



WRITE IT. SWAP IT. MAKE THEM SAY IT.

GRAB & GO

Situation cards. Paper. Pens. A 60-second timer.
Pick one teen and one parent to write. Everyone else judges.
Parents play the Boomer voice, whatever their actual age.

1 ONE SITUATION.

Draw a card and read it aloud.
Both writers tackle the **same situation**.

Same moment. Different generation.

2 WRITE THEIR VOICE.

You have **1 minute**. Write 1-2 sentences in secret, then swap papers.

PARENT WRITES

TEEN SPEAK

TEEN WRITES

BOOMER SPEAK

3 MAKE THEM SAY IT.

The teen reads the parent's line.
The parent reads the teen's line.
Read exactly what is written.
Alternate who reads first each round.
Attitude encouraged.

4 PICK THE WINNER.

Each judge picks the better impression.
One vote each. Reveal together on three.

1 TEEN SPEAK

2 BOOMER SPEAK

Show 1 or 2 fingers. The writers cannot vote.
Count the votes for each line.

SAME CARD. DIFFERENT ENERGY.

Someone ate the leftovers you were saving.

PARENT WRITES / TEEN READS

"Bro, those were my emotional support leftovers. That's actually criminal."

TEEN WRITES / PARENT READS

"I suppose my name on the container was just a decoration."

COUNT THE VOTES. AWARD 1 POINT.

More votes for TEEN SPEAK?

The parent who wrote it gets **1 point**.

More votes for BOOMER SPEAK?

The teen who wrote it gets **1 point**.

Equal votes? Each writer gets 1 point.

ROTATE. ROAST. REPEAT.

Choose a new teen-parent pair. Play at least two writing turns each, then finish the rotation so everyone on the same side has had equal turns.

The **highest-scoring teen** and **highest-scoring parent** win. Tied scores share the crown.

Keep the roast affectionate. Accuracy disputed.

HAVE FUN.