Conversation Dice Game for Adults

Host rules / Keep this page

2-8 adults / One card or a short shared round / 24 original prompts

A six-category conversation dice game with 24 original prompts. Use the on-page category roll or an ordinary die, then draw one of that category's four cards. Picking a category yourself works too. There are no points, winners, or stakes.

1. Choose a small adult group and explain that each person may answer, invent an answer, listen, or pass. Use the on-page roll, or roll an ordinary die on the table.

2. Match the result to one of the six numbered groups. Read a card from that group; the online roll draws one card, while manual group selection can draw several.

3. Invite volunteers and roll again only if the group wants another card. A category roll starts a new draw, so a later roll can revisit an earlier card.

Always room for a pass

Answer, invent an example, listen, think quietly, or pass without explaining. Keep participation voluntary; do not score, record, or evaluate replies.

Use general or invented examples. Keep private information out of the activity. No account, shared online room, or response upload is part of this page.

Printing & privacy

Use Letter paper. Print single-sided at 100% / Actual size, one PDF page per sheet. Test a page first. Cut only card sheets; keep notes and worksheets whole. Do not collect answers.

Original AI-assisted draft questions. Human English review, group playtesting, physical print quality, and duplex alignment are not yet verified. Planned durations are not measured outcomes.

Print check: measure these bars after printing at 100% / Actual size.

1 inch 25 mm

Conversation Dice Game for Adults

Facilitator notes / Keep this page

A small host plan.

A shared invitation

One card, optional replies

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2. Match the result to one of the six numbered groups. Read a card from that group; the online roll draws one card, while manual group selection can draw several.

A die-free table

Adapt or stop at the agreed point

1. Choose a numbered category together instead of rolling. The same four cards belong to that category online and in both PDFs.

2. Invite volunteers and roll again only if the group wants another card. A category roll starts a new draw, so a later roll can revisit an earlier card.

Host checklist

- Explain how the activity ends before it starts.
- Keep listening, passing, and quiet thinking available.
- Do not collect, rank, photograph, or publish answers.

Conversation Dice Game for Adults

Card sheet / Cut along the thin outlines

F34-001 / REV 1

1 / Small observations

What small design detail makes an everyday object easier to understand?

Answer, listen, or pass. No explanation needed.

F34-002 / REV 1

1 / Small observations

What is an ordinary sound you would put in a collection of tiny observations?

Answer, listen, or pass. No explanation needed.

F34-003 / REV 1

1 / Small observations

What could you learn by looking closely at an imaginary door handle?

Answer, listen, or pass. No explanation needed.

F34-004 / REV 1

1 / Small observations

What would deserve a caption in a photo of an empty breakfast table?

Answer, listen, or pass. No explanation needed.

F34-005 / REV 1

2 / Everyday inventions

Invent a pocket for something that does not usually need a pocket.

Answer, listen, or pass. No explanation needed.

F34-006 / REV 1

2 / Everyday inventions

What would a self-tidying bookmark do when nobody was reading?

Answer, listen, or pass. No explanation needed.

F34-007 / REV 1

2 / Everyday inventions

Design a useful attachment for an ordinary paper clip.

Answer, listen, or pass. No explanation needed.

F34-008 / REV 1

2 / Everyday inventions

What would a lamp made for reading maps of imaginary places look like?

Answer, listen, or pass. No explanation needed.

Conversation Dice Game for Adults

Card sheet / Cut along the thin outlines

F34-009 / REV 1

3 / Places to imagine

What would be in a garden designed for visitors the size of a teaspoon?

Answer, listen, or pass. No explanation needed.

F34-010 / REV 1

3 / Places to imagine

What would a waiting room inside a lighthouse look like?

Answer, listen, or pass. No explanation needed.

F34-011 / REV 1

3 / Places to imagine

What would you put in a tiny museum at the end of a footbridge?

Answer, listen, or pass. No explanation needed.

F34-012 / REV 1

3 / Places to imagine

Describe a shop where the shelves hold different kinds of quiet.

Answer, listen, or pass. No explanation needed.

F34-013 / REV 1

4 / Tiny stories

Tell a two-sentence story about a parcel addressed to a bench.

Answer, listen, or pass. No explanation needed.

F34-014 / REV 1

4 / Tiny stories

What happens when a shopping list turns into a treasure map for ordinary objects?

Answer, listen, or pass. No explanation needed.

F34-015 / REV 1

4 / Tiny stories

Invent a short conversation between a window and a passing paper airplane.

Answer, listen, or pass. No explanation needed.

F34-016 / REV 1

4 / Tiny stories

What could happen when a postcard arrives before the place on it exists?

Answer, listen, or pass. No explanation needed.

Conversation Dice Game for Adults

Card sheet / Cut along the thin outlines

F34-017 / REV 1

5 / Gentle opinions

What everyday object deserves a more descriptive name?

Answer, listen, or pass. No explanation needed.

F34-018 / REV 1

5 / Gentle opinions

What makes a small handwritten sign easy to understand?

Answer, listen, or pass. No explanation needed.

F34-019 / REV 1

5 / Gentle opinions

What would improve a queue made entirely of imaginary creatures?

Answer, listen, or pass. No explanation needed.

F34-020 / REV 1

5 / Gentle opinions

What is a good reason to leave a little empty space in a design?

Answer, listen, or pass. No explanation needed.

F34-021 / REV 1

6 / Curious combinations

What could you invent by combining a bookmark with a doorbell?

Answer, listen, or pass. No explanation needed.

F34-022 / REV 1

6 / Curious combinations

What would a garden and a stationery shop make together?

Answer, listen, or pass. No explanation needed.

F34-023 / REV 1

6 / Curious combinations

What could a cloud borrow from a kitchen drawer?

Answer, listen, or pass. No explanation needed.

F34-024 / REV 1

6 / Curious combinations

What would happen if a map and a recipe exchanged their jobs?

Answer, listen, or pass. No explanation needed.