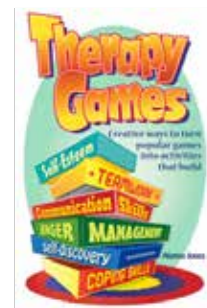


A game from the book:
Therapy Games
Creative Ways to Turn Popular Games Into Activities That Build Self-Esteem, Teamwork, Communication Skills, Anger Management, Self-Discovery, and Coping Skills



Story Clues

Objective

To play a communication game requiring individuals to listen carefully to determine the clues in the story.

Who

People who have trouble sharing their feelings directly and who hope others can pick up on hints and clues.

Group Size

2 or more

Materials

- The TABOO game
- Paper
- Pens or pencils

Description

Give each person a piece of paper and a pen. One person in the group selects a card and must tell a short story using all the words on it. (You may wish to set a time limit for this story.) Group members attempt to guess the six words by writing down six guesses as the story is told. After the story, have the storyteller read the words on their card. Each person earns a point for every correct word they have on their list.

Discussion Prompts

1. What clues did you listen for to help determine what the words were?
2. What listening skills did you have to use today to pick up on the clues?
3. Do you tend to tell people how you feel directly? Or do you let them guess how you're feeling through the clues you give to them?
4. What happens when you think someone got your clues but it turns out they didn't at all?
5. In what circumstances would it help you to be more direct, rather than relying on clues?