

**Ages 7  
and Up**



**Award Winning  
Proverbial Fun  
for Kids**

**Proverbial Wisdom Junior** brings award winning **Proverbial Wisdom** to the entire family. Kids of all ages will be intrigued and excited as they learn new proverbs and gain understanding of classic proverbs, idioms, and cliches. Teachers have found that **Proverbial Wisdom** provides countless opportunities for stimulating introductions, instruction and group activities.

A proverb is a short popular saying expressing an obvious truth (Webster's New World Dictionary). Proverbs are based on collective folk wisdom and have been among us for thousands of years as guidelines for life. They're delightfully familiar reminders of childhood and very often convenient conversational shorthand.



## HERE'S WHAT'S IN THE BOX:

- ◆ Blue Sketch Cards: 70 cards, each with a proverb to sketch or act out.
- ◆ Green Definition Cards: 70 cards, each with a proverb and 3 possible answers to select from.
- ◆ Purple Picture Cards: 70 cards, each with a proverb picture we've drawn for you to solve.
- ◆ Card Tray: Holds the Sketch, Definition and Picture cards. Look for the timer and marker inserted into the tray.
- ◆ **Proverbial Wisdom Junior** Clue Hider: Covers the clues and answers which appear on the cards.
- ◆ Sketch Board and Dry Erase Marker – To draw pictures when selecting a Blue Sketch Card.
- ◆ 75 Second Timer: Gives you 1 minute 15 seconds to solve the proverb!
- ◆ Instruction Sheet: These quick and easy instructions will have you playing in minutes.
- ◆ Spinner: Reveals which card you are to select.

**NUMBER OF LETTERS AND WORDS IN THE PROVERB** →

**CLUE** →

**PROVERB TO BE SKETCHED OR ACTED OUT** →

Sketch it

Wise / \_ / \_ / \_ / \_

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Clue

To be very intelligent

Answer

Wise as an owl

**BLUE SKETCH CARD**

**PROVERB** →

**3 POSSIBLE MEANINGS TO CHOOSE FROM** →

**ANSWER** →

Easy as a piece of cake

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A To have your finger in the pie

B A simple task

C Describes many sweet foods

Answer


**GREEN DEFINITION CARD**

**PICTURE WE'VE DRAWN TO HELP YOU SOLVE THE PROVERB** →

**NUMBER OF LETTERS AND WORDS IN THE PROVERB** →

**CLUE** →

**PROVERB** →



More / \_ / \_ / \_ / \_ / \_ / \_ / \_ / full /

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Clue

As enjoyable as can be.

Answer

More fun than a barrel full of monkeys

**PURPLE PICTURE CARD**

## SETTING UP THE GAME

- 1** Remove the sketch board, dry erase marker, spinner and timer.
- 2** Divide into a maximum of four teams with at least two persons per team (fewer teams mean quicker games).
- 3** Pick a team to go first. The next team in clockwise order (to the left) goes next and so on.
- 4** Each team selects its **Wisdom Master (WM)** on the first turn. The **WM** sketches proverbs, records answers, and offers clues. The **WM** position rotates each time a team selects a card.
- 5** The first team to go spins the spinner.

## **GAME PLAY**

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The spinner will reveal whether the team is to take a Blue Sketch Card, a Green Definition Card, or a Purple Picture Card from the card tray.

***Here's what happens in each case:***

### **SKETCH CARDS**

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The teams **Wisdom Master** takes a Blue Sketch Card from the card tray and silently reads the card to decide whether they will try to sketch or act out the proverb, if given a choice. The letters of the words can be dashed out on the sketch board similar to how they appear on the cards (see sample card on left). The **WM** covers the clue and the answer with the ***Proverbial Wisdom Junior*** Clue Hider.

The timer is turned over and acting or sketching begins in an attempt to communicate the proverb to teammates. When a word is guessed, the **WM** fills in the appropriate dashes. Individual letters cannot be guessed—only whole words. Guessing and sketching (or acting if you are acting out the proverb) continue until the proverb is solved, or until time runs out. When acting out a proverb, no sketching may be done. If the proverb is solved without the **WM** reading the clue on the card, the card is kept and the team spins and selects another card. A team may collect a maximum of three cards per turn. If the clue is needed to solve the proverb, the team keeps the card but does not go another turn. The spinner is passed to the next team.

### **PICTURE CARDS**

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Selecting a Picture Card works like selecting a Sketch Card, except that a drawing of the proverb is already provided.

The **WM** covers the clue and the answer with the ***Proverbial Wisdom Junior*** Clue Hider. The **WM** can add dashes to the sketch board to indicate the number of letters in each word and slashes to separate the words. They fill them in as their team solves the proverb. The **WM** also has the option of just pointing to the dashes on the actual Picture Card to indicate that a word is guessed correctly.

The **WM** shows the picture to the team, turns over the timer as the team tries to come up with the correct answer before the sand runs out.

Again, the team keeps the card and goes again if the proverb is solved without the **WM** giving the clue as to the proverbs meaning. If the clue is needed, the card is kept but the turn ends.

## **DEFINITION CARDS**

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Definition cards contain a proverb and three possible answers. When a team spins and lands on Definition, the team to the left picks up a Definition card. They then place it partially in the **Proverbial Wisdom Junior** Clue Hider, covering the answer which appears on the bottom of the card upside down (see example). The **WM** then reads the proverb and choice of answers and lets their team see the card (the answer is still hidden).

The playing team gets only one guess, no hints may be given. If the team chooses the correct answer, they keep the card and spin again. This card if not guessed correctly, does not get passed on. It is placed at the bottom of the Definition cards, the turn ends and play resumes.

### **WHAT HAPPENS WHEN A TEAM FAILS TO SOLVE A SKETCH OR PICTURE CARD?**

If a team does not solve the proverb, the team to the left (clockwise) can try. After a few second discussion the team may make only one guess. If the team solves the proverb, they keep the card. This move is counted as a bonus and the original order of play resumes. If the team guesses incorrectly, the next team to the left goes, and so on. After the first team goes, no more words may be added to solve the proverb.

## **WINNING**

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The first team to collect three Blue Sketch Cards, three Green Definition Cards and three Purple Picture Cards wins the game!

## **EXTRA INFO**

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### ***For Sketch and Picture cards:***

No clue words can be added, other than those that appear on the cards.

Team members can help solve the proverb by calling out words such as “to,” “is,” “a,” and “the” which are contained in many of the proverbs.

The precise words of the proverb should be used unless all teams agree to accept less than precise answers.

### ***Example:***

Correct answer: Don't put all your eggs in one basket.

Team's guess: To put all your eggs in one basket.

Is the team's guessed answer acceptable? That must be determined before the game begins.

## **OTHER POINTS TO REMEMBER**

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A team may collect a maximum of three cards per turn.

The **WM** may not write out letters and words as hints when sketching.

The **WM** may not talk or make sounds when sketching or when they have selected a Picture card.

The **WM** may make sounds, but not say words when acting out a Sketch card.

### ***Example:***

It's okay to make a chirping noise when acting out a proverb involving a bird.

Teammates may not use secret clues.

**TRY THE AWARD WINNING GAME**  
***"Proverbial Wisdom"***



You can send cool e-mail cards to friends and family by visiting:  
**[www.proverbialwisdom.com](http://www.proverbialwisdom.com)**



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