

# Speller

Give everyone a large letter of the alphabet to wear. If you prefer, mark a letter on each person's forehead using a washable marker. Avoid the use of little-used letters like Q, X, and Z.

After you have given the players time to mingle, blow a whistle and shout a number. The players must find other people with whom to form a word from the same number of letters as the number called. For example, if you call "Three," a person with the letter A might join with a T and a C to spell *cat*. (Keep the numbers small enough so that words can be formed.) Any players who are unable to become part of a word within a reasonable amount of time are out of the game.