

PROGRAM TITLE: Live Clue

BRIEF PROGRAM DESCRIPTION: Playing the game of Clue, without the board. Set up rooms to represent the rooms on the board. Create games cards and clue sheets.

MATERIALS NEEDED:

- Clue sheets
- Game cards – weapons, suspects and rooms
- Props to set the scene – I put a weapon in 6 of the 9 rooms
and a taped body outline
- Posters to designate rooms

COST: Virtually None – Copying costs of clue sheets and game cards. Contact paper to laminate game cards and posters to make them more durable.

PROGRAM PROCEDURE: The teens may come dressed as a character from the Clue game or make up a new character. If your Clue game has a theme, such as Harry Potter, you would want to use characters, game cards and rooms that fit the theme. Pull one room card, one suspect card and one weapon card to set aside as the answer to the game. Mix up and divide the remaining game cards as evenly as possible to the team. If you have more than one team, you will need a set of game cards per team. Divide the teens into teams of 5 or 6. Each team goes from room to room. In each room, each teen gets a chance to pose a theory, “I think it was Professor Plum with the knife in the dining room (whichever room they are in)”. Then one at a time, each member of the teen tells whether they get help with that theory. As soon as one team member helps by showing a clue they hold, no one else needs to help. Therefore, each team member only gets one clue in each room. After each teen has a turn in each room, move on to the next room. Rotate who goes first in each room. At any time, when it is their turn, if a teen thinks they know the answer, they may guess. If they are wrong, they may no longer pose theories, but still provide clues to the remaining teens.

USEFUL PLANNING RESOURCES FOR LIBRARIANS: CLUE board game

ADDITIONAL COMMENTS: We plan a 2-hour event. The teens choose the teams the first time through. When each team has solved their game, we break for refreshments. Then I usually mix the teams up. There isn't a need for prizes for the winners. They simply enjoy the program.

CONTACT INFORMATION OF LIBRARIAN SUBMITTING PROGRAM:

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