

**Grade Level:**

4-6

Subject Areas:

Science, Physical Education

Setting:

Outside

Skills:Recall, Observation,
Deductive Thinking**Prior Preparation:**Go over the Twist and Spout
rules of the game.

Twist and Spout

Objective: Students will try to outmaneuver his/her opponent in placing hands and feet on weather symbols as directed by the spinner.

Materials:[Twist and Spout game board](#)[Twist and Spout spinner](#)**Background:**

Twist and Spout is a game played like the Milton Bradley game “Twister.”

When Milton Bradley hesitantly released the original “Twister” game in 1966, the company had no small amount of skepticism for its potential, as well as to-be-expected fear of public criticism. In its first year, Milton Bradley sold more than three million copies of the game. It’s original name was “Pretzel.” The name was dropped when a toy dog came out with the same name.

“Twister” was originally designed to use a pair of dice instead of a spinner; one die for color, the other for body part. This design was scrapped at the last second and the spinner was used instead.

Procedure:

- This game can be played with two, three, four or more players.
- The symbols on the game sheet are: Thermometer, Rainbow, Rain, Lightning, Tornado, and Weather Vane.
- Open and spread the game sheet on the floor or rug with the weather symbol side up. Place spinner on table, floor or a level surface. This game should be played in stocking feet.
- Players remove shoes and stand facing each other on opposite ends of the sheet.
- Another person (the Referee) spins and reads aloud both the limb and weather symbol the arrows point to.
- Players must obey the direction of the Referee.
- One limb from one player only can occupy one weather symbol at a time. If both players reach for the same symbol, the Referee decides which players was there first and therefore award the symbol.
- Once the limbs are placed on symbols, they cannot be moved or lifted without the direction of the Referee by each spin. However ONE limb may be lifted to allow another limb to pass by, but must be immediately replaced to the symbol from which it came. The Referee MUST be notified before making this move.
- If all the weather symbols are occupied by limbs, the Referee must spin until a different symbol can be called.
- Players must move limbs to whatever weather symbol is called.
- Whenever one player FALLS or lets an elbow or knee touch the sheet, the game is ended.
- Note: If a player feels that a new position is impossible or it would cause him/her to fall, he/she may concede the game.
- To play with 4 players: Players form teams of two players each. Players on the same team line up side by side on the same side of the sheet. The opposing team faces them in the same manner at the other end. The Referee calls the spin as in the two player game, but in team play, all 4 players must take whatever weather symbol is called. Play continues as in the two player game except partners can EACH occupy the SAME weather symbol with one limb, not necessarily the same limb. When one player falls, the game is ended.
- A good strategy is to advance toward an opponent in an attempt to keep him/her in this/her end of the game sheet. This will give him/her a smaller area of symbols on which to gain each position, without going under or over the advancing player.