



Name: _____ #: _____

Games, Nature, & Experiments

Fish Bowl Game

Estimated Time: 30 – 60 minutes

Age range: All grades

What you need: four or more participants, paper, writing utensils, a bowl, a timer, a blanket or sheet (optional)

Adult Tips

This jeopardy game can work well with an adult facilitator, but is also accessible without!

Background:

Fish Bowl is a creative and silly game that gets the whole family moving around and laughing. Four players are required, but there is no limit to the amount of players. There are four different types of rounds you can cycle through: Taboo, Charades, Password, and Undercover Charades.

See the instructions on the next page to get started!

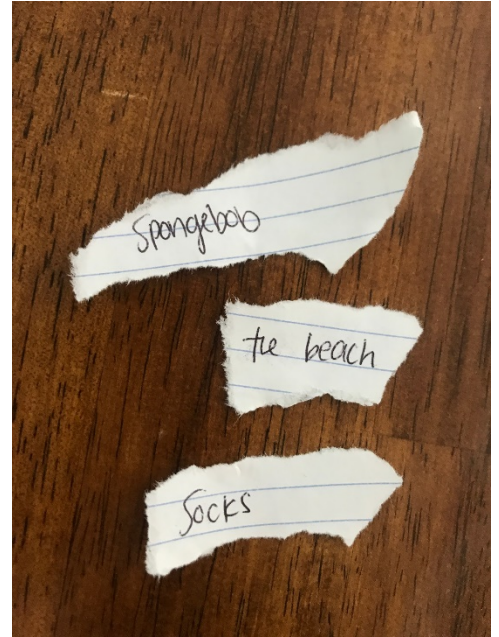
Fish Bowl Game

Instructions:

Set-Up

1. Each player takes three small pieces of paper and writes down a person, place, or thing on each. Your team will be trying to guess these things later so don't make them too hard! (see example to right)
2. Fold the pieces of paper in half and place them in the bowl.
3. Split the players into two teams by counting off every other player. Pick a team to start.
4. Each round, the team that starts will select one player to go first. When they are ready, the other team will start a 1-minute timer and the player will begin by blindly grabbing a piece of paper from the bowl.
5. The objective of the game is to get your teammates to guess as many words within a minute using only the given clues. If a player on your team guesses a word correctly within their allotted one minute, you will hold on to that piece of paper and the player may grab another (and so on and so forth, until time runs out). The rules for giving these clues will change depending on the round. (see descriptions below)
6. The teams take turns selecting a new player to try and get their team to figure out the words on each paper until every word has been guessed correctly, and the bowl is empty. Each team records the amount of papers they completed and places them back in the bowl.

If a player is stuck on a word (meaning that their team is unable to guess it correctly), they can refold the paper and exchange it for a different paper from the bowl. They will then have the remainder of their minute to focus on a different word.
7. Now you can begin the next round. Continue to play each of the rounds and if you want, make up your own rounds!



Round 1 - Taboo:

The first player tries to describe the words in such a way to get their team to guess the words on the paper; similar to the game Taboo. The player cannot use any hand gestures or movements. They also cannot say any of the words on the paper!



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Round 2 - Charades:

The players will attempt to act out the words on the paper using only hand gestures and actions. Words and sounds are not allowed. This may be more difficult but, by the second round, everyone will have heard the words on the papers at least once—so keep your ears open and try to remember which words have already been guessed!

Round 3 - Password:

In this round the player will try to describe each word using a single word. For example, if the word is “beach” the player might say sand to try and get their team to guess the word. You may repeat this single word as many times as you like, but once you say a word, you cannot change it. You may, however, choose to exchange a challenging word for a different word from the bowl.

Round 4 - Undercover Charades (optional):

This round can be used as either a tiebreaker—if you would like—or for some added fun! In this round, the player giving clues drapes a sheet or a blanket over them self while acting out the words. Only acting and sounds (no words) are allowed during this round.