Family Tree Game

"Don't Eat Grandpa Joe"

MoD

OBJECTIVE:
- To help kids learn and memorize the names of their ancestors in a fun way.

MATERIALS:
- Family tree template (check out the MoD's templates on the Learning Hub). Fill it out the best you can with the names of ancestors.

- Small candies (M&Ms, jellybeans, jubejubes, Skittles, mini marshmallows, etc). Can be substituted for something healthier (raisins, dried fruit).

GAMEPLAY:
- Place one candy on each name on your family tree.

- Choose one person to be "it" and send them out of the room. While they are out of the room, the rest of the players secretly pick one name to be "Grandpa Joe". Once the name is chosen, the person returns to the room and starts to guess names, hoping to avoid "Grandpa Joe".

- Each time they make a guess, they say the name and eat the candy. Play continues until they pick "Grandpa Joe" and the group shouts "Don't eat Grandpa Joe". This ends their turn.

- Replace the candies and pick a new player to leave the room. Repeat until everyone has had a turn.

- If you wish, you can keep score based on how many guesses each player makes before they pick "Grandpa Joe". The winner could get a prize like picking the next family movie, or first choice of house chore.