

# FAMILY NIGHT

## A WHAT-TO-DO GRID

Roll 2 dice twice to locate a table cell. First roll is vertical and second roll is horizontal. 12 = you choose a number. Or use a deck of cards where you ignore face cards and the ace is 11. Each family member rolls for two table cells. This will reveal a few different activities from which the family can choose. Family members vote on the various choices. If no choice is voted the best, two more cells are rolled. Family members vote again. If those activities are not acceptable, just use the grid to find something to do. But, remember, strong families can enjoy most activities. So, try something new!

\*The designers, publishers, organizations and persons who gave you this tool cannot be responsible for any specific outcome. Use good judgment. If conflict arises, stop immediately and seek the expert help of a professional counselor or psychotherapist.

|    | 2                               | 3                                 | 4                               | 5                                 | 6                                     | 7  | 8                                | 9                               | 10                                  | 11                                   |    |
|----|---------------------------------|-----------------------------------|---------------------------------|-----------------------------------|---------------------------------------|--|----------------------------------|---------------------------------|-------------------------------------|--------------------------------------|----|
| 2  | go out to a movie               | eat ice cream                     | go on a picnic, indoor or out   | miniature golf                    | make holiday decorations              | scrapbook                                  | play a card game                 | go through photographs          | play catch with something           | play table games                     | 2  |
| 3  | ridicule television ads         | make up a song                    | invent a game                   | walk or hike somewhere            | think of ridiculous things to buy     | do some things blindfolded                 | plan a short vacation trip       | play balloon volleyball         | design a family flag or emblem      | watch a TV nature program            | 3  |
| 4  | make an audiotape to send       | play frisbee golf                 | interview an older person       | play video games at home          | practice a sport                      | go to a library or a couple of book stores | make a terrarium                 | make up fortune cookie messages | ride bikes, blow bubbles            | debate something                     | 4  |
| 5  | go out to eat                   | plan a skit to be used later      | watch/make fun of TV cartoons   | ride something                    | plan a garage sale                    | study something together                   | learn three new word definitions | an evening costume party        | plant something                     | watch the news and discuss           | 5  |
| 6  | go to a playground              | watch birds or wildlife           | do a research project           | watch a travel video at home      | award someone an award                | visit pet shops                            | make a wind toy or decoration    | find someone in need and help   | put funny ends on stories           | find 10 things to discard            | 6  |
| 7  | put together a jigsaw puzzle    | attend a sporting event           | play table games                | establish a family tradition      | each read part of a favorite story    | drive & ridicule billboard ads             | celebrate some historical event  | discuss what \$5 can buy        | clean an area of the house          | plan to make an extra \$100          | 7  |
| 8  | cook a fancy meal together      | go bowling                        | plan the next birthday party    | do something for the neighborhood | watch people somewhere (people watch) | go to a park                               | sing songs; play instruments     | window shop for favorite items  | put lights out & do shadow puppets  | write a poem or story                | 8  |
| 9  | play catch with something       | take a friend someplace           | go swimming                     | do art projects                   | find 5 old things to give away        | start a family collection                  | fish, run, climb or play cards   | tell ghost stories              | find funniest person at mall        | make a family gift for someone       | 9  |
| 10 | make a treasure hunt for others | write an editorial to a newspaper | discuss the benefits of family  | talk about memories               | act out a fairy tale or story         | find funny jokes                           | plan a day trip                  | play table games                | watch a movie at home               | telephone distant relatives, friends | 10 |
| 11 | tournament of 1 table game 3 X  | cheer up a room in your home      | brainstorm how to help a friend | make a table decoration           | plan a celebration                    | build card or domino houses                | fly a kite or plan a trip        | put together a model            | discuss solution to a world problem | go on a night hike                   | 11 |

**Your Church Name & Other Information Goes Here**

# NAME SOMETHING THAT IS . . .

Roll 2 dice twice to locate a table cell. First roll is vertical and second roll is horizontal. 12 = you choose a number. Or use a deck of cards where you ignore face cards and the ace is 11. Take turns clockwise. If that cell item has already been taken, use one from any cell touching the cell of the numbers.

Think of something real, unreal, or ridiculous that has all qualifications rolled. ♦ Roll for two at first, then three, then four and more cells in the grid by rolling the dice twice. Score for a 2-descriptor thing and then roll for one more cell. Add the score for a thing described by all three words, then roll for another cell. Keep on going naming a thing that has one more until you can do no more. The turn rotates clockwise or by age.

Or, you can all work as a team.

## SCORING

2 descriptors rolled and used: 10 points  
3 descriptors rolled and used: 20 points

4 descriptors rolled and used: 40 points  
5 descriptors rolled and used: 80 points

6 descriptors rolled and used: 160 points  
7 descriptors rolled and used: 320 points

|    | 2            | 3           | 4             | 5           | 6            | 7        | 8              | 9           | 10          | 11           |    |
|----|--------------|-------------|---------------|-------------|--------------|----------|----------------|-------------|-------------|--------------|----|
| 2  | red          | blue        | yellow        | green       | purple       | orange   | white          | black       | brown       | rare         | 2  |
| 3  | has a handle | with eyes   | with arms     | with wheels | with legs    | fun      | cold           | in the city | on a farm   | holds things | 3  |
| 4  | fast         | slow        | high, tall    | short       | silent       | loud     | immovable      | productive  | in a house  | sings        | 4  |
| 5  | person       | animal      | mineral       | vegetable   | hard         | soft     | squishy        | quiet       | safe        | talks        | 5  |
| 6  | eats         | pointy      | nasty         | striped     | lumpy        | tranquil | stinky         | spotty      | hairy       | scary        | 6  |
| 7  | warm or hot  | round-ish   | rectangle-ish | floats      | sinks        | weapon   | slimy          | clean       | dirty       | sleeps       | 7  |
| 8  | bumps        | ridges      | moving parts  | dots        | dangerous    | grows    | changes colors | very useful | smells good | crawls       | 8  |
| 9  | squeaks      | inexpensive | expensive     | wet         | dry          | aromatic | has ears       | not real    | runs        | walks        | 9  |
| 10 | jumps, hops  | messy       | narrow        | old         | protective   | edible   | expendable     | tiny        | tacky       | vast         | 10 |
| 11 | solid        | smells bad  | tasty         | soggy       | tastes awful | animal   | mineral        | vegetable   | person      | flies        | 11 |

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