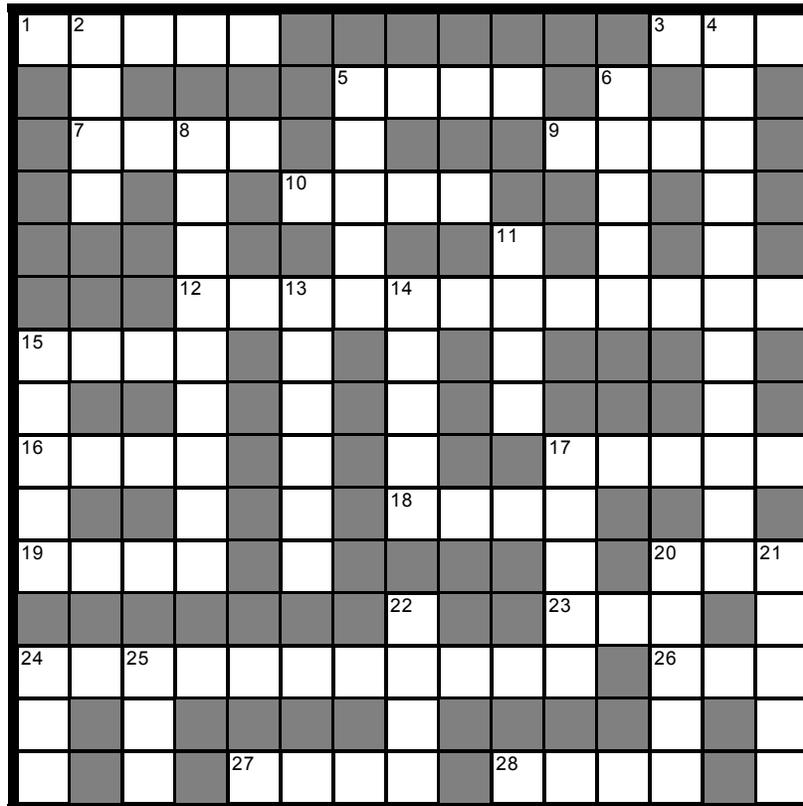


# Crossword Puzzles: Seriously Fun Activities

Here is a crossword puzzle to test your familiarity with seriously fun activities that could be used in training.



## Across

- 1 Keeping this can interfere with collaboration. (5)
- 3 What you have when more than one player ends up with the same score. (3)
- 5 Outside of court, King, Queen, and Jack are called \_\_\_\_\_ cards. (4)
- 7 This is the thing! (4)
- 9 An activity that gives players a wake-up call. (4)
- 10 A type of game that doesn't involve gambling but does involve real money. (4)
- 12 A type of learning that is usually contrasted with traditional classroom learning. (12)
- 15 What a statistician would call your average. (4)
- 16 Mel Silberman is a \_\_\_\_\_ of active learning. (4)
- 17 Another word for a student or a learner. (5)
- 18 Spin this toy to make it move up or down its string. (4)
- 19 This, for example. (4)
- 20 You make this when you play poker. (3)
- 23 Some intensive role-plays can damage a player's \_\_\_\_\_. (3)
- 24 Game conductor. (11)
- 26 A type of wrestling that can be conducted on table tops. (3)
- 27 The extreme opposite of expensive, or

the type of square in the center of a Bingo card. (4)

- 28 The "C" in PC simulations. (4)

## Down

- 2 Reality is a crutch for people who cannot \_\_\_\_\_ with simulation games. (4)
- 4 A type of activity that requires participants to work with each other. (11)
- 5 A type of game that permits you to change the instructional content. (5)
- 6 Games can do this to your brain power. (5)
- 8 A challenging type of outdoor game. (9)
- 11 An interdependent group of people. (4)
- 13 You can use one of these instead of a test. (6)
- 14 A popular type of card game in which you collect sets and sequences. (5)
- 15 You can amaze your participants with this type of trick. (5)
- 17 A straight flush is the highest hand in this game. (5)
- 20 A type of game that often involves dice and chance cards. (5)
- 21 It beeps when you exceed your allotted number of seconds. (5)
- 22 An activity that has conflict, control, closure, and contrivance. (4)
- 24 Unfortunately, some instructional games don't have this. (3)
- 25 A tea container that can also hold scoring chips. (3)