

Scrabble Together: Team-Oriented Word Game

VOCABULARY WORDS

1. undergo (verb) /ˌʌn.dəˈɡoʊ/ - To experience or be subjected to something.
Example: The patient had to undergo several tests before the surgery.
2. intimidate (verb) /ɪnˈtɪm.i.deɪ/ - To frighten or overawe someone, especially to make them do what one wants.
Example: The bully tried to intimidate the smaller kids on the playground.
3. collaborative (adjective) /kəˈlæb.ə.ə.tɪv/ - Involving two or more people working together for a common goal.
Example: The project was a collaborative effort between the two departments.
4. licensing (adjective) /ˈlaɪ.sən.sɪŋ/ - Pertaining to the granting of official permissions or licenses.
Example: The company faced licensing issues when trying to sell its products in the new market.
5. predecessor (noun) /ˈpre.dɪ.səs.ər/ - A person who held a job or office before the current holder.
Example: The new CEO implemented changes different from those of his predecessor.



Scrabble, the popular word-building game, is **undergoing** changes in Europe. Mattel has introduced a double-sided board featuring both the classic Scrabble and a new version called "Scrabble Together." Scrabble Together aims to be more inclusive and accessible for players who find word games **intimidating**. The update includes helper cards, simplified scoring, and faster gameplay. Players can now compete in teams, adding a collaborative twist to the game.

Scrabble Together's double-sided board allows players to switch between versions. Helper cards provide support, and the goal is to complete 20 challenges. The game emphasizes language enjoyment, creativity, and social interaction. Mattel hopes this change will keep Scrabble relevant and appealing to a wider audience. Scrabble's traditional competitive nature is balanced by the new **collaborative** approach.

A recent survey revealed interesting habits among UK Scrabble players. 75% of adults aged 25 to 34 have searched for words during the game. 49% have even invented new words in their quest to win. Scrabble Together's adaptability may encourage more players to explore language creatively. The game's future beyond Europe remains uncertain due to **licensing** agreements.

Scrabble traces back to 1931 when American architect Alfred Moshier Butts created its **predecessor**. Originally named "Lexiko," the game evolved into Scrabble. Now, with Scrabble Together, Mattel continues to innovate and engage players worldwide. The game's enduring appeal lies in its celebration of language and connection.

DISCUSSION

1. What creative ways can players use the helper cards in Scrabble Together?
2. Imagine a team-based Scrabble tournament. How would you strategize with your teammates?
3. If you could invent a new word for Scrabble, what would it be, and what would it mean?
4. How might Scrabble Together foster connections between players of different ages?
5. Should Scrabble continue to evolve, or should it remain true to its classic form?
6. Share a memorable Scrabble moment from your own experience.
7. What other classic games would you like to see updated for a modern audience?