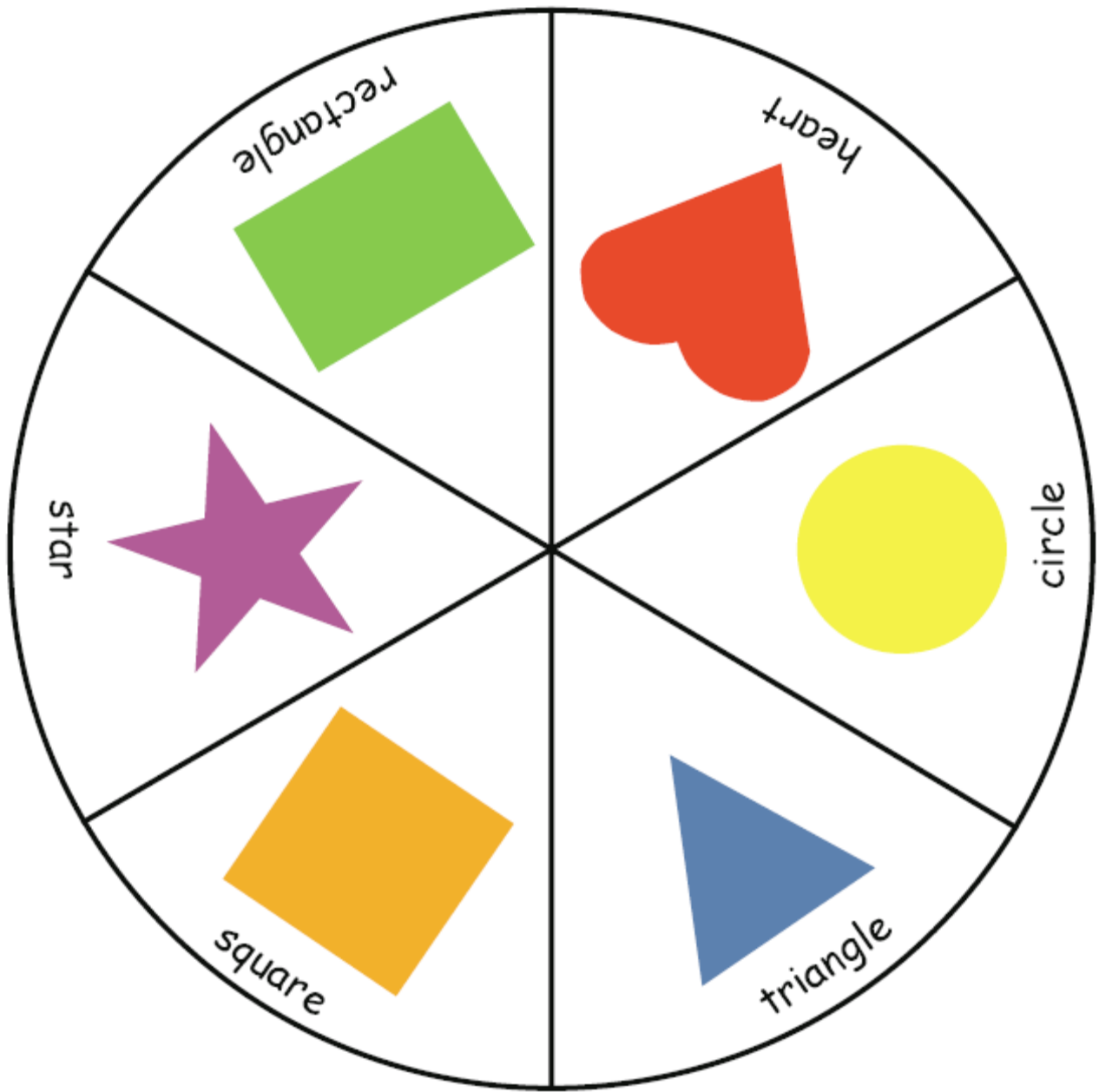


eating utensils

emotions

kinds of vehicles





Purpose: encourage speaking

Level: multiple levels, depending on which guidelines are used.

General rules:

Spin the wheel and advance to the corresponding shape.

- Alternative one: Specify a number at the beginning of the game based on the level of the players. The player must then state the specified number of examples of what is called for in their shape. Ex. If the number is "five" and the player advances to the first triangle, they would have to name five kinds of pets.
- Alternative two: Rather than providing a fixed number, have the players roll a die or draw a number from a hat after they spin the wheel to see how many examples they must provide. Note that one of the spaces calls for "senses". Since the die could call for stating six examples, an exception could be made or the player could name the standard five plus "ESP".
- Alternative three: More advanced players can advance to a shape, give one example and then tell a story, real or imaginary, based on their example.

The object is not to be the last to arrive at the castle.