

## Wireless Keyboards

Write original silly stories that could be developed into Madlibs.

## Internet

Investigate games played by teens around the world.

## E-books

Download original Madlibs into E-books to read and share.

## Lesson Goals

- Madlibs are great icebreakers. Kids love them. They are entertaining. No one can keep from smiling when they are read out-loud.
- Madlibs can be transition activities. In addition, participants can develop their own Madlibs from stories or experiences. What fun to write one in a small group then share with the group as a whole.

## Step by Step

The Madlib provided★ can be used as a starter for another program, or just an impromptu activity.

1. Give each person a piece of paper and pencil and ask them to number their paper from 1-25.
2. Then read aloud the descriptors on the sample Madlib and allow a little time for each person to write down a word fitting the descriptor.
3. Next, hand out copies of the Madlib story.
4. Have each of the teens read the story aloud, filling in the blanks with the words on their list. An alternative is to take turns filling in the blanks.

## Additional Activities

- Develop Madlibs to take to younger siblings or to trade with others in Next Generation.
- Discuss games that USA teens play.
- Why are games important? What skills are developed (teamwork, organization, etc) from playing games?

## Review

- Discuss this activity.
- Do you enjoy games?
- Are there games you would like to learn? How would you go about it?

★ See attached pages (2) for sample Madlib and descriptive words needed.