



The Price is Write

Choose contestants from the “studio audience”. In order to play a game and earn whatever prizes you are giving away, bidders have to guess the price of something needed for art or writing – box of crayons, glue sticks, bottle of paint, brush, pad of drawing or construction paper and so on - without going over the “actual retail price”. The closest guesser wins.

Games:

Dribble and Dunk – player is given one scrambled word at a time, three words total. Each correct guess moves the player closer to a small hoop attached to the wall. Use a Nerf or small size basketball for shooting.

As the Pages Turn – player is given seven small objects (stickers, marbles, crayons, pencils, and so on). He / she has to guess the number of pages in a book. For each wrong guess, he / she has to give up the difference between the correct number and his / her guess. Example: if a book has 124 pages and the guess for the first number is 3, 2 objects are given back. The contestant gets to keep the objects left after guessing all the numbers.

Three Strikes – Use book titles or author names for this fill in the blank game. Print each letter in the title or name on a disc. Put some of the discs in order on the board but have others in a bag along with 3 large X’s. Contestant draws out one letter at a time until they either fill in the entire blank or get the third X.



Library Card, Library Card, Who's got the Library Card? Place a library card under one of four bowls beforehand. Give the contestant four buttons. If he / she answers a trivia question correctly, they put a chip by the bowl they think hides the card.

Just for fun - For a list of all of the Price is Right games, check out the Wikipedia entry for the game show. Many can be easily adapted for library use.

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