THE HUNGER GAMES

GUESS THE DISTRICTS

HOST INSTRUCTIONS

For this activity, guests will describe a district without using key words, while their teammates try to guess their district.

PREPARE AHEAD:

Print and cut out twelve sets of the DISTRICT CARDS, one set for each team.

Print one copy of the GAMEMAKER'S DISTRICT LIST for hosts to reference during the game.

Decide whether you would like to use a timer.

HOW TO PLAY:

This game can be played in teams of two or more people.

Distribute one district card per player without letting team members see each other's cards. If a team has fewer than twelve players, then players may receive more than one card to ensure all 12 district cards are distributed.

Each player takes turns being the "describer," providing hints while the rest of the team tries to guess the district.

For an added challenge, set a timer and give players 60 seconds per round. Consider limiting the number of guesses to two per card.

Award one point for each correct guess. The team with the most points wins.

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THE HUNGER GAMES

GUESS THE DISTRICTS

GAMEMAKER'S DISTRICT LIST

DISTRICT 1

District 1 makes the luxury goods that decorate and beautify the Capitol. Its excellent taste and craftsmanship keep Capitol residents bewigged and bedazzled year-round.

Words to avoid:
District 1 • Luxury • The Capitol • Gloss • Jewels • Gems

DISTRICT 2

District 2 provides Panem with superb stonework. It builds and fortifies Panem's cities, and its citizens are known individually for their strength.

Words to avoid:
District 2 • Weapons • Careers • Masonry • Peacekeeper • Cato

DISTRICT 3

District 3 manufactures computers and electronic gadgets that keep Panem connected and entertained.

Words to avoid:
District 3 • Technology • Beetee • Electronics • Computer • Wiress

DISTRICT 4

District 4 provides the bounty of the sea (aka, seafood). The citizens of the district are adept with nets and tridents.

Words to avoid:
District 4 • Water • Fishing • Seafood • Finnick Odair • Mags Flanagan

DISTRICT 5

District 5 harnesses the energy of the earth and the sky in order to manufacture electric, solar, and nuclear power for Panem.

Words to avoid:
District 5 • Power • Electricity • Foxface • Dam • Energy

DISTRICT 6

District 6 handles transportation, building hovercraft, high-speed trains, and cargo trains.

Words to avoid:
District 6 • Transportation • Train • Hovercraft • Travel • Vehicle

DISTRICT 7

District 7—a particularly beautiful district—is lush with trees, supplies Panem with lumber and paper.

Words to avoid:
District 7 • Lumber • Trees • Forest • Axe • Johanna Mason

DISTRICT 8

District 8 manufactures textiles for the simple, lovely fabrics of the districts as well as the brocades favored in the Capitol.

Words to avoid:
District 8 • Textiles • Fabric • Sewing • Clothing • Uniforms

DISTRICT 9

District 9, known as Panem's bread bowl, is home to amber waves of grain and a fertile harvest.

Words to avoid:
District 9 • Grain • Bread • Harvest • Farmland • Fields

DISTRICT 10

District 10 raises strong, healthy livestock, which become meat that helps the citizens of Panem raise strong, healthy children.

Words to avoid:
District 10 • Livestock • Cows • Meat • Animals • Farm

DISTRICT 11

District 11 is known for its bountiful orchards full of rustling fruit trees.

Words to avoid:
District 11 • Orchards • Rue • Fruit • Thresh • Agriculture

DISTRICT 12

District 12 is home to brave and hardy workers who descend deep into the earth to mine the coal that keeps Panem running.

Words to avoid:
District 12 • The Seam • Katniss • The Hob • Peeta • Mining • Haymitch

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THE HUNGER GAMES

GUESS THE DISTRICTS

DISTRICT CARDS



LUXURY
WORDS TO AVOID:
DISTRICT 1 • LUXURY • THE CAPITOL
GLOSS • JEWELS • GEMS



MASONRY
WORDS TO AVOID:
DISTRICT 2 • WEAPONS • CAREERS
MASONRY • PEACEKEEPER • CATO



TECHNOLOGY
WORDS TO AVOID:
DISTRICT 3 • TECHNOLOGY • BEETEE
ELECTRONICS • COMPUTER • WIRESS



FISHING
WORDS TO AVOID:
DISTRICT 4 • WATER • FISHING • SEAFOOD
FINNICK ODAIR • MAGS FLANAGAN



POWER
WORDS TO AVOID:
DISTRICT 5 • POWER • ELECTRICITY
FOXFACE • DAM • ENERGY



TRANSPORTATION
WORDS TO AVOID:
DISTRICT 6 • TRANSPORTATION • TRAIN
HOVERCRAFT • TRAVEL • VEHICLE

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THE HUNGER GAMES

GUESS THE DISTRICTS

DISTRICT CARDS



LUMBER
WORDS TO AVOID:
DISTRICT 7 • LUMBER • TREES
FOREST • AXE • JOHANNA MASON



TEXTILES
WORDS TO AVOID:
DISTRICT 8 • TEXTILES • FABRIC
SEWING • CLOTHING • UNIFORMS



GRAIN
WORDS TO AVOID:
DISTRICT 9 • GRAIN • BREAD
HARVEST • FARMLAND • FIELDS



LIVESTOCK
WORDS TO AVOID:
DISTRICT 10 • LIVESTOCK • COWS
MEAT • ANIMALS • FARM



AGRICULTURE
WORDS TO AVOID:
DISTRICT 11 • ORCHARDS • RUE
FRUIT • THRESH • AGRICULTURE



MINING
WORDS TO AVOID:
DISTRICT 12 • THE SEAM • KATNISS
THE HOB • PEETA • MINING • HAYMITCH

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THE HUNGER GAMES

WHAT'S IN YOUR PARACHUTE?

Imagine you are in a Gamemaker's arena during the Hunger Games. Any number of dire situations could befall you, but you have the opportunity to ask your mentor for one small thing to be delivered by parachute to get you out of each situation. **What do you ask for, and why?**

Go beyond the obvious and be strategic! Remember, when the tributes were dehydrating in the arena in *Catching Fire*, the spile for tapping the trees was more helpful than a bottle of water would have been.

Imagine you were starving in the arena. Other than food, you would ask for:

_____

Why? _____

Imagine you were freezing in the arena. Other than a blanket, you would ask for:

_____

Why? _____

Imagine you were overheating in the arena. Other than drinking water, you would ask for:

_____

Why? _____

Imagine you had a broken bone in the arena. Other than a splint, you would ask for:

_____

Why? _____

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THE HUNGER GAMES

WHAT AM I?

Use the following sheet to play What Am I? in two different ways for your *Sunrise on the Reaping* event.

NECESSARY SUPPLIES:

- One or more sets of the "What Am I?" cards provided on the second page of this pdf. The cards reference different occupations, objects, and places from the world of The Hunger Games series.
- Timer

SET UP:

For What Am I? Traditional, print out a set of 24 "What Am I?" cards for each guest at your event.

For What Am I? Host Driven, print out one set of "What Am I?" cards for the host.

HOW TO PLAY:

What Am I? Traditional

Players will pair up and compete as a team—one person will be the guesser, one person will provide the clues. Each guest will need their own stack of cards. Set your timer for 60 seconds. The guesser holds a card up to their forehead so they can't see what's written on it, and the clue giver can say anything to their partner to help them figure out what the word is, except for the word itself or any reference to the word (e.g., "The first three letters are..."). When 60 seconds are up, the guesser becomes the clue provider and vice versa for another 60-second round. The first team to get through their stack of cards, or the team that gets through the most cards, wins. The host keeps track of the time.

What Am I? Host Driven

The host is the only one who has the cards. The guesser closes their eyes, and the host shows the card to all the other players. Every guest, one at a time, gives a one-word clue to the guesser. The guesser can guess after any clue, and can offer a final guess after all clues are given. If they get it right, they get a point. The host keeps track of the points. At the end, move to the next guesser. Play as many rounds as needed.

EXPAND YOUR DECK!

Find more Hunger Games terminology in our glossary and make your own cards.

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Stylist	The Reaping	Tessera
Coal	Mentor	Arena
Sponsors	Hovercraft	Peacekeeper
Cornucopia	Training Center	The Capitol
Muttations	Dark Days	Chariot
Apothecary	Three Finger Salute	Jabberjays
Trident	Tracker Jackers	Victor's Village
Prep Team	Panem	Force Field

THE HUNGER GAMES

WHY I LOVE THE HUNGER GAMES

HOST INSTRUCTIONS

This activity gives fans an opportunity to express what they love about The Hunger Games. Whether it's a favorite character or an inspiring scene, fans can share their excitement by writing messages on sticky notes to display at your event.

NECESSARY SUPPLIES:

- Pad of 100 sticky notes (provided in the mailed kit)
- Pens or markers (stay on theme with purple and gold, to match the cover of *Sunrise on the Reaping*)
- A dedicated wall or large posterboard

BEFORE THE EVENT:

Prepare the wall, making sure there's plenty of room to display your guests' notes.

Create a "Why I Love The Hunger Games" header to add to the poster or wall to define the activity and draw attention to the designated area.

Set up a writing station nearby with a table, plenty of pens or markers, and the provided pad of sticky notes.

DURING THE EVENT:

Encourage participation and let guests know they can write their messages at any time during the event.

Offer prompts, such as "Which character do you relate to most?" or "What's your favorite scene?"

Have guests add their notes to the display wall and take a moment to read what other fans have shared.

You and your guests will enjoy watching the wall fill up with all the reasons fans love The Hunger Games! You may even consider keeping the display up after your event ends.

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THE HUNGER GAMES

WHO SAID IT?

REAL OR NOT REAL? HAYMITCH EDITION

Sunrise on the Reaping puts the spotlight on Haymitch. We're doing the same here. Can you identify which of these quotes are really his and which are not? Bonus if you can also name who said the quotes that aren't from Haymitch.

QUOTES	REAL	NOT REAL
"You just remember who the enemy is."	☐	☐
"Here's some advice. Stay alive."	☐	☐
"Who but the vilest monster would stage it?"	☐	☐
"You don't forget the face of the person who was your last hope."	☐	☐
"You could live a hundred lifetimes and not deserve him, you know."	☐	☐
"They'll either want to kill you, kiss you, or be you."	☐	☐
"It takes ten times as long to put yourself back together as it does to fall apart."	☐	☐
"Did I actually get a pair of fighters this year?"	☐	☐
"Katniss will pick whoever she thinks she can't survive without."	☐	☐
"You *are* a fool.... That boy just gave you something you could never achieve on your own."	☐	☐

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THE HUNGER GAMES

WHO SAID IT?

REAL OR NOT REAL? HAYMITCH EDITION ANSWER KEY

QUOTES	REAL	NOT REAL
"You just remember who the enemy is." ***Catching Fire***	■	❑
"Here's some advice. Stay alive." ***The Hunger Games***	■	❑
"Who but the vilest monster would stage it?" **Dean Highbottom, *The Ballad of Songbirds and Snakes***	❑	■
"You don't forget the face of the person who was your last hope." **Katniss, *The Hunger Games***	❑	■
"You could live a hundred lifetimes and not deserve him, you know." ***Catching Fire***	■	❑
"They'll either want to kill you, kiss you, or be you." **Finnick Odair, *Mockingjay***	❑	■
"It takes ten times as long to put yourself back together as it does to fall apart." **Finnick Odair, *Mockingjay***	❑	■
"Did I actually get a pair of fighters this year?" ***The Hunger Games***	■	❑
"Katniss will pick whoever she thinks she can't survive without." **Gale, *Mockingjay***	❑	■
"You *are* a fool.... That boy just gave you something you could never achieve on your own." ***The Hunger Games***	■	❑

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