**“Play Your Device!” Literary Card Game**

By Professor Martin

**Objective:** Players compete to quickly and accurately identify literary devices in each round. Each game lasts four rounds. The winner is the player with the most points at the end of the game.

**Number of players:** Any amount allowed, but at the start of each game, players must determine who will “serve” for whom. Examples:

* Game of 2:

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| * Player 1 serves Player 2 * Player 2 serves Player 1 |

* Game of 3:

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| * Player 1 serves Player 3 * Player 2 serves Player 1 * Player 3 serves Player 2 |

* Game of 4:

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| * Player 1 serves Player 3 * Player 2 serves Player 1 * Player 3 serves Player 4 * Player 4 serves Player 2 |

**Instructions:**

1. Each player starts with four cards that have literary devices and definitions on them. They also each has a piece of lined paper or a Post-it note. The group identifies the “servers” for each person.
2. When the turn starts, players each serve one card.
3. Players have up to 2 min. to identify an example of the literary device from the class readings and write it down, with MLA citation (AuthorLastName page #).
4. Players earn points according to the order in which they find accurate examples. In two-player game, the first player receives 2 pts. and the next receives 1 pt. Players who do not successfully identify an example of their chosen literary device within the time limit will receive 0 pts. In a four-player game, players will receive a score ranging from 4-0 points depending on the order of their completion and if they are successful. The first person to finish will receive the highest point value, regardless of how many other players complete the task.
5. **What happens if players serve each other the same card in a round?** If two players serve each other the same card, then they will compete to find the strongest evidence to illustrate the literary device. In this case, the teacher or another player in the game will judge the strength of the evidence and award points to one of the players. The player who loses the round the match off will earn 0 pts.
6. **What happens if there is a tie at the end of the game?** All players must agree on a solution to the tiebreaker. The two players with the highest scores can play a two-round face off to break the tie. Or, the player with the strongest evidence over the history of the four rounds can be declared the winner. Or, players can decide on a different solution.