BOARDGAME NIGHT – GAMES MENU

You are of course welcome to choose any of the great boardgames that are already available at Sugar and Dice, but if you are looking for some suggestions then here are ten that we think English teachers will love! To paraphrase the tag line of the TEFL commute podcast, these are games for language teachers that aren't about language teaching... but the topic might come up!

Articulate – A word defining game

It's the fast-talking description game. Describe a word without actually saying it – it might sound very simple, but when you're racing the timer and being heckled mercilessly by the other team then well, let's just say that it isn't. Articulate draws the shy from their shell, de-cocks the cocky and unites whole roomfuls of people in bouts of good old-fashioned hysterical laughter.

Codenames

Codenames is a fun yet challenging word game that works well in groups of up to 8 or more players. Teams compete to make contact with their secret agents based on clues given to them by their teams spymaster. The one-word clues can point to multiple words on the board so the teammates must be careful to guess words of the right colour while avoiding those that belong to the opposing team. And, of course, everyone wants to avoid the assassin...

Crime Writers

Invite your friends to an exciting and mind challenging party where each of you will create their very own mysterious story as crime writers. The game has two stages. The first is the writing stage, where everyone writes a story of a crime using the elements from the cards they have drawn.
In the second stage, the player who's turn it is becomes the writer and the others become guests.
The guests try to reveal the crime story by asking and guessing and try to figure out the whole story.

Dixit

A deliciously fun storytelling game. Using a deck of cards illustrated with dreamlike images, players select cards that match a title suggested by the "storyteller", and attempt to guess which card the "storyteller" selected.

Funemployed

A card-based party game in which everyone's trying to become employed. Apply for real jobs, like astronaut, lawyer or priest, with unreal qualifications, such as a dragon, the ability to speak panda, or a DeLorean. To do this, players tell the story of why their qualifications make them the best fit for a job by role-playing and acting like they are on an interview.

One Night Ultimate Werewolf

A fast game for 3-10 players in which everyone gets a role: One of the dastardly Werewolves, the tricky Troublemaker, the helpful Seer, or one of a dozen different characters, each with a special ability. In the course of a single morning, your village will decide who is a werewolf...because all it takes is lynching one werewolf to win!
Because *One Night Ultimate Werewolf* is so fast, fun, and engaging, you'll want to play it again and again, and no two games are ever the same.

Spyfall

A party game unlike any other, one in which you get to be a spy and try to understand what's going on around you. It's really simple! *Spyfall* is played over several rounds, and at the start of each round all players receive cards showing the same location — a casino, a traveling circus, a pirate ship, or even a space station — except that one player receives a card that says "Spy" instead of the location.

Players then start asking each other questions trying to guess who among them is the spy. The spy doesn't know where they are, so has to listen carefully. When it's their time to answer, they'd better create a good story!

Telestrations
Each player begins by sketching a TELESTRATIONS word dictated by the roll of a die. The old-fashioned sand timer may limit the amount of time they get to execute their sketch, but it certainly doesn't limit creativity! Time's up! All players, all at the same time, pass their sketch to the next player, who must guess what's been drawn. Players then simultaneously pass their guess -- which hopefully matches the original word (or does it??) -- to the next player who must try to draw the word they see -- and so on."

Weird things human search for
Ever wondered what a strange place the internet can be? In **Weird Things Humans Search For**, your job is to predict the most popular endings to Google search questions. Examples include "Why can't I… own a Canadian" and "My cat wants… to kill me". You get two guesses, which you must rank. The more popular your guess turns out to be, the more points you'll win, with a bonus if your top guess is also the top result. After five rounds, points are tallied to determine a winner.

Word Slam
In the communication game **Word Slam**, two teams compete against one another simultaneously. In each round, one player on each team tries to get their teammates to guess a hidden word or phrase using only the 105 explanatory cards available in the box. Speaking and acting is absolutely forbidden for the storytellers! They must tell their stories using only 105 cards, each with one word on it: a noun, verb, adjective, or preposition. A player can use as many explanatory cards as desired, and whichever team guesses correctly first scores a point. The team with the most points at the end of the game wins!

Wordsy
Wordsy is a game of longer words! Over the seven rounds of the game, you are trying to find the single best word on the board. Unlike other word games, you don't need all the letters in your word to be available, but you'll want to use as many as you can. So go ahead and use those really long words; they may just pay off!

Added for the end of the evening…

Cards Against Humanity
Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends.
The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. Warning: adult material in the cards, not for the faint of heart!