

presents...

Every Day's a Holiday

April 13th is National Scrabble Day!

Scrabble was created during the Great Depression by an out of work architect who thought people might want a cheap game to distract them from all of the bad news going on at the time. Sounds a lot like right now!

- **Want more history? Read this [article!](#)**
- **The best way to celebrate is by playing Scrabble! Don't have a set? No one to play at home? Try one of these apps:**
 - **Wordscapes**
 - **Words with Friends**
 - **Scrabble Go**
- **Want to hone your Scrabble skills? Take on our list of word scrambles!**
- **Scrabble isn't the only word game around. If you have them, play Bananagrams or Boogle. And check out our rules for Word Finder and Word Mastermind, two more word games you can play with just a pencil and paper.**

Word Jumbles

Use Your Scrabble skills on unscramble these library related words.

NALO

AVITRI

DEAR

INOFTCI

PLEH

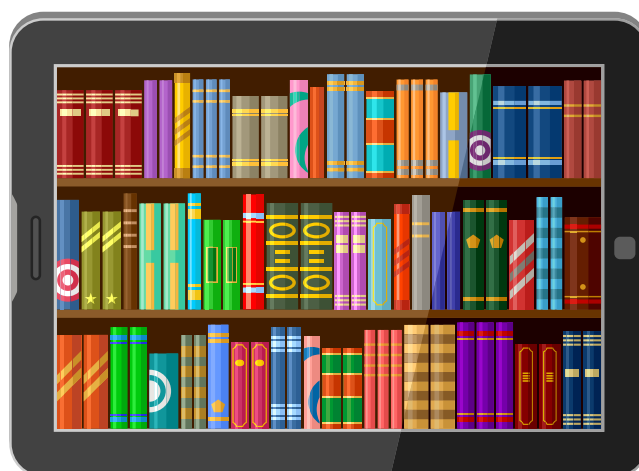
PTCAHRE

OOKBS

SNIQTUEO

RYTOS

RIBLIANAR



How to Play...

Word Finder

Pick a word or a short phrase. The fewer the letters, the harder the game will be. Give each player a piece of paper and a pencil. Set a timer for whatever amount you like. Three to five minutes is fine. The players try to write as many words as they can from the letters from the original word. Each word they write can use any or all of the letters in the original word, but they can't use a letter more times than it appears. After the time is up, the players share their lists. Whoever found the most words wins the round!

Word Mastermind

To set up this game take a sheet of paper. Divide it into 4 columns. Label these columns "Turn", "Guess", "Exact", and "Close".

One person thinks of a four letter word. This person is the mastermind. The other players will take turns guessing the word. They do this by numbering the current turn (start with one) in the "turn" column and writing the word onto a paper in the "Guess" column. The mastermind then looks at the word. In the "exact" column they write the number of letters that are correct in the exact right spot. In the "close" column they write the number of letters that are in the word, but are not in the right spot. The players then take another turn. Play continues until the players right the correct word. The number of turns it took to guess the word is their score: the lower they better.

Players should take turns being the mastermind and see who can figure out the words the fastest. For a tougher challenge, try five letter words!