

Preface: The idea for this game emerged from another game I am developing with a friend at [CreativeMindset](#); that game is about **riddles**, and what I learned from our test play is that some people have low riddle literacy, which makes it hard to play the game. So, for [Sam's workshop](#) today, I tried to think of a **how-to-build-riddle-literacy** type of game. And then: brainwave! I realized I could do a haiku version in conjunction with the [haiku workshop](#) I'm doing for MyFest in July! (Which will prompt me to think of a way to play this by Zoom... hmmm....). So, this gives me a really fun way to re-think my haiku workshop preparation! Yay! (And if this works, I will do a Know-Your-Riddle Game too!)

COMMENTS: This document is open for commenting, so please comment. Any/all feedback much appreciated!!!

Know-Your-Haiku Game

This game introduces readers and writers of haiku, young and old, to the different features of haiku poems.

It is a simple matching game, played with two decks of cards:

- **HAIKU deck** (white index cards) has haiku poems
- **FEATURES deck** (colored index cards) has haiku poem features

The goal of the game is to match the haiku poems with feature cards: one poem can have lots of different features, and a specific feature might appear in many different poems, so there are lots of matching options.

The game can be played by children and/or adults.

This is a DIY game: you will be able to download the Know-Your-Haiku booklet as a PDF for printing, and then you will use your own index cards to hand-write the decks you will use to play the game.

Feature deck. To learn more about the features of haiku, you can read about all the features in the accompanying Know-Your-Haiku booklet. The features range from very general (3 lines in length) to very specific (New Year's Day); the idea is that these are features haiku *might* have, not features that all haiku are required to have. If you want to add your own features to the feature deck, you can do that (see below); there is space provided in the booklet for your additions.

Creating the deck. The booklet contains specific instructions for creating the actual deck. You will need colored index cards to create the deck by writing out the features on the cards.

Note: If you are playing with children, make sure to include only the *features-for-children* cards in the deck. These are indicated in the booklet. These are just suggestions; of course you can decide on your own what will work or not work with the young players who will be playing the game.

Haiku deck. The haiku cards have writing on both sides: on one side is the haiku poem, and on the back are the features of that haiku poem. For more information about the haiku (sources, commentary), see the accompanying Know-Your-Haiku booklet. A haiku might also have features that are not listed on the card; during the course of play, the players can decide amongst themselves whether or not a poem represents a specific feature. You can also add your own haiku poem cards to the deck (see below); there is space provided in the booklet for your additions.

Creating the deck. The booklet contains specific instructions for creating the actual deck. You will need white index cards to create the deck by writing out the poems and features on the cards.

Note. If you are playing with children, make sure to include only the *haiku-for-children* cards in the deck. These are indicated in the booklet. Once again, these are just suggestions; of course you can decide on your own what will work or not work with the young players who will be playing the game.

GAME PLAY

Starting the game. Use rock-paper-scissors to decide who will go first (or something like that). Each player gets 5 haiku cards to start with and 5 feature cards. Put the unused haiku cards and the unused feature cards in separate stacks to draw from.

The round begins. The first player looks to see if they have a haiku card and a feature card that match.

- If they do not, they pass their turn and the next player goes.
- If a player does have a haiku and a feature card that match, they lay down the pair and read the haiku out loud. **Note:** If you have a pairing, you must play; you cannot pass.

Confirming the play. Each time someone lays down a haiku card paired with a feature, you need to check the back of the haiku card to see if the feature is listed.

- If the feature is listed, the play is good and the round continues.
- If the feature is not listed, discuss:
 - The player should make their case, explaining exactly what in the haiku uses/shows the feature.
 - Do a majority of the players agree that the feature is present in the poem? If a majority agree, then the play is good.
 - If *everyone* agrees, the play is good *and* you can add that feature to the back of the haiku card.
 - But if a majority of players do not accept the proposed haiku feature, the play is not good, and the player takes it back.

The round continues. The next player then looks to see if they have a haiku poem card in their hand with that same feature.

- If the player does not have a haiku poem card that they can play, they pass their turn.
- If they do have a haiku poem card they can play, they lay down the card and read the haiku out loud. The same procedure applies to

confirming the feature. **Note:** If you have a haiku poem card that matches the feature, you must play; you cannot pass.

Ending the round. The round continues in this way until all players have had an opportunity to play. The *last* player to have put down a haiku poem card in the round takes the stack for the round.

Beginning the next round. All players then draw a haiku card and a feature card from the stack. The next round begins, with the first play passing clockwise from the first player of the previous round.

End of game. There are different ways you can end the game:

Timed game. You can decide that the game is over when a certain amount of time has passed, and the player who has won the most cards is the winner of the game.

Number of rounds. You can end the game when a player has won a certain number of rounds (3, 4, 5 rounds: whatever number you decide in advance; you can tell how many rounds someone has won by the number of colored index cards they have). This way the game can have two winners: the person who won the most rounds *and* the person who has collected the most total cards (which may or may not be the same person).

Number of cards. You can end the game when a player has won a certain number of cards (10? 15? 20? 21?).

End of deck. You can also play until there are not enough cards in the draw deck for every player to draw new cards to start the next round.

Adding new feature cards. You may decide you want to add new feature cards to the deck. Most of the general features that can be found in haiku already appear in the deck, but you might want to add more specific

features, such as "Frog" or "Autumn" or "Exclamation mark." Remember: these are features that haiku *might* have, but they are not features that haiku are required to have, which means there really are an unlimited number of features you can add to the deck. Just make sure there is at least one haiku poem in the haiku deck that will match that feature, and you might also want to write your new feature into the Know-Your-Haiku booklet so that you will have a complete list of features there. (Blank space is provided in the booklet for writing in new features.)

Adding new haiku cards. You can add new haiku cards to the deck! Just remember to write the most important features of your haiku on the back of your new haiku card. You can use the Know-Your-Haiku Booklet to see the different features you might write on the card, and you can also add your own new feature cards to the deck also (see above). Also, make sure to add your haiku poetry to the booklet, along with information about the poem: author, occasion, etc. (Blank space is provided in the booklet for writing in new haiku poetry.)