| NAME A REASON WHY PEOPLE DRINK COFFEE. <br> 1. STAY AWAKE (45) <br> 2. TASTES GOOD (24) <br> 3. ENERGY (12) <br> 4. ADDICTED (9) | NAME SOMETHING PEOPLE DO WHILE RIDING A ROLLERCOASTER. <br> 1. SCREAM (43) <br> 2. RAISE ARMS/PUT HANDS UP (32) <br> 3. GET SICK (13) <br> 4. LAUGH (4) <br> 5. CLOSE EYES (4) |
| :---: | :---: |
| IF YOU GOT STUCK IN THE DESERT, WHAT WOULD YOU WANT TO HAVE WITH YOU. <br> 1. WATER (58) <br> 2. FOOD (17) <br> 3. CELL PHONE (16) <br> 4. CAMEL (3) <br> 5. FRIEND (3) | NAME SOMETHING YOU CAN DRINK THAT MAKES YOU FEEL WARMER. <br> 1. COFFEE (41) <br> 2. HOT CHOCOLATE (36) <br> 3. TEA (16) <br> 4. ALCOHOL (5) |
| NAME AN APPLIANCE THAT YOU ONLY HAVE ONE OF. <br> 1. TOASTER (27) <br> 2. STOVE (24) <br> 3. MICROWAVE (23) <br> 4. REFRIGERATOR (16) <br> 5. DISHWASHER (8) | NAME SOMETHING YOU MIGHT DO AT HOME ON A RAINY DAY. <br> 1. READ (37) <br> 2. SLEEP (3O) <br> 3. WATCH TV/MOVIES (27) <br> 4. CLEAN (3) |
| NAME SOMETHING THAT PEOPLE OFTEN USE IN WINTER BUT NOT IN SUMMER. <br> 1. COAT (43) <br> 2. HEATER (29) <br> 3. GLOVES (6) <br> 4. SHOVEL (6) <br> 5. BOOTS (5) <br> 6. SWEATER (5) <br> 7. BLANKETS (3) | NAME SOMETHING PEOPLE WEAR TO AVOID GETTING A SUNBURN. <br> 1. SUNSCREEN (55) <br> 2. HAT (33) <br> 3. SHIRT (5) |
| NAME A NUMBER THAT PEOPLE THINK IS LUCKY OR UNLUCKY. <br> 1. 7 (68) <br> 2. 13 (26) <br> 3. 3 (5) | NAME AN ANIMAL WITH A TERRIBLE BITE. <br> 1. SNAKE (23) <br> 2. $\operatorname{DOG}(18)$ <br> 3. SHARK (18) <br> 4. LION (17) <br> 5. Tiger (11) <br> 6. ALLIGATOR (5) <br> 7. BEAR (5) |
| NAME A CLASSICAL MUSIC COMPOSER. <br> 1. MOZART (58) <br> 2. Beethoven (26) <br> 3. ВАСН (8) <br> 4. Tchaikovsky (4) | NAME SOMETHING THAT PEOPLE DO BEFORE GOING TO BED THAT MAKES IT HARD TO SLEEP. <br> 1. EAT (46) <br> 2. DRINK COFFEE (32) <br> 3. WATCH TV (9) <br> 4. SHOWER (6) <br> 5. EXERCISE (5) |

# 90BMO9 909Soo 

## 100 people were surveyed. The top answers are on the cards.

## INSTRUCTIONS:

- Cut out the cards and put them in a pile -or- cut out sections and give one section to each student.
- Put students into groups. (Groups of 4 works well.)
- One student chooses a card and reads the question.
- Each player takes a turn to answer the question -or- all players can shout out their answers.
- After 3 or more wrong answers, the card-holder can give the players hints.
- Score points in the parentheses. (The number represents how many surveyed people gave that answer.)


## CUTTING VARIATIONS:






EXAMPLE: Demonstrate how to play using this example.

NAME SOMETHING THAT YOU FIND IN A CLASSROOM.

1. DESKS (32)
2. BLACK/WHITEBOARD (24)
3. STUDENTS (22)
4. TEACHER (14)
5. BOOKS (8)

Score Card


Score Card

| Name: | Name: | Name: | Name: | Name: |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  |  |  |  |

