

SPELL-ENGA GAME RULES

INTRO:

A classic Jenga game consists of 54 wooden blocks. We are using the same method of play; just adding an educational twist! This game is to be used in English/literature classes but the same concept can be applied for math courses, language courses, science courses, etc!

PLAYERS:

2-6 middle school-age students (ideally 7th grade)

MATERIALS NEEDED:

- Jenga set (with numbers 1-54 written on the blocks)
- Key sheet with 54 words
- Scorecards
- Command card pack
- A game master (this can be the teacher)
- Pencils
- Timer
- Random selection app on phone or tablet

TIME TO PLAY:

Around 20-30 minutes

GOALS OF GAME:

- Be the team with the most points!
- Don't knock the tower over!
- Answer the most questions correctly!

SETUP AND PLAY:

To set up the game, stack all of the blocks in levels of three placed next to each other along their long sides and at a right angle to the previous level. Once the tower is built, a random selection app like Chooser! or Chwazi will be used to determine the first player. If this app is not available, rock paper scissors can be used. Play then passes to the left. Turns in the game Jenga consists of:

- 1) Players should create 2 teams with 2 players in each team (teams can have up to 3 people). Each team will be working together to answer the selected question during their allotted time.
- 2) On their turn, a player from each team will draw one card from the deck. This card will say; spell, define, make a sentence, or part of speech. This refers to what task the team will be completing with the word from the Jenga block. One card will be chosen per turn.
- 3) Each team then selects a player who will then pull only one block from any level of the tower (except the incomplete top level or the level immediately below). Only this selected player may touch the blocks. Players may only use one hand to remove a block from the tower. Either hand can be used, but only one hand may touch the tower at any given time.
 - a) NOTE: Players may tap a block to find a loose one, but if they move a block out of place, they must put it back in its place (using one hand only) before touching another block.
- 4) Once the block has been removed, the game master (teacher) will read aloud the word that matches the number on the block. The student that has pulled the block then has 20-30 seconds to answer the question using the parameters marked on the card they previously pulled from the deck (spell, define, make a sentence, part of speech.). Teams can work on answering the question together but only the player whose turn it is may submit the final answer.
 - a) The time limits can change based on the challenge level of the questions.
 - b) NOTE: Some of the words may have more than one definition or part of speech. Players may answer the question using any of the definitions or parts of speech.
 - c) NOTE: Since players replace blocks on the tower - words will be repeated and questions may be asked more than once. If the game master wants all new words they can add a "bonus" word list that is used when a word is repeated.
- 5) The turn ends when the team answers the question correctly or incorrectly.
- 6) If the team answers the question correctly, one point is awarded to the team.
 - a) The teacher (game master) should be keeping track of all points during gameplay.
- 7) If the team answers the question incorrectly, the opposing team has 15 seconds to steal the answer. If they answer correctly, they get 1 point; if they answer incorrectly, no team receives a point and the block is placed on top of the tower.
- 8) Place the block on the topmost level in order to complete the turn.
- 9) The game ends when the tower completely falls over.

- 10) The individual or team who knocks the tower over loses 3 points.
- 11) The tower is then rebuilt (anyone can rebuild it - or the game master can).
- 12) Start a new game/turn; the first player is the person to the left of the players who started in the previous turn.
- 13) Gameplay ends when the class time ends. The team with the most points wins (add up all points from all rounds played).