

Catch My Drift?

Adapted from the Parker Brothers electronic game

This game may be adapted for almost any age of players. It is appropriate for any subjects/content area. It's a fun way to review by using higher order thinking skills.

Object of Catch My Drift?:

To win the game of **Catch My Drift?**, your team must go from Start to Finish on the **Catch My Drift?** score board by not allowing anyone on your team to be still holding a "**Catch My Drift?** card" when the buzzer or timer goes off. Your team must be fast talkers, good guessers, and quick passers.

Contents of Catch My Drift?:

The game should include a **Catch My Drift?** score board, an electronic randomized timer, two movers/or markers, and enough phrase cards so everyone in the group has at least 2 cards. Older or more capable students may make lists of key words, important events, etc off the content being reviewed.

Game Preparation:

Divide the group into two different teams. It is best to sit in a circle, alternating every other person as a member on your team. Place the board and timer in the middle of the circle or between the two teams. Prepare the "**Catch My Drift? cards**" prior to play using card stock for durability. Students can create the cards by evaluating key vocabulary, events or phrases from the desired content.

The score board may be drawn on the white board, paper or a more permanent laminated board may be constructed. Any amt of boxes may be used. Adapt the number depending on the age/skill of students and the amount of time available. A game could even be ongoing. Try adapting the game w/three teams.

Hint: Give players on specific teams some kind of name tag, scarf, etc to keep the confusion down of who is on which team.

Game Play:

Deal out the "**Catch My Drift? cards**" to each player and keep them face down on the desk/floor. Pick a team to begin the game and id the first player. . The opposing team starts the timer. The person with the first word looks at his/her phase card, keeping it private, and begins to give clues and his/her team members start shouting out their guesses until the correct word/phrase has been identified.

The rules on giving clues:

- you are allowed to make any physical gesture
- almost any verbal clue except:
 - to say a word that rhymes
 - give the first letter
 - say part of the guessing word

If a team member breaks one of these rules, the timer is stopped and the other team is awarded a point by moving them one place forward on the score board.

Once the word/phrase has been guessed, the next player on the opposing team picks up one of his/her cards and begins giving clues to his/her team. Remember, you do not want to be caught with a card in your hand when the timer goes off. This continues, alternating teams and new words, until the timer goes off. When the timer goes off, the team that is **not** holding a card advances one space on the **Catch My Drift?** score board. The next round is started by the team that was left holding the "phrase card" when the buzzer went off. The next player begins the next round with his/her "**Catch My Drift? card**".

Note: A variation is to award a bonus point for stealing a word. If the timer goes off in the middle of your turn and your team has not guessed the correct word, the opposing team has one chance to guess the word/phrase you were trying to get your teammates to say. The **Catch My Drift?** rules state that if the correct word is guessed (only one guess is allowed and can be discussed amongst the other team), they move ahead one more space. If for any reason you run out of words and they begin to repeat themselves, simply stop the timer, and scramble the cards and pass them out again restart the game. It's always handy to have extra cards ready.