**Going on a Picnic**

**What it is**: A talking, guessing game.

**Best for**: 2 to 8 players. **What you need**: Nothing!

**How to play**: Players try to discover what can be taken on a hypothetical picnic. One player starts by thinking of a rule for things that can go on the picnic; the other players try to guess the rule.

Say Chani and Malki are playing. Chani starts by thinking of a rule of things that can and can’t go on the picnic. The rule can be as complex or as simple as she likes. It can have to do with any attribute (color, shape, size, even the number of letters used to spell the name of the object). Here are some example rules Chani could choose:

* Only yellow things can go on the picnic (bananas, the sun, dandelions, etc.).
* Only things you can eat can go on the picnic (apples, oranges, pancakes).
* Only things that are spelled with five letters can go on the picnic (apple, grass, honey).

The rules could be even more complicated and relate to the person trying to go on the picnic, like these rules:

* I can only bring items on the picnic that start with the same letter as my first name (so Chani could bring carrots to the picnic, but Malki couldn’t, though she *could*bring a melon).
* I can only bring items on the picnic that start with the same letter as the first name of the person sitting to my right (yeah, that one can get really complicated to figure out).

The player thinking of the rule can use his or her imagination and come up with something as complicated or as sneaky as they want; the point of the game is to keep the other players from guessing the rule.

Let’s say Chani picks the rule that only yellow things can go on the picnic. Once she has the rule, she starts the game by declaring something she’s bringing on the picnic. For example, she’d say:

“I’m going on a picnic and I’m bringing bananas, and I can go.”

Then it’s Malki’s turn to guess something that she can bring on the picnic. She might say, “I’m going on a picnic and I’m bringing apples?” Then Chani would shake her head sadly and say, “You can’t go.”

Play would continue, with Chani and Malki taking turns. Chani would usually say things that she *could*bring to the picnic, but she could give Malki some examples of things she can’t bring, too. Malki keeps guessing until she’s figured out the rule. Then it can be Malki’s turn to think of a new rule for Chani to guess.

It’s a great, entertaining game which practices language and requires logic. Since the rule changes with each round, it doesn’t get boring easily. And the level of difficulty can be easily adapted—just choose easier rules for younger or weaker students and harder rules for older or stronger students.