

Turn it up!

(When the team enters the room, tell them that this will be a verbal problem)

- 1) You will have 2 minutes to think and 5 minutes to respond.
- 2) Each of you has 7 cards. After each response, you will place a card in the box. You will respond in sequence. You may give responses until you no longer have any cards or until time ends, whichever occurs first.
- 3) Common answers will receive 1 point. Highly creative or humorous answers will receive 5 points.
- 4) Your problem is to name something that you might turn and say what happens when you turn that item. For example, you might say: "When I turn the volume knob on my radio, the volume gets louder."

For Judges Only

- 1) Provide 35 cards, 7 per team member. If you have colored cards or cards that are somehow marked, that works the best.
- 2) Looking for unusual responses and always reward humor.
- 3) Common responses:
When I turn a page, I can read more.
When I turn my head, I can see something else.
When my mom turns pancakes, they cook on the other side.
When a driver turns a corner too fast, he can wreck.
4. Creative responses:
When I turn a new leaf, I change for the better.
When I turn the tables, I have an advantage.
When someone turns over a card to peek, then he is cheating at cards.
When you turn in your homework late, it hurts your grade.
When you turn your back, you may insult someone.
When I turn the volume knob on my radio, my dad gets louder.