



Odd One Out

Hear four things, decide which one does not belong, and convince the table that your reason is the best one.

Players 3–12 (best with 4–8)**Play time** 10–25 min**Materials** No materials**Movement** Seated

QUICK RULES

1. The reader names four things.
2. Everyone silently picks the one that does not belong — and a reason.
3. Take turns making your case in one or two sentences.
4. The reader awards a point to the most convincing or most inventive argument.

SET UP

1. Choose the first reader. Use a set from the host view, or invent four things that are similar but not identical.
2. Make the main point clear before you start: there is no official answer. Any of the four can be the odd one out if the reason is good.
3. Decide how many rounds to play. One round per player, so everyone reads once, is a natural length.

HOW TO PLAY

1. The reader says the four items twice, slowly.
2. Players think in silence for about twenty seconds.
3. On a count of three, everyone holds up one, two, three or four fingers to show their pick.
4. Starting to the reader's left, each player explains their choice in one or two sentences.
5. A player may not reuse a reason already given. If someone has taken yours, you must find another — or argue for a different item.
6. The reader awards one point to the argument they found most convincing and may give a second point for the most inventive.
7. The player who won the main point becomes the next reader.

HOW THE GAME ENDS

Play until everyone has been the reader once, then total the points. For a quicker game, play six sets and stop. Ties are settled with one more set, judged by a player who is not involved in the tie.

PLAYING SEATED

Played seated by default. No step requires standing or moving.

TIPS FOR THE HOST

- Sets work best when the four items are close cousins. If one is obviously different, the round is over in seconds.
- Reward reasoning rather than knowledge. An argument everybody can follow beats an obscure fact.
- Readers should explain their judging in a few words — "I had not thought of that" is enough.
- In mixed-age groups, let younger players argue first so that the simple reasons are still available.

VARIATIONS

Defend the unpicked. After the reveal, any item that nobody chose is assigned to the reader, who must argue that it is the true odd one out. It keeps the reader involved in every round.

Build a set. Instead of using prepared sets, each player in turn adds one item to the set — four players, four items — and then the whole table argues as usual. It works well once the group understands what makes a set interesting.

STARTER IDEAS: SETS OF FOUR

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|---|---|
| ■ a bicycle · a wheelbarrow · a shopping trolley · a skateboard | ■ an umbrella · a tent · a hat · a roof |
| ■ a teapot · a kettle · a watering can · a jug | ■ a clock · a calendar · a sundial · an hourglass |
| ■ a candle · a torch · a lighthouse · a firefly | ■ a ladder · a staircase · a lift · a rope |
| ■ a violin · a guitar · a harp · a piano | ■ a bee · a butterfly · a bat · a kite |
| ■ a letter · a postcard · a parcel · a telegram | ■ bread · cheese · yoghurt · jam |
| ■ a river · a canal · a lake · a puddle | ■ a bench · a stool · a sofa · a swing |
| ■ a carrot · a potato · a tomato · an onion | ■ a whistle · a bell · a drum · a doorbell |

Times are editorial estimates, not test results. Editorially checked for clarity and consistency. We do not claim group playtesting for this page.