**Code Names**

**Room: Room 202 (Smith)**

**Advisor(s): Nulle, Smith**

**StGovtContact: Adam Benoit**

*Teacher Advisor: Please read these rules to the students before the activity begins. Thank you!*

*~ Student Government*

The object of this activity is to…

The object of this activity is to win as many games of Code Names as possible!

The rules of this activity are…

Rules for the game are in the game itself.

The winner of this activity will be based upon …

the number of winning games; class who wins the greatest number of Code Names games earns 4 points, second greatest earns 3 points, third greatest earns 2 points, and the class with the fewest participants earns 1 point. If there is a class that has no participants in the activity, they will earn 0 points.

**Code Names**

**Activity Period 1**

**11:45-12:15**

(circle ONE grade level for each place below)

1st Place (4 points): 9 10 11 12

2nd Place (3 points): 9 10 11 12

3rd Place (2 points): 9 10 11 12

4th Place (1 point): 9 10 11 12

0 participants (0 points): 9 10 11 12

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**Code Names**

**Activity Period 2**

**12:20-12:50**

(circle ONE grade level for each place below)

1st Place (4 points): 9 10 11 12

2nd Place (3 points): 9 10 11 12

3rd Place (2 points): 9 10 11 12

4th Place (1 point): 9 10 11 12

0 participants (0 points): 9 10 11 12

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**Code Names**

**Activity Period 3**

**12:55-1:25**

(circle ONE grade level for each place below)

1st Place (4 points): 9 10 11 12

2nd Place (3 points): 9 10 11 12

3rd Place (2 points): 9 10 11 12

4th Place (1 point): 9 10 11 12

0 participants (0 points): 9 10 11 12