**Name Ten**

Name 10 is a classic conversation game in which one person declares a category such as Fruit and the other players must come up with 10 examples of that category. The person who came up with the category gets to determine whether the examples fit.

This is similar to the game [Scattergories](https://amzn.to/2foqWdl) – where teams or individuals come up with answers that fit the letter rolled on a die and the categories listed on their card. Scattergories was a hit in our household when I was growing up – a great game for any family who loves word play.

Traditionally a clapping rhythm keeps up the pace so players won’t take forever to come up with a response.

**A my name is Alice**

In this conversation game each person takes turns adding a name and a thing in alphabetical order. The first person might say: A my name is Alice and I like apples, and the next person could say A my name is Alice and I like Apples, B my name is Bobby and I like bears and so the game goes with each person reciting and adding to the chain.

* If you have young kids you can drop the recitation of what others have said and just have them do the next letter so it could be the first person says A my name is Ann and I like airplanes and the next person says B my name is Ben and I like balls.
* If you have older kids try having each person add to each letter as they recite. The first person could say A my name is Abigail and I like aliens, the next person must not only do their own letter but add to the previous letters A my name is Abigail and I like aliens and atoms, B my name is Betty and I like bananas.

**Fact or Fiction**

In this game each person takes turns telling two things that are true about themselves and one thing that is not, the other players must then guess what is fact and what is fiction. Younger kids may not quite ‘get’ this conversation game, but often their additions to the conversation are hilarious anyhow.

For a science based version of this game, check out [Educational Insights Sci or Fi game](https://amzn.to/2odE85J)– your family can try to determine science fact from fiction, while learning interesting facts along the way.

**I Spy**

This game traditionally starts with the phrase I spy with my little eye something… and then one descriptor is added such as red, smaller than a mouse, made out of wood. The other people take turns trying to guess what the item is. The person who guesses then gets to be the “spy”. Perfect conversation game for a car trip. [You can find more road trip games ideas here.](http://bouncebackparenting.com/most-fun-games-to-play-on-a-road-trip/)

**Questions Only**

Everything anyone says must be stated in the form of a question. This conversation game is incredibly simple, has no real winner or concrete ending, it will keep you giggling and like it or not it may just crop back up hours after you thought it was finished.

And speaking of questions – the simple conversation game of asking interesting questions to answer never gets old. A couple recommended resources: Table Topics cards have a great selection of question packs from [family dinners](https://amzn.to/2nrFKsz) to [questions for teens.](https://amzn.to/2nJe18O)

Another popular set of questions comes from [The Kids Book of Questions](https://amzn.to/2ng1HKa) – great way to keep the conversation flowing.

**20 Questions**

One player thinks of an object, letting the others know only whether it is animal, vegetable, or mineral. Then the other players ask questions that can be answered only with yes or no.

For instance, if the object is a car (mostly mineral), the players will ask, “Is it bigger than a laptop computer?” or “Can it move?” The object: Guess the answer in fewer than 20 questions.

**Botticelli**

Each player takes on the persona of a well-known person and offers only that person’s initials as a clue. The questioners try to guess the identity of the person by asking specific questions that can be answered only with yes or no.

The first questions may be general, such as “Are you alive today?” The player, answering in character as George Washington, for instance, may say, “No, I’m not alive today” without offering any other information. The next questions continue to zero in on the identity until a player correctly guesses the mystery person.

Botticelli is a great game for older kids who are familiar with people in the news and historic figures. It can be made more difficult by using just a last or first initial.

**Geography**

Each player comes up with a place name (town, state, country, etc.) that begins with the same letter as the last letter of the place the previous player mentioned.

Example: Player 1 says Spain. Player 2 has to name a place that begins with an N, such as New York, which ends in K. Player 3 then mentions Kansas. Keep going for as long as you can name a new place.

**Ghost**

One player names a letter of the alphabet. Each player takes a turn adding a letter that contributes to the spelling of a word each has in mind. A player can be challenged if another player suspects the letter just added isn’t part of a real word.

The catch: Players have to avoid completing a word. Each time a player completes a word, he gets another of the letters in the word ghost. Once a player has all five letters, he’s out of the game. But that person can then help, or haunt, other players.

Example: Player 1 starts with the letter B. Player 2 adds A. Player 3 adds L, having in mind the word balance. Player 4, thinking about the word balloon, adds another L, forgetting that it completes the word ball. The fourth player, having inadvertently spelled a word, would get a G for ghost, but stay in the game.

**I Packed My Grandmother’s Trunk**

Each player starts off with the same sentence: “I packed my grandmother’s trunk and in it I put \_\_\_.” The player completes the sentence with a word that begins with the letter A. For instance, “I packed my grandmother’s trunk and in it I put an alligator.”

The next player repeats the previous sentence and must add a B word. “I packed my grandmother’s trunk and in it I put an alligator and a banana.” In turn, each player has to remember what the past players have said and add an item that starts with the next letter of the alphabet.

**How many?**

This simple game started when Immy was about three years of age and fascinated by animals but it can easily be adapted to other themes. I would start by asking a question about a specific attribute (see some examples below) and she would call out as many responses as she could think of;

* How many animals can you name that hatch from eggs as babies?
* How many animals can you name that have patterns on their bodies?
* How many animals can you name that eat leaves?
* How many insects can you name that have six legs?
* How many vehicles can you name with four wheels?
* How many things can you name that are cone shaped?

**I’m thinking of…**

A simplified version of 20 questions, and somewhat easier than I Spy when on the move in the car, we start this game with a single object in mind and the phrase, “I am thinking of something ….,” and then name a feature or attribute of the object or thing. So it might begin, “I am thinking of something that is blue.” The other players are welcome to make a guess or ask for another clue and we go back and forth between clues and guesses until they work out the correct answer.

**What’s Better?**

This fast paced game simply asks kids about their preferences between two things –

* “What’s better – banana or apple?”
* “Banana”
* “What’s better – banana or cheese?”
* “Cheese”
* “What’s better – cheese or chocolate?”
* “Chocolate”
* “What’s better – chocolate or ice cream?”

Of course, you don’t have to choose food – books, prizes, games, sports – anything is fair game. Debates about different choices that children make provide lots of insight into their individual personalities and preferences.

**Odd One Out**

Begin by naming three items – two that are connected in some way and one that is not (you can make this as easy or as hard as you wish, depending upon the age and interests of your children) and ask your children to choose the odd one out. For example with “train, bus, hair” it is easy to identify the odd one out. “Platypus, cobra, horse” is more challenging. “Chop, chicken, ship” focuses the game on identifying different sounds. “21, 63, 78” turns it into a math challenge.

**Silly Songs**

Younger children love to listen to silly nursery rhymes created by altering the rhyming words of familiar nursery rhymes. For example,

“Twinkle twinkle little bat,

How I wonder where you’re at”

or

“Baa baa black sheep, have you any eggs?

No sir, no sir, But I have some pegs.”

Spotting the funny rhyme is fun for little ones whilst older children (5 years+) will enjoy making the rhymes with you.

**Tongue-Twisters**

Make up your own funny tongue twisters by choosing a letter or sound and working together to make a sentence with as many words beginning with the chosen sound as possible.

**Rhyming Tennis**

Players agree on a rhyming family – say ‘at’ as in hat – and take turns, back and forth, each saying a new word that fits the family.

**Sound Tennis**

Players agree on an initial sound or blend, say ‘P,’ and then take turns back and forth, each saying a new word that begins with that sound, until the round comes to a finish when one player cannot think of a new word beginning with the nominated sound. We allow the other player, the ‘winner,’ to choose the new sound for the next round.

**Alphabet Chain**

Choose a category and take turns naming an item that fits the category following the sequence of letters of the alphabet. So the first person chooses a word starting with a, the second person a word beginning with b, the third person with c, etc. The category can be anything at all – animals, countries, names, superpowers, etc