The dictionary game.

Session _____

Date _____

A game where the best liar and the best listener both win. Everyone writes a fake definition for a word nobody knows; the others guess the real one.



1 INVITATION

Explain the goal: fool the others with your fake definition, and spot the real one yourself.



2 SPACE AND MATERIALS

One table. Whatever dictionary you have at hand, the same kind of paper slips for everyone, and pens. Read a few entries together first to get a feel for the book's wording and style. Use identical slips so the paper does not give anything away.



3 PARTICIPATION

Everyone writes a definition every round. The role of reader rotates.



4 GROUPS

One group around the table. With more than ten players, play in pairs.

The five structural elements come from Liberating Structures: this card includes content from liberatingstructures.com by Keith McCandless, Henri Lipmanowicz and Nancy White. Licensed under CC BY-SA 4.0, and so is this card.



5 STEPS AND TIME

1. The reader picks an obscure word from the dictionary, says it and spells it. If someone knows it, pick another word.
2. Everyone except the reader writes a fake definition that sounds like it came from this particular dictionary. Match its vocabulary, tone and level of formality. The reader copies the real definition onto a slip.
3. The reader collects all slips, shuffles them and reads them aloud without laughing.
4. Everyone votes for the definition they think is real.
5. **Scoring**
   Each guessing player gets one point for choosing the real definition, plus one point for each vote their fake definition receives. Fooling several people can earn you several points. The reader does not earn points in their own round.
6. The reader role passes to the next player. Play until everyone has read once, or until the dictionary wins.