

Five-letter Telegrams

Host card | 2-8 players | Approx. 10-15 minutes | 1.0.0

Turn a row of five letters into a five-word message. Every word must begin with its matching letter.

Bring and set up

Paper and one pencil per player or pair.

Write the five prompt letters with space after each. Show the example before starting; explain that punctuation does not count as a word.

Work alone or in pairs. Allow about two minutes for each message and extra time when someone is dictating.

How to play

1. Write exactly five words, using the prompt letters in order as their first letters. Names are allowed.
2. The message should make sense as a short sentence or request. Read it aloud, then check the first letters together.
3. A missing word or mismatched initial is an invitation to edit. Share revised messages before moving to the next prompt.

C A B T P

"Can Ava bring the pencils?" has five words and matches C A B T P. "Could Ava please bring pencils?" does not match because its third word begins with P instead of B.

Three-part session

1. Bring the supplies: Letters: C A B T P. Write a request for something the group needs.
2. A small adventure: Letters: W S A B T. Make a five-word message about something you spotted.
3. An invitation: Letters: P M U A N. Write an invitation or instruction.

Offer support

Offer one possible first word, or let an adult write a child's spoken sentence. Keep the same five initials so the check stays clear.

If something goes wrong

If a sentence needs an extra connecting word, rewrite it rather than silently ignoring that word. Agree to avoid hyphenated words and abbreviations in this version.

Finish together

Read a favorite message, then let another player point out its five matching initials.

Party Puzzle Parcel | Free host materials | Adult-led session; time is a planning estimate.

Rules reference: Project Gutenberg 31186; telegrams. Original modern host instructions.