

Practice a language with

SPOONS:

SPOONS is a quick-paced game where players race to grab an item from the center of the group. The player without a spoon at the end of each round gets a letter from the word "S-P-O-O-N" and does a language challenge. The first player to spell the word loses the game. Are you up for the challenge?

Also Known As: PIG, DONKEY, TONGUE

**What
you
need:**

Players: 3+

Materials: Speak in Spades Playing Cards Set (with Language Challenge Dice and 90 Challenge Booklet) OR a regular deck of playing cards (find a free set of 30 language challenges here)

Language Challenge Highlight and Variations:

- The loser of each round must complete a language challenge.
- The first player to take an object from the center of the group can choose a person to do a language challenge at the end of the round.
- **Extreme:** The number of language challenges that the losing player of the round must complete increases with each letter from "S-P-O-O-N" they receive.
 - Ex: If a player has "S-P-O", then that player should do 3 language challenges.



General Summary:

Players arrange one less grabbable object than the total number of players in a small circle in the center of the group. The dealer then gives four cards to each of the players. The dealer takes a card off the top of the draw pile, removes one card from their hand, and passes it face down to the left.

Each player continues to pick up and pass down cards to their left, making sure to have four cards in their hand after passing each card. The last player places the discarded cards into the trash pile. Cards are picked up and passed quickly until a player has four cards of the same value and picks up one of the grabbable objects. Once the first player takes an object, anyone can take one! The player without an object gets a letter from the word "S-P-O-O-N" and must complete a language challenge. Also, the first player to take an object from each round can give a language challenge to a player of choice.

*If there are no more cards in the draw pile, then the players should pause, shuffle the trash pile, and use the pile as the new draw pile to keep going.



Notes (Read before Step-By-Step Instructions):

- During each round, players are trying to **create four of a kind** (four cards of the same value) with the four cards in their hand to be the first player to grab an object from the center of the group.
 - After the first player grabs an object from the center, anyone can take an object.
- Traditionally, the objects in the middle are spoons, but you can use anything that is safe to grab as the center objects.
- Players will always have four cards in their hand after passing a card to the next player.
 - If a player is caught with five cards in their hand after passing a card to the next player, the player must complete **two language challenges**.
- To play without objects, players can discuss a signal that people can use to determine a loser (i.e. the last person to notice and perform the signal).
 - In the alternate version of this game, PIGS, the first player to have four cards of the same value must stick out their tongue, and when other players notice they must also stick out their tongues. The last person to notice is the loser of the round and gets a letter from the word "P-I-G-S".



Step-By-Step Instructions:

1

Remove the Jokers (if playing with our language playing cards, remove the special wild cards) and shuffle the remaining fifty-two cards well.

2

Place one less safe, grabbable object than the number of players in a small circle in the center of the group.

- Ex: If there are 4 players, there should be 3 grabbable objects in the center of the group.
- Place the objects in a way that's fair for each of the players to reach.

3

Deal out 4 cards face down (i.e. not showing the card values) to each of the players.

- One player will be the "dealer" and use the rest of the cards as the draw pile.
- Players can look at all of the cards in their hand.

4

Review the notes section to understand the goal of the game before continuing.

5

The dealer leads the card passing train by adding one card from the draw pile to the four cards in their hand, removing one card from their hand face down, passing it to the next player, and repeating this process.

- The dealer can choose which card to pass to the next player every time they take a card from the draw pile.
- Players follow by taking the cards passed to them (one at a time), removing a card from their hand each time they do so to pass down to the next player face down.
 - Players usually pass the cards clockwise, but it depends on the group.
 - The last player must place unused cards into the trash pile (a pile face up and separate from the draw pile).

Step-By-Step Instructions:

6

The first player to have four cards with the same value should take an object from the center of the group.

- **Pro Tip:** Try to take the object sneakily so that other players don't notice an object is missing!

7

Once players notice that an object is missing, players can take one of the remaining objects.

- Players don't need to have four cards of the same value to do this after the first player has taken an object.

8

The goal of the game is to avoid losing.

- The losing player of each round is the player without an object.
 - The losing player at the end of each round gets a letter from the word "S-P-O-O-N" and must complete a language challenge.
- If a player spells the word "SPOON", then the player loses.