Gen IX Mentorship Activity Sheet: B-Anomia!!!

Overview:

This game is a combination of [Bananagrams](#) and [Anomia](#). In your program box you will find a Ziplock bag that contains index cards and letter tiles. You will use these items in order to facilitate this game with your group. Overall, between you and your co-facilitators, you will decide who is going to keep score and give score updates about every 3 rounds or so, who will draw cards and letter tiles, and anyone else in your group who will be able to answer questions or be an enthusiastic participant throughout. The game is best played at a fairly fast pace, so keep the game moving!

Introduction:
Here is a script for introducing this game to the teens.

"The name of this game is B-Anomia, it's a made up game where we put two games you might be familiar with together. It's a cross between Banangrams and Anomia. As the facilitator, I am going to ask everyone to remain unmuted, if possible. I am going to draw a card that will have something written on it, for example, 'type of dog'. I will also draw a letter tile, for example, 'G'. I will quickly say '3, 2, 1, GO!' and everyone is then going to type in the chat a type of dog that begins with the letter 'G'. The first person to submit an answer will receive 3 points, the second place person will receive 2 points, and third place will receive 1 point. Everyone else will receive 0 points for the round. If people respond with things that make sense, like 'German Shepherd' in this example, then they obviously will receive their proper points. However, if there are answers that could be argued for or against, due to nuance, like 'giant dog,' we can open it up to the group. The person who submitted it will be given a chance to argue for their answer and why they deserve their points, and others can argue against it, as to why they don't think it technically counts. As the game master, I will take the arguments into account and make a final decision and award points as needed. We will then play a new round following the same instructions. I will draw a new card and draw a new letter tile, say '3, 2, 1, GO!' and you all will answer in the chat again. Every few rounds, [NAME OF PARTNER] will give us a scoring update. The game ends at the end of our time [GutMonkey will let you know how much time this is] and we will announce the official winners!

Rules:
- The facilitator will draw one card and one letter and read them out loud -- this should be done fairly quickly
- The facilitator will then say "3, 2, 1, GO!" and everyone will submit answers in the Zoom chat

- ○ Players can only submit answers AFTER the facilitator says "GO!" any answers submitted before then, do not count
- The first 3 submissions will be awarded the following points:
  - ○ 1st place = 3 points
  - ○ 2nd place = 2 points
  - ○ 3rd place = 1 point
  - ○ Everyone else = 0 points
- If anyone challenges an answer:
  - ○ The person whose answer is being challenged will get to make an argument why it should still count
  - ○ The person who challenged the answer will get the opportunity to make an argument for why it does not count
  - ○ The Game Master (facilitator) will make the final decision and award points
    - ■ If the challenged answer is deemed that it doesn't count, that person will receive 0 points, and the top 3 answers that do count will be rescored and awarded as needed.
- About every 3 rounds of play, the score keeper will give an update
- The game will continue until time is up (GutMonkey will tell you when time is up)

Tips for Mentors:
- Keep the game moving, draw cards and letter tiles fairly quickly
- Remind players that they can only submit answers after you say "3, 2, 1, GO!" and that any answers before then will not be counted
- Tell the teens that you are the game master and you will make decisions as fair as you can, but you're goals is to keep the game moving so if we don't have time to argue much longer, you're just going to make the call and move on
- Let players challenge answers that are reasonable to question, let them make their arguments, but I don't recommend dragging this part of the game out too much
  - ○ Do not let players challenge very clear answers that do make sense. You're the game master, so make whatever calls make sense in keeping the game light and fun
- If your group is struggling with the argument phase of the game, just take it out completely! Play the game without that phase and just make your own calls if the answers meet the card or not. If something really doesn't make sense, say that it doesn't quite fit the category, so the next answer will take the points and move on.
  - ○ Making this call might be in the moment or a few rounds in, that's okay! The game is for fun and if the argument phase is no longer fun, there's no need to keep it
- Split up roles as seen below:
  - ○ 1 person facilitating the game
  - ○ 1 person keeping score
  - ○ Others playing as enthusiastic participants/role modeling and help teens with rules as needed

Additional Topics For Index Cards:
- Dinosaur
- Zoo Animal
- Jelly Flavor
- Mythological Creature
- Aquarium Animal
- Super Hero
- Fruit
- Plant
- Breakfast Food
- Book
- Video Game
- Movie
- Super Power
- Dog Breed
- Actor
- Pizza Topping
- Athlete
- Vegetable
- Pop Song
- Lake
- Animal Sound
- Pie Flavor
- 3-Letter Word
- Tree
- Mountain
- Fairy Tale Character
- Hot Beverage
- Candy
- Painter
- Cartoon Character
- Musician
- Farm Animal