



Grade 6

Play Fictionary


This game is all about your ability to trick your opponents. Play at home on paper or on a group call with friends. Read one word at a time from the word bank on the last page. Players write their own made-up definitions for that word, but one chosen player, the Know-it-All, has the real definitions to each word. Everyone but the Know-it-All guesses which is the actual definition of the word. The more convincing you make your definition, the more likely you are to trick your opponents and win the game! Full instructions are below. Three or more players are needed to play.

Materials:

- Full sheets of paper
- Scissors
- Pencils/Pens
- Computer, tablet, or other electronic device connected to the internet

In-person instructions:

- 1) Assign someone to be the Know-it-All. This person will be the referee running the game.
- 2) Grab some pieces of paper and cut each into four pieces. Hand out four blank quarter-sheets of paper to each player. Also, give each player a score card to keep track of his or her own points.
- 3) The Know-it-All and ONLY the Know-it-All will click on one word from the word bank below and write down its definition on a blank quarter-sheet of paper. ***NOTE: Click

the word & use the first definition provided from the Merriam-Webster online dictionary. The page also provides pronunciations. Just click on the  icon next to the word.

- 4) Each player will write a made-up, incorrect definition for that word on a blank quarter-sheet of paper and place it in the center of the table face-down. Do not show your definition to anyone.
- 5) Once all are face-down in the center of the table, the Know-it-All takes, shuffles and numbers each definition (including the correct one) and places them all in the center of the table face-up so that players can read the definitions.
- 6) All players except the Know-it-All vote for the definition they think is correct. Hold up fingers to indicate which definition you choose (Ex: if voting for definition #1, hold up 1 finger).
- 7) The Know-it-All then reveals the correct definition, players who guessed it correctly get 4 points, and all players get 1 point for each vote that their fake definitions received. All players keep track of their own scores.
- 8) Play more rounds by repeating the above steps. The player with the most points at the end of 4 rounds is the winner. Ties are possible!
- 9) Play again with a different Know-it-All if you want.

Online instructions:

- 1) Start a group video call on Zoom, Skype, FaceTime, or whatever platform you prefer.
- 2) Follow all the same instructions above but ignore the quarter-sheets of paper. Decide on a way that players will send their definitions privately to the Know-it-All (Ex: each player texts the Know-it-All separately).
- 3) In step 5) above, the Know-it-All will instead type the list of all definitions (including the correct one) in a random order and number them. Then the Know-it-All will send that list to all other players. Players will vote and score points in the same way as the in-person instructions dictate.

WORD BANK:

Accommodate

Accumulate

Anguish

Anticipate

Apprehensive

Arid

Barren

Beacon

Beneficial

Blunder

Boisterous

Boycott

Burden

Campaign

Chronological

Civic

Collaborate

Composure

Conspicuous

Controversy

Cumulative

Deluge

Designate

Deteriorate

Discretion

Dissent

Domestic

Duration

Eerie

Elaborate

Equivalent

Exploit

Extract

Factor

Former

Formulate

Fuse

Futile

Genre

Hazardous

Hoax

Hostile

Improvise

Inept

Inevitable

Ingenious

Innovation

Jovial

Knack

Leeway

Legislation

Leisure

Linger

Loathe

Marvel

Maximum

Mere

Migration

Monotonous

Negotiate

Omniscient

Onset

Optimist

Painstaking

Paraphrase

Predicament

Prosecute

Recount

Reluctant

Retaliate

Rural

Salvage

Siege

Stifle

Subsequent

Terrain

Trait

Treacherous

Unanimous

Unruly

Urban

Verdict

Verge

Vital