

### **Silly Stories**

Use quilt pictures to make up silly stories. Player one selects three pictures that are in a row, that touch each other or select any three random pictures on the quilt. Player two makes up a story about the pictures.

### **Twenty Questions**

Player one selects a picture and player two tries to guess what it is by asking questions that can only be answered with "yes" or "no". If after twenty questions, the picture has not been correctly identified, player one wins.

### **Grandmother's Cookie Jar**

A fun memory game where player one names something pictured on the quilt. For example, "In grandmother's cookie jar, there was an apple." Player two repeats the first object named and adds a second picture. The game continues this way ("In grandmother's cookie jar, there was an apple and a basketball.") until a player is stumped by not being able to remember the entire list.

## **I Spy Games**



**Fun ways to play  
with your I Spy Quilt**

**Can you make up your own game?**

### **Show Me The .....**

Player one selects and names a picture without revealing where it is on the quilt. Player two finds the picture in the quilt.

I spy an airplane, can you find it?

### **Colors**

Player one selects a picture and names the color of the object in the picture (or of the square it is in). Player two tries to find a picture in the quilt that is the named color. Be careful, there may be more than one picture of the selected color on the quilt.

I spy something red, can you find it?

### **Counting**

Player one finds two or more pictures that have something in common. Player two tries to find them in the quilt.

I spy two things that fly, can you find them?

### **Sounds**

Player one selects a picture and names the sound it makes. Player two tries to find it in the quilt.

I spy something that says "meow", can you find it?

I spy something that roars, can you find it?

### **I Spy Something that is .....**

Player one selects a picture and describes what it looks like. Player two tries to guess what it is and find it in the quilt. The clue should contain adjectives like tall, short, lumpy, smooth, square, or round.

I spy an animal that is very tall, can you find it?

### **What Does It Do?**

Player one selects a picture and describes what it does. Player two tries to guess what it is and find it in the quilt. For example, "I spy something that you can drive." Additional clues can be given that further describe the picture, like "it carries people from city to city"

I spy something that runs on a track, can you find it?

### **Learning to spell**

Player one announces "I see something that starts with T (the sound the letter T makes). Variations are to give the letter name or, for older players, to spell the whole word.

I spy something that starts with "P" (or p sound), can you find it?

I spy a C-A-T, can you find it?