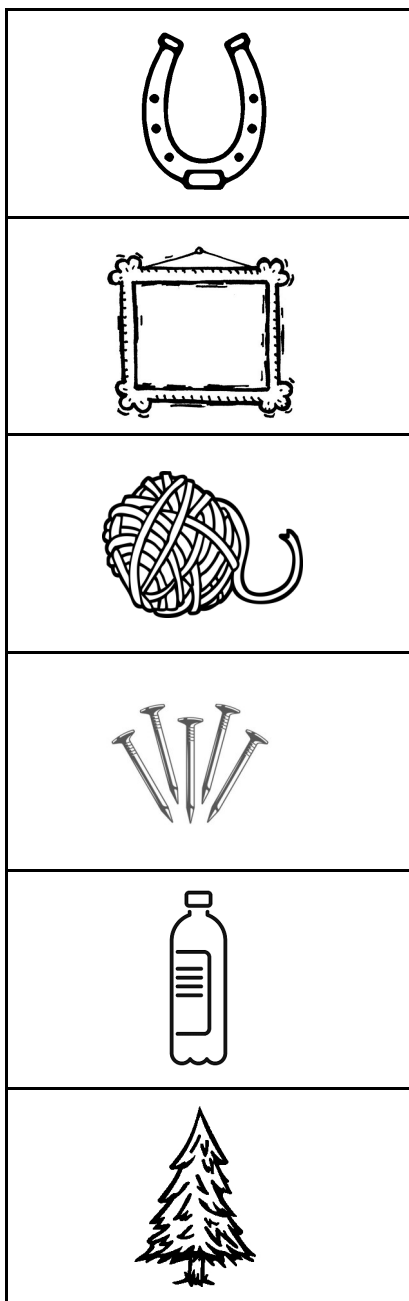




Willowmere

Useful Objects Game

In *Willowmere*, Pea discovers a variety of different ways to use everyday items. She uses them to save the world!
 In this game, see how you can use everyday objects in new ways to solve your problems too.



1. Print and cut out the **Object Cards** and the **Problem Cards**.
2. Find a dry erase board and markers, or paper and pencils or crayons to use for drawing.
3. Gather at least 4 people to play the game, two on each team.
4. Shuffle and place the **Object Cards** in a pile face down. Shuffle and place the **Problem Cards** in a pile face down.
5. Player 1 draws the top **Object Card** and displays it to all.
6. Player 2 draws the top **Problem Card**, looks at it, and shows it to Player 1.
7. Player 1 and Player 2 each draw a picture of how to use the object to solve the problem. No talking.
8. The other team players try to guess what the problem is based off their team member's drawing. They must also be able to tell how the object is being used to solve the problem.
9. The first team to correctly guess the problem and solution wins the round.
10. Play until all the cards are used up.

Your dog has fallen into a well.
Your eating utensils have all disappeared.
Your teacher's chair broke in half.
The soles of your shoes have great big holes.
Your bedroom window is stuck open.
Your neighbor dropped their car keys in the creek.