



GREEN GLASS DOOR

Focus:

- Critical thinking skills
- Observation

Activity Instructions:

Begin the game by announcing the start of the Green Glass Door game. Tell the group that you are going to take something through a Green Glass Door and that everyone else must also do the same in turn. The object of the game is to determine what can be brought through the Green Glass Door.

1. Go first and say the following: "I can bring a kitten through the Green Glass Door, but I cannot bring a cat."
2. The key is that the name of the object must have double letters, either consonants or vowels.
3. If a player tries to take an object through the Green Glass Door that does not have a double letter, say: "You cannot take that through the Green Glass Door. You must..." (the consequence can vary with the content and age of the players, and the situation in which the game is being played") **Examples could be:**
 - a. Read a book for 5 minutes
 - b. Write a poem
4. If a player believes they know the pattern, the leader of the game should ask him or her to give an example rather than stating the answer, so that other participants can continue to play
5. Whenever everyone figures out the game, the group can no longer play

Variations:

The facilitator of the game can set parameters for what can be brought through the Green Glass Door. For example:

- Only items that are plural
- Objects with the first letter of the person sitting next to you
- An object that ends in a vowel
- An object that ends in a consonant sound (cat, man, girl, etc.)

The variations we have listed add unique custom content. If you wish, you can change the name of the game to match the parameters you have chosen.

For example, if you are using only items that are plural, you might call the game, Bags, Buckets, and Baskets. The leader would start by saying, "I can put cats in my bags, buckets, and baskets, but not a kitten."