

The Look Book Game

3-6 players, Ages 5+

The simple act of reading or looking at a book will never be the same after you play The Look Book Game. In this game you will 'borrow,' or help yourself (or team) to the words of writers or the pictures of illustrators and then have fun listening to silly things that may or might not make sense.

The Object of the game is to get three cards (or votes if playing digitally) by being chosen as the best 'Looker,' the person who found the most entertaining or funny sentence or picture to go with the phrase read aloud by the player who picks up a prompt card and is the 'Leader Reader.'



The Set Up (what you need to play)

- Cut up the cards and decide if you are playing with the picture or word prompt cards
- Get a one minute sand timer or use the timer on a phone
- Each player (or team if you would prefer to play one adult with one child) needs to bring a book to the game area. Any type of book will do: a novel, cookbook, picture book, magazine, dictionary...
- Stack the prompt cards that are the same colour facedown in the centre, along with the timer.

How to Play

- 1. The player who most recently celebrated a birthday is the first one to pick a card and be the Leader Reader. Take the top card off the deck and read it aloud.
- 2. Everyone except the Leader Reader looks in their books for a word, sentence or illustration to 'match' or satisfy the prompt.
- **3.** The first Looker to find something they think matches announces "Got It" and starts the timer. This signals to everyone else that they have 60 seconds to find a word, illustration or phrase that goes with the prompt.
- **4.** When the timer runs out, each Looker reads aloud or shows what they've found. Lookers who don't find something in time can open their books to a random page and just pick from it.
- **5.** The Leader Reader chooses their favourite 'answer' and gives the Looker with the winning answer the prompt card.
- 6. After each round, the person to the left of the last Leader Reader becomes the new Leader Reader to pick up a prompt card.
- 7. When any player reaches two prompt cards that they have won everyone passes their books to the left.
- **8.** Play continues until a player or team collects three cards and they win.

Game variation: If the Leader Reader does not want to judge their favourite answer when the timer runs out they can count down "3, 2, 1, Vote" and everyone including the Leader Reader points to the person with their favourite response. The Looker with the most votes receives the card.



A funny animal	Something that scares you
A yummy food	A pattern that would look good on pyjamas
A vehicle	A hobby
Looks like a nice friend	A fun thing to do

A favourite hair-do	Best dressed
A colourful person, place or thing	A character you would like to meet
A set of three	Seems like magic
A happily ever after ending	A big problem
An interesting part of the book	A place where the story happens (the setting)

A photograph you would like to take	A hero
The cutest animal	Something curious
Something delicious	Numbers
Something hard to find	Happiness
A kind thing to do	



An excuse for
being late

A message in a bottle

Strange words for a child to say

The moral of the story is...

Part of a letter to your parents

A name for a cat

Secret code words

A bit of bad news

Something to apologize for	Part of a birthday message
Words for a hip hop song	Words from a fairy tale
Words from a magic spell	A phrase you would never hear your grandparents say
The punchline of a joke	Something written in a teenager's diary
A sentence in a fortune cookie	Famous last words

An alien's first words to humankind

Words tattooed on someone's body

The name of a store that sells everything

The secret password to a magical cave

Words you might find in a poem

Something Little Red Riding Hood might say

Words overheard at the zoo

A good thing to say to a child

The name of a candy bar

A sentence that is funnier when you replace one word with 'pants'

Something best read
aloud in a creepy
voice

The name of a superhero

The best part of a vacation

Something a robot might say

Something you would clap your hands and cheer for

Something you forgot

We'd all be in trouble if it was true

A word that you can read backwards

A bad thing to say to your mom

Comments made by a teacher