

# 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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