**NBE #10 – “Time Killers” Activity**

One of the greatest challenges faced by the Frank and Van Pelz families was coming up with ways to simply pass the time. Anne Frank referred to most of these activities in her diary as “time killers”. Remember, 1942 was a time long before the technologies that occupy peoples’ spare time today. There were no cell phones. There were no video games. There were no chromebooks. The families in hiding needed to come up with activities – with very limited resources – that would be both entertaining and quiet.

Your job, as a group, is to use the tub of supplies you’re given to make up your own game. Here are the requirements:

* You may only use the materials given to you in the tub (including the tub itself)
* The game you create *must be safe!!!*
* Your game must be original and unique
* Your game must be named
* You must be able to play your game without talking – only whispers and gestures
* Your game must have an **objective, rules,** and **directions** (simple, so that other groups can easily play your game without your help)

Here is how this activity will be graded:

* While creating/testing the game, your group is on task and uses time wisely **10pts**
* Your game is named and explained in notebook entry #10 **10pts**
* When playing games, your group is quiet **\*\*\*every noise deducts a point** **10pts**

 **Total Points 30pts**

Happy Playing!!!