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If you're looking for an impromptu game that requires supplies you're sure to have on hand and is great for all ages... look no further. The "**One, Two, Three**" game, also known as "fishbowl" is easy, fun and sure to provide lots of laughter and silliness!

Since the words placed in the bowl come from the players, it means the game is easily adapted to the vocabulary of the players, from littles to bigs.

Get Ready to Play:

1. Randomly select a letter from the alphabet. You can ask someone to random name a letter before the game is announce or cut up pieces of paper with each letter on it and randomly select one.
2. Once a letter is selected everyone is given 4 slips of paper and must write down 4 words that start with that letter. Everyone should fold their slips in half and place them in a bowl, jar or other container.
3. After the words are in the bowl, you randomly select teams. While the game can be played with 2 people per team, we recommend teams of 3-5 players and up to 3-4 teams.

How to Play:

There are three rounds* in the game and each round is played in the same basic manner.

Each turn is 1 minute. (use an egg timer, or timer on your phone)

The team selects one team member to “go” each round.

Once a turn has ended, count up all the words that were correctly guessed by the team (1 point per word) and that is their score for the round.

Once Team 1 finishes, then Team 2 goes, then Team 3 and so on. This continues until all the words in the bowl are guessed for round 1.

The team with the most points at the end of the three rounds wins.

Round 1: Verbal Clues – The player selects a word from the bowl and gives verbal clues (words) to get their team members to guess what the word is. The player cannot say the word, nor can they use a part of that word as a clue. Once that word is correctly guessed, they select another word from the bowl and continue until their time is up.

Round 2: Charades – The player selects a word from the bowl and must act out the word (using NO WORDS!) until it is guessed. Once correctly guessed, they select a new word and continue until their time is up.

Round 3: One Word Clue – For this round a player faces away from their team, so they cannot give any facial expressions and must select a word and then give 1 clue to get his teammates to guess the correct word. Please note that once 1 word is said they cannot say another word until it is guessed. Saying “umm,” “the,” “crap” and “oh” all count as a word, so speak carefully. Please note the person may repeat the clue word so if they say “apple” they can say “apple” again without a penalty. Once the clue is guess move on to the next term.

***Possible Round Variation**

Substitute drawing for one of the three rounds – Change it up by having the player draw images to get the team to guess the word instead of using words or acting it out.

The game typically takes 30-60 minutes to play, depending on the ages of the players. You can always shorten it to one or two rounds if you don't have time for the full experience but want to have some quick laughs or get some sillies out!