

Nursery Rhyme Headliners

Needed to play:

title and headline cards (in this set there are 50 in total)

blank cards (if desired) and markers

list of rhymes

Number of players: four or more

You can play Headliners with no materials at all by choosing material to “headline” that is familiar to all players (nursery rhymes or fairy tales). The game can be played individually or in teams. Opposing teams can come up with a “headline subject” (*The Three Little Pigs*, “Mary Had a Little Lamb”) for the opposing team, or players can pick one from a list, or hat, or whatever.

The game is pure imagination: think about the different ways that you can tell a story. Think of how newspapers and media often affect perspective by writing or talking about events with a certain point of view. Now “creatively” headline a story in a way to sell newspapers or garner ratings.

Provide a couple of examples on the same story--here are some from *The Three Little Pigs*:

- *Wicked Wolf Wages War of Terror over Trio*
- *Prudent Pig Saves Brothers from Certain Savage Death*
- *Guilty! Smear Campaign Destroys Wolf's Reputation—Damages Awarded. Pigs Swear they'll Appeal.*

In this version, every rhyme has between 1-3 headlines associated with it; for the most part, each rhyme has two related headlines.

To play:

- distribute headlines and nursery rhyme titles (or excerpts of whatever you're using as the main story) to different players. Set a time limit and have them move around the room to “uncover” one another;
- play a Jeopardy style round where one team versus the other (or one player versus the other) vies to match the headline to the proper story first. Display all the story cards in one place (on a table, on a blackboard, etc) so that all players can see them

- play a version of “human concentration” if you have a large enough group (probably about 10 or more). Give each player one card and have remaining players try to make a match between a title card and headliner card.