

THE PHILANTHROPIST'S MEMORY GAME

To play The Philanthropist's Memory Game, think of philanthropic things that you can do for your school, family, or neighborhood. All you need is at least 3 players and your imagination!

Game Play

Choose an order for how the players will take their turns. Player 1 begins the game by saying, "I'm going to be a Philanthropist because I'm going to _____ (fill in the blank)."

Player 2 will repeat what Player 1 says and add something new, "I'm going to be a philanthropist because I'm going to [what Player 1 said] and I am going to _____ (fill in the blank)."

Then, Player 3 will repeat what Player 2 said and add on a third item, and so on and so on, until someone messes up or forgets and then the game starts over again.

You can play a simpler version of the game by only having to repeat and remember the previous player's item and adding on, so that each player is only saying two things, each time as it moves from player to player.

At the beginning of A Christmas Carol, Ebenezer Scrooge is selfish and unhappy - but, by the end, he changes into someone who is charitable and joyful. Scrooge is able to find happiness by engaging in Philanthropy. ***Philanthropy is making an active effort to promote human welfare.***

You don't have to be rich, like Scrooge, to participate in philanthropy. Here are three different ways to give:

You can give your **TIME** (volunteer for a food bank, rake a neighbor's leaves).

You can give your **TALENT** (play a musical instrument, sing, dance, paint).

You can give your **TREASURES** (donate clothes that don't fit you anymore, donate toys you've outgrown).

Visit alleytheatre.org/carolactivities for more *Carol* fun!