

Zonk

You will need, game tokens, bag or envelope, and scorekeeper. To play, divide the class into two teams. The child who correctly answers a question chooses point cards from a bag. Among the point cards are three cards that say ZONK! The child can draw as many cards out of the bag as he likes, stopping anytime he wants. However, with each draw they are risking the chance of pulling out a ZONK! And losing all the points accumulated from that round. Points accumulated from past rounds are safe. Always put the cards back in the bag before the next child's turn. I've attached a pdf with Wordless Book Zonk cards, you would need to print out 3 sheets for one game.

Tips:

1. Keep the game moving fast, help children answer question quickly by giving alternate choice answers.
2. You can limit the number of draws for each turn to three if time is a factor.
3. There are no losers- just first and second place teams.
4. Try to encourage all children to participate.
5. **Variations:** Change Zonk cards out to: Kaboom, Croak (Plagues of Egypt lesson), Crash, Shipwreck (Jonah, Noah lesson), Bankrupt (Zachaeus or Rich Young Ruler Lesson); you can also use 12 red checkers for 500 pts and 3 black for Zonk; get creative...



ZONK!

(Make 12 additional cards the same size and write various points on them, 100, 200, 300).

ZONK!

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