

# CONFAB



**A**

**B**

**C**

**D**

**A**

What is your favourite animal and why?

What has been the best bit about your day so far?

What is your favourite place?

What superpower do you wish you had?

**B**

If you could time travel, where or when would you go?

What are you doing tomorrow?

What is one thing that always makes you laugh?

What is the worst thing you have ever eaten?

**C**

Would you rather have the ability to see 10 minutes into the future or 150 years into the future?

Would you rather have telekinesis (the ability to move things with your mind) or telepathy (the ability to read minds)?

Would you like to play a word game? (see reverse of paper)

Would you rather be able to speak any language or be able to communicate with animals?

**D**

What is kindness?

What makes something "art"?

Why do people enjoy looking at art?

Why are jokes funny?



# Crambo

## A WORD GAME

A word guessing game for two or more players in which a player thinks of a word and tells the others what it rhymes with. The others do not name the actual word they guess but describe its meaning.

Example with three players.

Player one: “I know a word that rhymes with goat.”

Player two: “Does it protect a castle?”

Player one: “No, it is not a moat.”

Player three: “Does it sail?”

Player one: “No, it is not a boat.”

This proceeds until the right word is guessed.

Crambo is a rhyming game which was played as early as the 14th century under the name of the ABC of Aristotle. It is also known as capping the rhyme. In the days of the Stuarts it was very popular, and is frequently mentioned in the writings of the time. Thus William Congreve’s 1695 play *Love for Love*, contains the passage,

“*Get the Maids to Crambo in an Evening, and learn the knack of Rhyming.*”