

Letter Inventory Detectives

PLAYER SHEET - no solutions | US Letter | v1.0.0

2-6 players, with an adult host | Suggested ages 8-11 | Plan 20-30 minutes

Solve anagrams by keeping a letter inventory. A tempting word is only a solution when it fits the clue and uses every supplied letter exactly once. Players take turns proposing a word and checking its spelling against the inventory.

Set up and play

One player sheet per team, pencils and an eraser. Print in black and white at 100% / actual size. No cutting, folding, props or account required. Keep the host guide separate.

1. Rearrange all the letters of each supplied word. Do not add, lose or replace a letter; repeated letters must keep their counts.
2. Use the clue to choose the intended everyday English word. A different word may use the same letters but miss the clue.
3. Check a proposal by crossing out one supplied letter for each answer letter. Cross out on the page; no letter tiles or cutting are needed.

Warm-up: a clue selects the word

Rearrange EARTH to name the organ that pumps blood.

Round 1: use both copies

Rearrange RESCUE to mean safe or firmly fastened. Keep both copies of E.

Round 2: hear the clue

Rearrange SILENT to mean pay attention with your ears.

Final: three checked answers

Solve all three: (1) BELOW -> a joint in your arm. (2) DUSTY -> spend time learning a subject. (3) NIGHT -> a single object or item. Show a complete letter inventory for each.

Finish together

Finish by checking all three final answers letter by letter. Ask which tempting answer was rejected by a clue, and which was rejected by its letters.

Mechanism reference: Project Gutenberg 49137, ANAGRAMS.. New session instructions and examples.

Age and time are planning estimates. No child playtest or physical print trial is claimed.