

It the Imagination

Rules of the Game

The purpose of this game is to create words, using a simulation of a Boggle board, and then to use those words to fulfill specific writing assignments.

In case you don't know how to play Boggle, here's a very quick summary: Given a 5x5 grid of cubes, with a letter on each cube, you create words from the letters on horizontally, vertically or diagonally neighboring cubes. You may change directions as many times as you like, but you may only use a cube once in each word. Words must be at least four letters long, and singular and plural, past and present, or any other derived forms, are all separate and must be found individually.

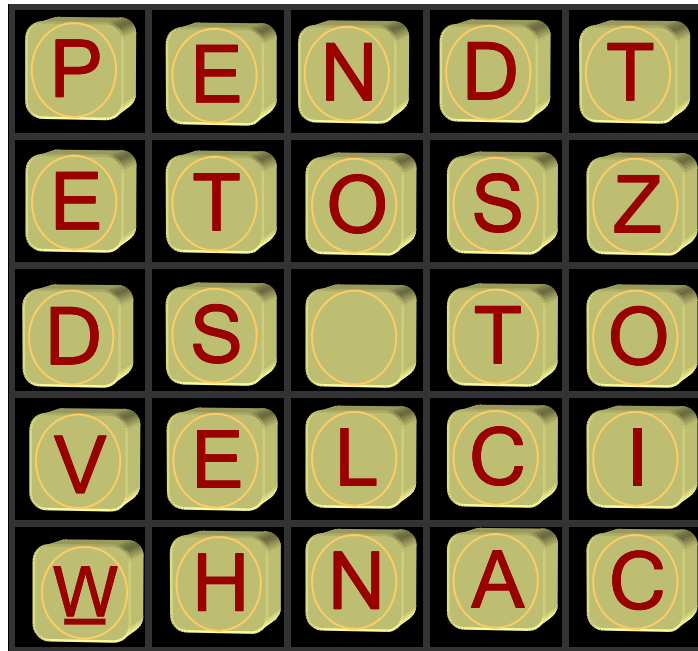
Each page following this one has a simulation of a 5x5 Boggle board with the center "cube" missing. This blank "cube" is the Joker, and the Joker is wild: your team must decide what letter to assign to it. Once you decide, write the letter in the blank. The "cube" must remain that letter for the rest of the round. (The next round will have a different board, and you can assign a different letter to the center square if you want.)

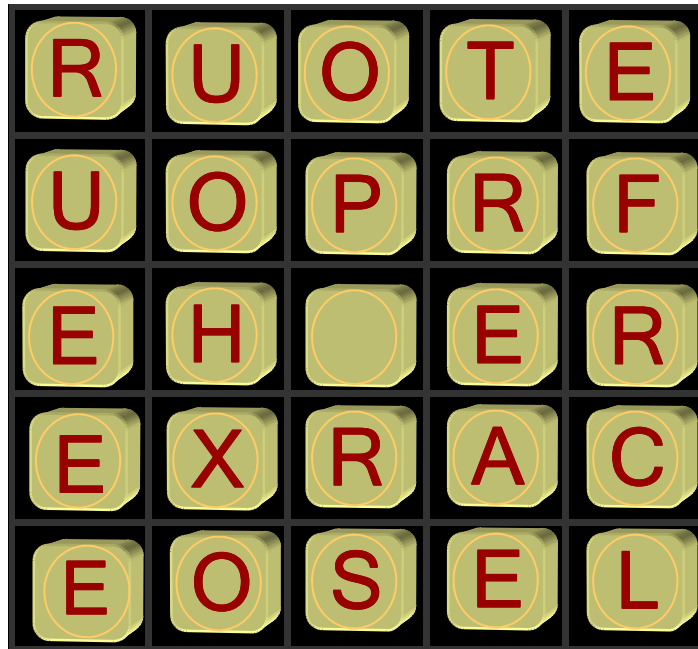
Now, play a round of Boggle as you normally would, finding words of four letters or more, but remember: the object of the game is to create a word list that you're going to use for a literary exercise. You're not competing against each other, or against other groups; you're not necessarily trying to get the longest or most unusual words; and there is no scoring in this game.

You'll have three minutes to assign your Joker and get your word list. At the end of three minutes, we'll give you your writing exercise, which you'll have two minutes to complete, using only your word list and the word list below. You may only use words from your word list once in each writing assignment, but you may use words from the list below more than once in each assignment, and you may use them in as many assignments as you want. You must use words exactly as they appear on your list and the list below (not counting capitalization).

Word List

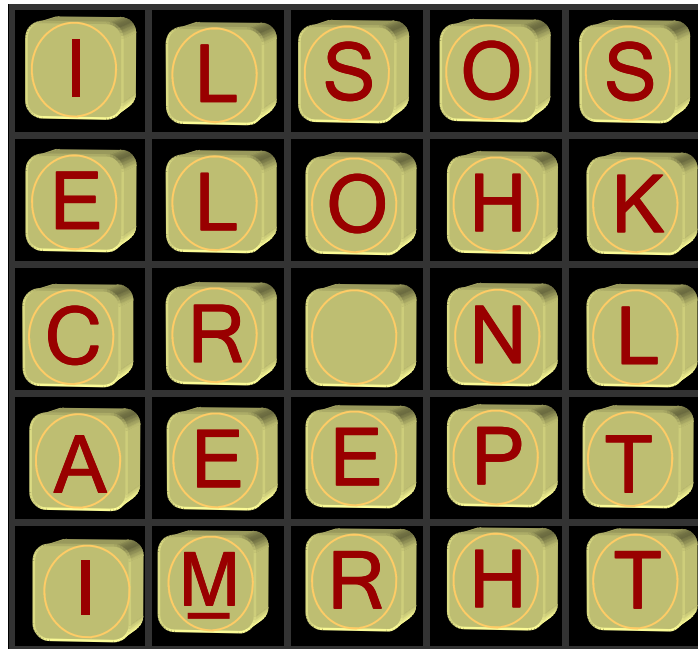
A	Did	Her	Its	Our	Theirs	Were	Your
Am	Do	Hers	Me	Ours	They	When	Yours
An	Does	His	My	Shall	Thine	Where	
And	For	I	No	Shalt	Thou	Who	
Are	Had	If	Not	She	To	Whose	
Be	Has	In	Of	The	Thy	With	
By	Have	Is	On	Thee	Was	Yes	
Can	He	It	Or	Their	We	You	











List of topics

11th Commandment

Fortune cookie fortune

Product or political slogan (not necessarily for real product or candidate)

Headline

Haiku