

Building Without Words: A Non-Verbal Cooperative Game for Teams of Two Players

Rules:

- Players cannot use words or noises to communicate.
- Only Player 2 can touch the building blocks.
- Only Player 1 can see the goal card.
- The team to complete the most goal cards correctly is the winner.

Instructions:

1. The moderator shuffles the goal cards to mix them up. He or she then places them facedown in a pile.
2. Players pair off into teams of two.
3. The moderator gives each team a pile of blocks. The sizes and colors should be identical for each team.
4. Within each team, players decide who will be Player 1 and who will be Player 2.
5. The moderator starts the game by saying, "Go!"
6. Player 1 draws a goal card. He or she must explain to Player 2, without using words or touching the blocks, how to build the shape on the card.
7. When the shape is complete, both team members should raise their hands to alert the moderator. The moderator will check the shape and place the completed card in the team's finished pile.
8. Player 1 can then draw another card and repeat the process.
9. Play continues until all the cards have been completed. The team with the most finished shapes is the winner.



