

Claytionary



Planning

- 15 minutes
- Suitable for any number of participants

Materials

- One container of playdough or clay per team
- A list of words or topics prepared by the leader

Instructions

- Divide participants into small groups of **3–6 players**.
- Give each group one container of playdough.
- Each team chooses one Modeler for the first round.
- The leader gathers all Modelers and gives them the same word or topic to model.
- Modelers return to their teams without revealing the word.

Game Play

- On the leader's signal, Modelers begin shaping the playdough to represent the given word or topic.
- Modelers may not talk, write, or gesture.

- Teammates guess what the model represents.
- When a team believes they know the answer, they shout it out to the leader.
- The first team to correctly identify the word wins the round.

Topic Ideas

4-H Theme:

- Cat
- Bicycle
- Bread
- Rocket
- Tree
- Butterfly
- Camera
- Globe
- Gavel
- 4-H Clover

Spring:

- Egg
- Umbrella
- Mittens
- Rainbow
- Tulip
- Cloud
- Bunny

Debrief

- How did creativity help (or not help) your team succeed?
- How did your team work together?
- What did this game teach you about working as a team?

