

## Scrabble - Transport



The goal of the game is to transport as many letters as possible into his depot, in order to finally be able to lay as good words as possible.

### Play Dates

- **Age:** approx. 7-14 years old
- **Number of participants:** 20 persons or more
- **Area:** Meadow or forest with little trees (approx. 30 x 60 meters)
- **Leadership:** minimum 1 leader per group
- **Duration:** approx. 45min

### The aim of the game

The aim of the game is to transport as many letters as possible into his depot, in order to finally be able to lay as many good words as possible.

### Preparation

Stake out the playing field:

Put 2 markers on the ground. The markers should run parallel, about in the distance of 4 - 5 meters and about a length of 30 meters. In the forest, you can of course also make a mark at belly height and use the trees for this purpose.

### Gameplay

- Two groups compete against each other.
- One group is the catchers between the markers.

- The other group has to cross the markers from side A to side B to get the Scrabble letters and bring them back again without the catchers tearing off their ribbon which is tied to their arm.
- If the catchers are able to tear off a ribbon, the prisoner must give the letter to the catchers and fetch a new ribbon from his depot.
- If the prisoner does not have a Scrabble letter with him (on the way from A to B), he simply has to go back and get a new ribbon. This way the catchers can also prevent the fetching of Scrabble letters.
- After a certain time the groups change.

## Close of the game

After the time has expired, each group puts together as many words as possible from their letters (crossing etc allowed) as in real Scrabble.

The number of letters per word counts.

The winner is the group with the most letters wrapped in words.

## Material

- Bird scare tape für markings
- Wool für the ribbons around the arm (note: no yarn > risk of injury)
- Scrabble letters (or other letters)
- maybe a dictionary