

STUDENT: You are the Game Master and act as a facilitator when needed. You distribute cards, count 5 seconds for each turn, and settle disagreements, if needed. You may also play the game. Follow the instructions below to begin *SPIN*.

GAME SET UP

Distribute to each player:

- 1 *SPIN* card
- 2 Word cards
- 1 Image card
- 1 Ending card
- Shuffle together remaining Image, Word, and *SPIN* cards and place deck face-down in center of the table.
- Place the “I heard on the news that...” beginning card to upper left of the table.
- Read the following game rules before starting game.

PLAYING THE GAME (READ ALOUD TO PLAYERS AT TABLE)

- The object of the game is to create a story using the words and images in the cards. The first person to use an Ending card successfully wins the game.
- The youngest player starts the story by finishing the “I heard on the news that...” sentence using an Image or Word card from his/her hand. The sentence must make sense and be a complete sentence. Place the card to the right of the beginning card.
- The next player to the left has 5 seconds to create the second sentence in the story using an Image or Word card with the same pattern at bottom of previously played card—either waves or arrows. Place the card to the right of the last card played.
- Multiple cards may be played per turn, if done within 5 seconds of each other.
- A *SPIN* card may be played as a wildcard instead of playing a Word or Image card. Place the *SPIN* card in the story as before. Then flip the previously played card over, changing the pattern at the same time. The previous player has 5 seconds to change his/her sentence in response to the new Word or Image, while still making sense in the context of game. Two *SPIN* cards may not be played consecutively.
- Players may declare a fault if the majority agrees that a sentence does not make sense in the context of storyline. That player withdraws the card in question and draws another from the deck, losing a turn, as the play moves to next person.
- If a player cannot make a sentence with cards in-hand within 5 seconds, s/he may choose to pass and draw a card.
- A player must use all *SPIN*, Word, and Image cards s/he holds before playing the Ending card.
- The Ending card sentence must make sense in the context of the storyline and it must form a complete sentence.
- The first player to use an Ending card wins the game.

