

Game Activity eBook!

EXCERPT



WhenPeoplePlay.com

To innovate and create resources for greater possibilities to grow experiential education towards organizational health. Grow yourself, grow your team, grow the community!

Other resources from When People Play

- [\[W\] WhenPeoplePlay YouTube Channel](#)
- [When People Play Store](#)
- [Free Resources page with more tools and activities](#)

(... and much more on the way!)

Sales and Distribution

Hard copy sales of the cards & distribution - Contact Barry through:

www.whenpeopleplay.com/

Or email: barry@whenpeopleplay.com

1st Edition - Digital Copy (c) 2022,
Thompson
All Rights Reserved

International copyright protection is reserved under the Universal Copyright Convention, and bilateral copyright relations of the U.S.A. No part of this eBook may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopied, recorded, or otherwise, without expressed written permission of the authors/publisher.

Cover Graphic by Barry W. Thompson
Photos by Barry W. Thompson

Thanks for your support!
If you have questions, please free to contact me at barry@whenpeopleplay.com
[Return to Table of Contents](#)

Thanks for downloading the excerpt of “Wordles: Rebus puzzles for team building!” This short eBook is designed to give you options for various activities or ways to use a deck of Wordle cards. Below is a table of contents with quick links to each variation. But the full eBook will contain an additional 8 activities.

Here we have some ways you can use the Wordles in your programs and breakouts.

Table of Contents:

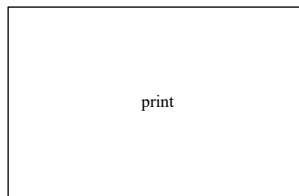
What are Wordles or Rebus puzzles?	4
Traditional play	5
Flip and Solve	6
Thanks and Acknowledgements	11

Video Links – Stay connected with our full subscription to WhenPeoplePlay. Since we can’t always film clients doing these activities, we will add videos to the database when we can. Being subscribed, we will let you know when we add them.

[If not subscribed, you can do so by clicking HERE.](#)

What are Wordles or Rebus puzzles?

As I have studied the differences between Wordles and Rebus puzzles, it has been used interchangeably through recent years going back to the 1980s. The two things that I can distinguish from the two are as follows. Simply, Wordles are just words created as pictures that when you read them, give you clues to how to solve the word or phrase it is depicting. These clues vary by size, font, color, and shape as it is positioned on paper. For example, if someone created a Wordle as shown below, the answer to this puzzle would be “Small Print,” or “Fine Print.” It is the tiny font and the position of the word as it is centered in the middle of the page to help give you clues to the answer.



Rebus puzzles are more picture-related that when combined with other pictures, graphics, and letters, they form a word phrase for you to solve. Below is an example of a clue from the game show “Concentration” that started back in 1958. Can you guess the answer to this famous late-night host for television?



Answer: “Here’s Johnny!”



Statue of Ramses II

Rebus puzzles have come in different forms throughout history. Some can be traced backed to 3400 B.C. Some linguists believe that the Egyptian hieroglyphs sometimes used a similar system. A famous rebus statue of Ramses II was found and uses three hieroglyphs to compose his name. First, Horus (as Ra), for *Ra*. The second hieroglyph, the child, *mes*; and the third, the sedge plant (the stalk held in left the hand), *su*. Thus the name Ra-mes-su is was formed.

In these cards, we will be using them as a form of wordplay. Meaning is a literary technique and a form of wit in which words are used to become the main subject of the work, primarily for intended effect or amusement.

Traditional Play

Puzzles like these are traditionally used as brainteasers. The goal is simple, among the list of the puzzles that are printed on a sheet of paper or a screen, how many can you solve?

In the past, I have seen various ways that this was done and would like to give you a shortlist of those that have never played or used rebus puzzles before. Below are a few ways in which I have seen others traditionally use Wordle puzzles.

1. Individually passed out to everyone in a classroom or training to pass the time as the educator (trainer) is getting ready.
2. Posted on the overhead projector for everyone to see.
3. During a program or training to use as a break or transition from one session to another.
4. As a scavenger hunt. Not only are you to find them as they are hidden around a room or area, but also to see who can solve the most when found. A time limit is usually given for this type of activity.
5. For a small group of people to see how many they can solve in a short length of time. This is usually a competition when doing fun events.
6. As teaching tools for students to stretch their cognitive thinking.
7. For bonus points or awards for solving a certain number of rebus puzzles.

The main reason this eBook was created and provided for you is because of a great friend and facilitator Jennifer Steinmetz. As she and I were evaluating a program that we had just done, for the 100th time, we mentioned how certain groups love to do rebus puzzles. She asked the question, “Besides traditional play, what could we do with these rebus puzzles? There has got to be something else we can do to use this resource to challenge our groups?” A great question. We even brainstormed two or three quick thoughts and outlines.

But as time went on, this question stuck with me, and I have tried and experimented with different ideas and the below eBook is what I came up with. I hope that you enjoy them as much as I have. So, as you play, let me know which is your favorite activity.

Barry [W] Thompson

Flip and Solve



Game Summary: A relay race to solve the rebus puzzles, and how fast the team can place them arrange, and solve the cards into order.

Intended Outcomes: organize management, risk management, communication, and working under pressure.

Numbers: 6 to 24 people. Best played for teams of 8 or less and up to 4 teams at a time.

Supplies:

- A deck of wordle cards.
- One pen per team and one index card for each wordle card. This will be their answer sheet.
- A table or flat surface to play on for each team
- Stopwatch or smartphone for timing.
- A rope or identifying marker for a starting line for each team.

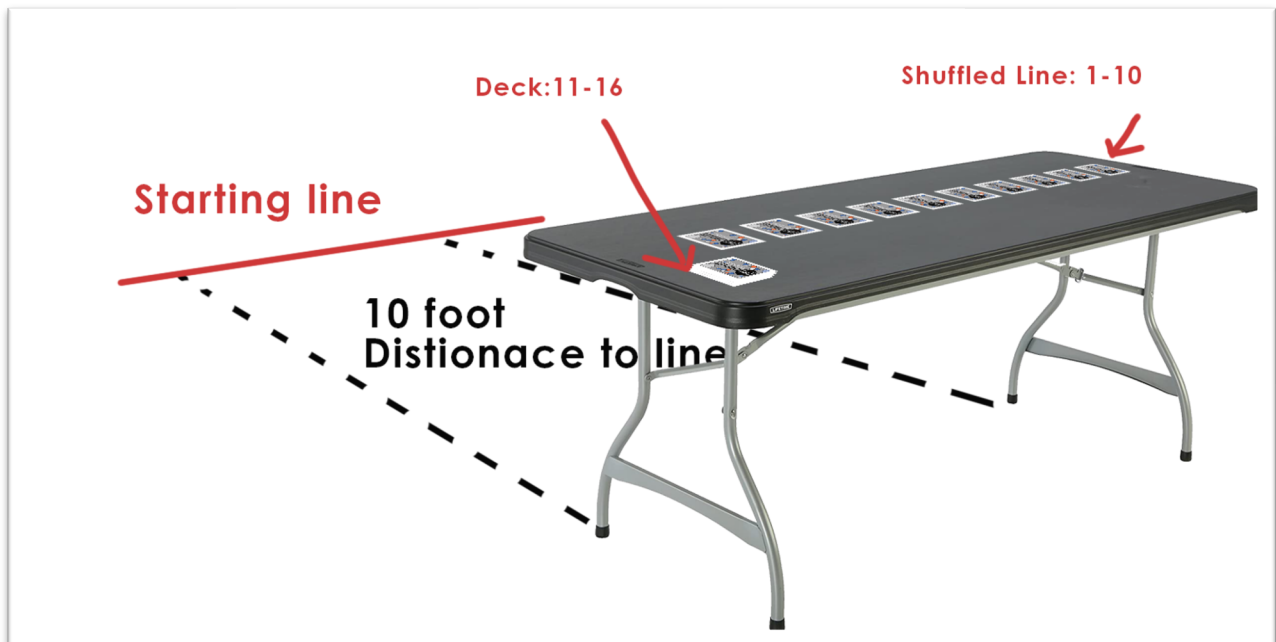
Time: Five to ten minutes for actual play. Give yourself more time if you decide to process the activity.

Activity Prep: You will need a deck of wordle cards. Depending on the number of teams, divide 48 by that number to get the number of cards needed for each team. For example:

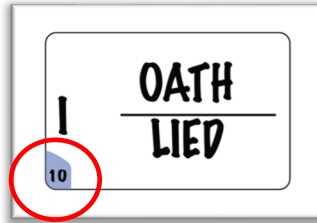
- ❑ 4 teams will need 12 cards apiece. All card groupings need to be in sequence by the number on the card.
- ❑ 3 teams will need at the most 16 cards.
- ❑ 1 or 2 teams, I would only use no more than 16. If, however, you decide to make it harder for the team and you wish to give them a challenge. More challenges will be given in the variations of this activity below.
- ❑ Once you have decided on teams and the number of cards, shuffle each grouping. Then lay them face down on the table(s). See Figure A for an example.
- ❑ For each team, place a rope or some identifying marker for the starting line.
- ❑ You will need a small deck of cards on the side for each team to be the “Skip Deck.” For example, if you have 3 teams with 8 people on a team. For the first team, you will need to layout 10 cards face down on the table for team 1. Then place 6 extra cards at the end of the table, stacked in a deck, for each team if they decide to play a “skip.” Then repeat the same setup for teams 2 and 3.

The cards do need to be in a sequence for each team. Team one gets 1-16. Team two gets 17-32, and team three gets 33-48. Take out the first ten cards and shuffle them before laying them face down on the table. Cards 11-16 can be grouped or stacked together in a group at the end of the table.

Figure A:



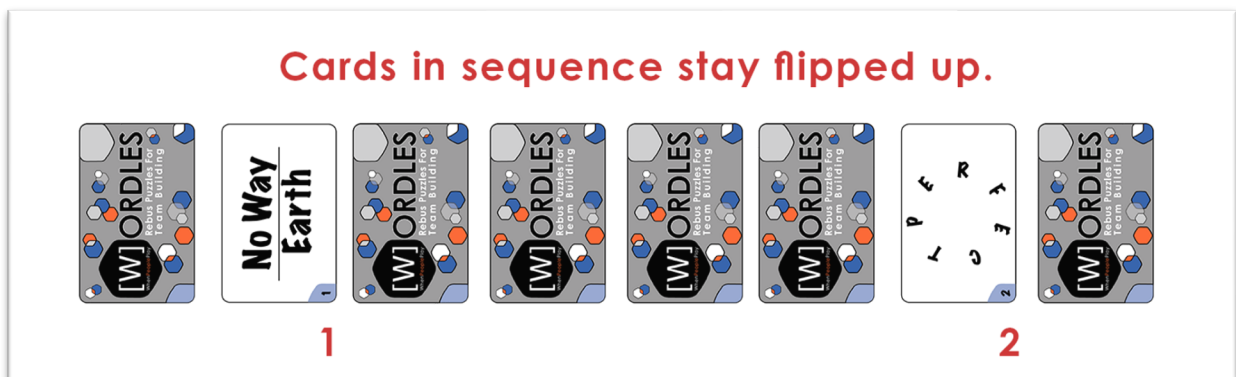
Rules of Play: This is a relay race. Have each team start behind the line as shown above. Show everyone that each card has a number on the bottom corner. Then show an example puzzle.



There are two goals. The first goal is to get all the cards in sequential order by using the number circled as shown above. The second goal is that once they are in order, solve each rebus puzzle. Once solved, time stops. Since there are 48 rebus puzzles labeled 1 – 48, each team will need groupings of cards that are in sequence. For example, 1- 16 will be for team one, 17-32 for team two, and so on. However, each grouping of cards will be shuffled out of order and their first task is to put them back into number order before solving the puzzles. Again, let the group know that getting the cards in order is a must before solving the puzzles.

An example relay will look like this:

1. At the sound of “GO,” the first person will run up and flip over a card. If not the first card in sequence, then they have to flip the card back over, facing down.
2. The second runner cannot proceed until they have been tagged by the previous runner. Everyone must take a turn flipping over a card. The relay line stays in the same order until all cards are flipped. Meaning each runner goes to the back of the line after they tag the next person in.
3. Once tagged, each runner will have to flip over a card. If the card is the next in sequence, they can leave it facing up. At this point, they will not physically move the card to a certain spot. This part of the relay is flipping the cards over. See below

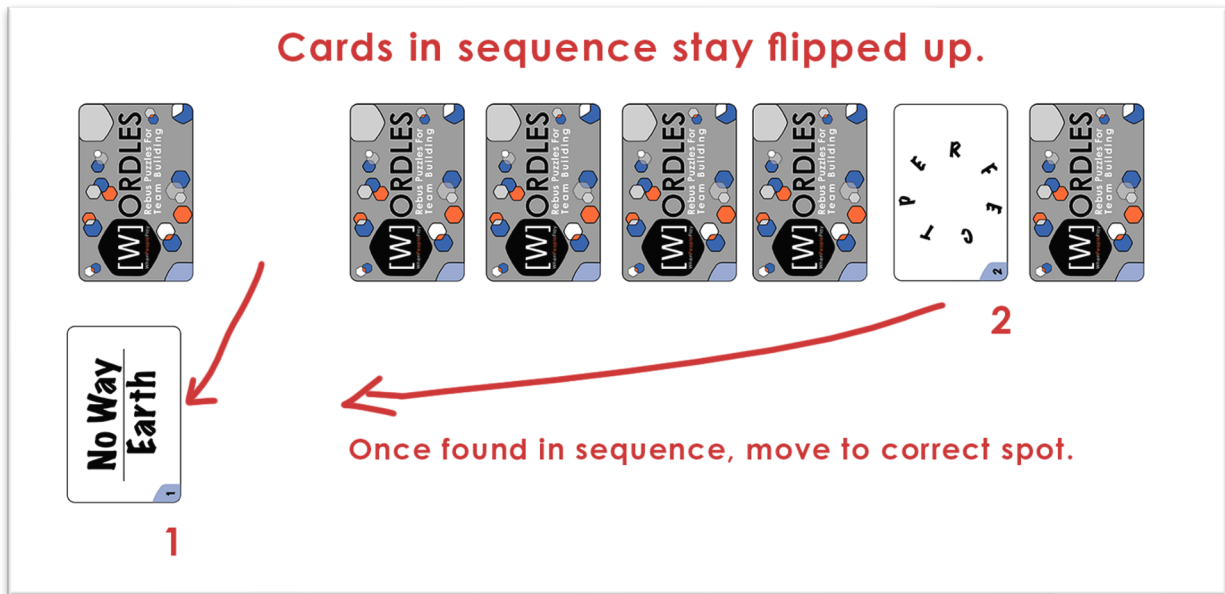


4. Once a runner has found the next sequential card, the runner can gather that one card and place them in order by the blue number identifying the card below the rest of the cards.

Thanks for your support!

If you have questions, please free to contact me at barry@whenpeopleplay.com

[Return to Table of Contents](#)



5. When all the cards are placed in correct sequential order, the **whole team** can come around the table and start solving the rebus puzzles.
6. Once a card is “solved,” someone on the team will need to write down the answer on one index card and place it on the Wordle card facing up.
7. When all the cards have written solved answers, time can stop.
8. Each team will receive 10 seconds added to their time for every incorrect answer.
9. When solving the puzzles, anyone can say “skip!” Skipping a puzzle card allows you to replace the old card you are trying to solve with a card from the top of the deck. The old card will be placed on the discard pile next to the deck. This is to see if they can get an easier card to solve. This can be done if there is a card in the deck.
10. If there are any cards that have been “skipped”, 10 seconds will be added to the team’s time. (Feel free to change this time as a facilitator if needed.)
11. Again, only use the “Skip Deck,” if the team is struggling in solving a puzzle card.
12. Time will stop when all cards in the playing area have an index card with an answer solution on top of each puzzle card.

Round 2: If you wish to do round two, then ask each team to take their index cards with answers and put them in one pile. Then take the index cards with them and use the **back** of the index cards for their next set of answers. (This is just saving money and the planet.)

Have the teams shuffle their small deck and line them up again for another team. Then each team will rotate clockwise to the next table. By doing this you are giving teams a new set of puzzles to work with.

The goal for round two is to see if they can beat their time. To measure rounds with the performance you can do a third or fourth round if you have small teams.

Facilitator's Perspective: Read the behavior of the group about giving extra rounds. These puzzles can be hard for some groups. Let them vote for round three or four. This also gives them buy-in for the activities and you will be surprised how much more involved they will be when you do.

Discovering Participants' Perspective:

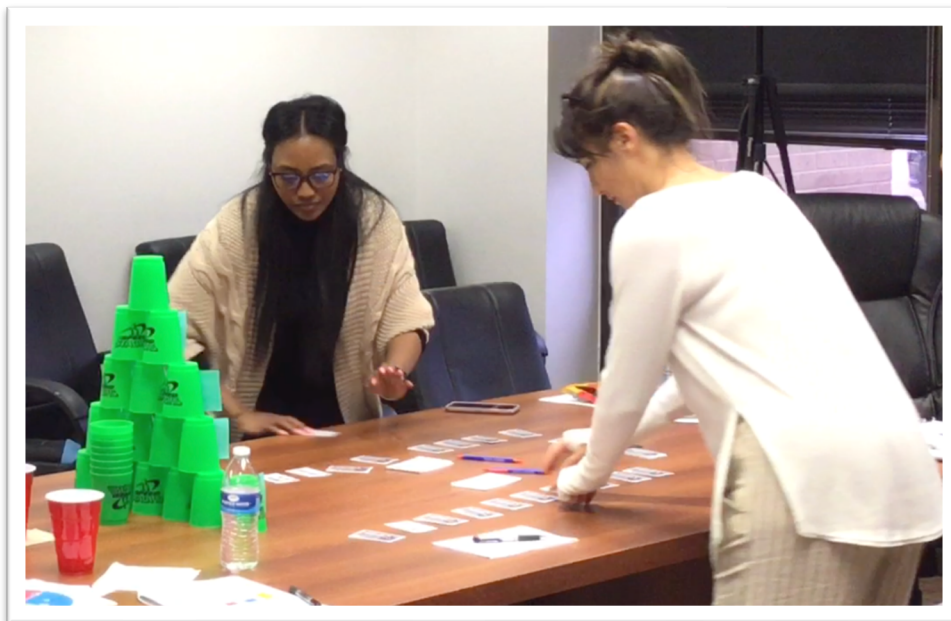
When working with groups, it is always good to get their perspective. I like this game for its competitive nature and its team building. So, ask good questions. Here are some examples.

- What did they experience?
- How was the communication different for the relay and the solving of puzzles?
- Did they use outside resources to help with organization?
- Did it go the way you understood it in your head versus what occurred?
- Where did you see anyone take the lead during this activity? Did the lead shift during play? If so, why?

Don't be afraid to ask follow-up questions like, "Why?" Going deeper helps solve the puzzle of how a dysfunctional team can become a better team.

Other Ways to Play:

1. If you only playing with one or two teams, you can start with a small stack of cards like 8 or 10. Then with each round add one or two cards and see if they can go faster but keep the same time or a better one. The idea is to see if they can develop a process during the relay portion to decrease their time, and giving more room to solve the puzzles. A good question to ask is how the process of working efficiently changes when there is more responsibility.



Thanks and Acknowledgements...

I would like to thank the many folks who over the years have challenged me to create and innovate activities in new and different ways. Especially to Jennifer Steinmetz who challenged me to create the cards, to begin with. All by simply asking. Challenge accepted Jenn... challenge accepted.

Many of these rebus puzzles have been used, changed, and adapted to the benefit of all who have used them and been on the receiving end.

A special thanks go out to the following who have helped play and edit this eBook to get it out to you the educator (facilitator).

Jennifer Steinmetz, Chris Cavert, Michelle Cummings... And for all those that helped me test the cards for game play. You all appreciated more than you know.

An extra-special thanks go to my wife, Lori, who has believed in me and supported me in so many ways. It is through her faith that has proved to me that Ephesians 3:20 is real.

If you wish to find other resources that are new and or different to bring exciting new ways to your facilitation, then please visit WhenPeoplePlay.com/store to see what we offer. Coming soon, Team Building with Fidget Beads!