

Didya Know?

A Storytelling game
reviewed by Jill Johnson



In 2004, Seattle resident Rob Mathewson created a new storytelling game called “DidYa Know?” or “Conversations In a Can”. The object of the game, says Rob, “is to have fun by telling and listening to stories and learning stuff you never knew about the people around the table.”

In each of the two versions of the game, there are 32 Game Cards designed for different aged players: i.e. Adults, All Ages, Teens, and Kids. After picking a Story Master, players use one Game Card per game. Each card has a Story Topic (ex. “DidYaKnow about the long car rides we took when I was a kid?”) and several Story Lines (ex. “To pass the time during the drive, we would often_____”). Each player completes a Story Line until the story is complete. The group votes on a winner – whoever told the best story!

We played the game at a recent Guild meeting – and we had fun. (Rob says that is the object of the game.) Later, I played it with some summertime guests at my home – a multi-aged group. It got off to a bit of a slow start, but at the end, nine-year-old Hannah begged to play another round – so we did! My friend, Mary Beth, thought it might work really well in her classroom (She’s a Montessori teacher) where the Story Lines would be very helpful. Some members of the Guild felt that the Story Lines might not be needed for experienced tellers.

The game is compact, inexpensive (\$7.95) and could be a great addition to family car trips. (Maybe Rob should make a version just for that...) You can contact Rob at www.DidYaKnow.tv or 206-396-0449. The address of his company is: Tootti, Inc., 6516 6th Ave. NW, Seattle, 98107 – www.tootti.com.