

Is that real?

Ages 8-16 + teachers · 2-8 players or class teams · about 25 minutes · no screens

OBJECTIVE

Someone shows you a photo, a voice message or a video. Is it real, or made with AI? Every Case card describes one in words and gives two or three clues. Call it REAL or MADE and back your call with one clue out loud, or call CHECK FIRST. The Check card says what checking somewhere else found. Most points after all 12 Cases wins.

MATERIALS

24 cards: 12 Case cards and 12 Check cards. A Practice Mat and two coins per player or team.

SETUP

- 1 Each player or team takes a Practice Mat and two coins. One coin is your call, the other is your clue.
- 2 Shuffle the 12 Case cards (C-) face-down. Sort the 12 Check cards (K-) by number and keep them face-down.
- 3 The youngest player is the first Reader. The Reader plays too.

EACH CASE

- 1 The Reader flips the top Case card and reads it all aloud, clue names too.
- 2 Everyone decides in secret. Call coin on REAL, MADE or CHECK FIRST. Clue coin on one of the clues printed on this card.
- 3 Count 3-2-1 and show. Going round the table, say your call and your clue in one sentence. No sentence, no clue point.
- 4 The Reader finds the Check card with the same number and reads it aloud.

SCORING

- 1 Right call (REAL or MADE): 1 point. Your clue is on the Check card's Held up list: 1 more.
- 2 Wrong call: O. Fooled is fine. Say which clue fooled you, out loud.
- 3 CHECK FIRST: 1 point on any card, 2 on a HIGH STAKES card (money, safety, or someone's reputation). No clue needed.
- 4 Play all 12 Cases. Most points wins. Ties share the win.

TIPS

- 1 Trust where it came from over how it looks. In this deck, Source and Context clues held up 13 of 14 times. Artifacts and Too perfect held up only 6 of 13.
- 2 Play every Case going by looks and you score 10. Never guess, CHECK FIRST every time: 15. Go by where it came from: 22.
- 3 Real photos can be blurry and weird. Made ones can look perfect. A glitch is a hint, never proof.

WHAT THE CARDS TEACH

- 1 AI can make photos, voices and video of things that never happened, and it gets more convincing every year.
- 2 Looking harder is not enough. Tells like strange hands or out-of-step lips are fading as the tools improve.
- 3 Ask where it came from: who posted it first, and are they really who they say?
- 4 Check it somewhere else: a search, a trusted news site, or a call back to a number you already had.
- 5 When it's about money, safety or a real person's reputation, check first and don't share until you have.

VARIANTS

- 1 Class teams: each team shares one Mat and one call. Teams must agree on the sentence before 3-2-1.
- 2 Make a Case: write your own card about something you saw this week. Leave the faces and names out. What would checking find?
- 3 Quick round: play six Cases. Deal three REAL and three MADE using the Check cards, then shuffle.

PRINT TONIGHT

Case and Check cards on Avery 5388 at Actual Size / 100% (never Fit to page); tear on the perforation. Practice Mat on plain paper, one per player or team. You also need two coins (or erasers) per player.

12 Case + 12 Check cards = 8 Avery 5388 sheets. Practice Mat: 1 page, plain paper.