

**A L G**

**design**



SMIT  
CREATOR



Youth  
in Action  
Programme

## Disclaimer

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein

Edited by Łukasz Kotlarski  
[www.behance.net/lukaszkotlarski](http://www.behance.net/lukaszkotlarski)

## ALG Design

We decided to change the game a little bit! We combined a pantomime and Taboo so the aim of the game is to describe the words written in the cards without talking or using forbidden moves. For example, you have to present a word “doctor” without mimicking a stethoscope or an injection.

1. ALG Design is suitable for 4 and more person. Intended age of players is 15 and above.
3. The game contains a board and 17 cards. You will also need some pawns (one for each team) and a dice to play.
4. Objective of the game is to develop communication skills by using pantomime in order to describe the words written in the cards.
5. Goal of ALG Design is to reach the final box of the board by guessing as many words as possible.

# Rules

1. Before the game the cards should be sorted by category (People, Activities and Mixed) and placed upside down in front of the players.
2. The teams roll a dice to define their order in a turn (from the greatest to the lowest score).
3. In each turn a team rolls a dice and moves its pawn on a board by drawn number of boxes.
4. The team draws a card from the category, which corresponds to color of the box.
5. One of the players reads the card. His or her objective is to describe non-verbally a particular word to rest of the team without using forbidden moves listed on the card.
6. If the team guesses the word, the pawn remains on its place. If not - it returns to the box where the team started the turn. Optionally a time limit can be added.
7. Regardless of the fact if the word has been guessed or not, the next team takes its turn.
8. In order to win a team have to reach the final box of the board.

actions

shopping

- ✗ giving the money
- ✗ gesturing thank you

actions

studying

- ✗ writing on a computer
- ✗ reading a book

actions

waking up

- ✗ brushing the hair
- ✗ washing the teeth

actions

playing football

- ✗ goalkeeping
- ✗ kicking a ball

mixed

cooking

- ✗ wearing a hat
- ✗ using a spoon

mixed

water

- ✗ showing a bag
- ✗ showing a river

mixed

alien

- ✗ showing big eyes
- ✗ showing a spaceship

mixed

house

- ✗ knocking
- ✗ pointing a roof



mixed

global warming

- ✗ pointing at sky
- ✗ pointing at sun

people

michael jackson

- ✗ singing
- ✗ moonwalking

people

leader

- ✗ writing
- ✗ teaching

people

pirate

- ✗ stealing
- ✗ having one eye

people

indian

- ✗ dancing
- ✗ using an axe

people

policeman

- ✗ arresting
- ✗ driving a car

people

skydiver

- ✗ giving food
- ✗ flying an airplane

people

singer

- ✗ using a microphone
- ✗ talking to the audience





people

teacher

- ✗ using a blackboard
- ✗ checking tests

actions

actions

actions

people

people

mixed

mixed



ALG  
design

