

The following games are enjoyed by bears during quiet afternoons, rainy days, or moments of serious thinking. Professor Bears will insist they are excellent for the mind, but other bears simply enjoy them.

The Word Association Game

This is a simple game enjoyed by bears of all kinds. Professor Bears claim it is excellent for sharpening the mind, although other bears are not entirely convinced.

How to play

- One person thinks of a word.
- The next person says a word connected to it.
- The chain continues until everyone agrees to stop.

Example:

first person: Bubble

next person: Soap

next person: Dirt

next person: Mud

This can continue til you've had enough or agree to stop. Then take the last word and try to work it backwards remembering what everyone said.

Consequences

This is a traditional word game enjoyed by bears during gatherings where pens, paper, and a certain amount of patience are available. Professor Bears insist it is excellent for the imagination!

What you need

- Pen and paper
- Three or more players
- A table or place to sit in a circle

How to play

Sit in a circle. Each person has a piece of paper.

1. Everyone writes **an adjective** describing *her*.
(*This can be one word or several, such as “tall and thin”.*)
Fold the paper so the word cannot be seen, then pass it to the left.
2. Write **her name**.
(*This can be someone you know, someone famous, a book character, or a made-up name.*)
Fold and pass to the left.
3. Write **an adjective** describing *him*.
Fold and pass.

4. Write **his name**.

(Made-up names are strongly encouraged - Finklebert Scrodbottom anyone?)

Fold and pass.

5. Write **where they met**.

(For example: at a party, in town, or somewhere mad like the bottom of a well!)

Fold and pass.

6. Write **what he wore**.

(Try to avoid ordinary clothes. Bears approve of imagination. A snorkel and a paper bag perhaps.)

Fold and pass.

7. Write **what she wore**.

Fold and pass.

8. Write **what he said**.

Fold and pass.

9. Write **what she said**.

Fold and pass.

10. Write **where they went**.

Fold and pass.

11. Write **what they did**.

(An activity, an event, or something crazy, like scaling Mount Everest on a pogo stick.)

Fold and pass.

12. Finally, write **the consequence** — the ending of the story.

(For example: “They never went there again,” “The smell was so bad the neighbours moved house,” or “They were eaten by dinosaurs.”)

When everyone has finished, unfold the papers and read the stories aloud. With a little practice these get easier to read out and the stories can get sillier every time you play.

Please note

The story is not meant to make sense. A Professor Bear would tell you they don't play this game for fun, but because it is very good for the imagination. In truth, they enjoy it enormously — and if you listen carefully, you may hear them sniggering as the stories are read out.

Adjective story

This is a favourite game among any bears who enjoy stories, words, and the possibility of things becoming unexpectedly ridiculous.

What you need

- Pen and paper
- One prepared story
- Two or more players

Preparation

Before you begin, write a short story. It can be about:

- something you did today
- something you wish you *had* done
- or anything at all – wildly imaginative or relatively boring it doesn't matter!

As you write, leave a blank space every time you reach a place where an adjective could appear.

For example:

Anna woke up very early. It was a ___'bottomless'__ day.

Her ___'furry'___ mum was cooking ___'disgusting'___ breakfast downstairs, and the ___'big-eared'___ smell was drifting upstairs.

When she went downstairs her ___'boring'__ Dad was already at the table reading his ___'frothy'_____ newspaper and eating a ___'sporty'___ bowl of cornflakes.

How to play

- Do not tell anyone what the story says.
- Ask each person in turn to give you an adjective.
- Write the adjectives into the blanks in the order they are given, without choosing where they go.

- It can be tempting to save the funniest adjectives for the best places, but Professor Bears insist this spoils the game.
- When all the blanks are filled, read the story aloud.

Some adjectives will be sillier than others, and some will make very little sense at all. You never know what you will get — which is exactly why Professor Bears enjoy this game so much. They consider it excellent practice for the imagination.

Crossword Puzzles and Word Searches

You can also create a crossword puzzle for your bear to solve or create your own word search using long words (see the download, ‘Words to Use with Professor Bears’). This would keep a Professor Bear happily occupied for hours.

The Minister's Cat

This is a very well-known word game and a favourite of Professor Bears, who like both the rhythm and the need for quick thinking.

What you need

- One or more players
- Optional: clapping or stamping to keep a steady rhythm

(This game can also be played with just you and your bear.)

How to play

Sit in a circle.

The aim of the game is to think of **an adjective for each letter of the alphabet**, in order.

The first person begins with **A**, saying: *“The Minister’s Cat is an anxious cat.”*

The next person thinks of a **different adjective** for the same letter:

“The Minister’s Cat is an angular cat.”

Once everyone has had a turn (or when you decide to move on), continue with **B**, then **C**, and so on through the alphabet.

Anyone who:

- cannot think of an adjective, or
- takes too long to respond

is out of the game.