

Two Truths and a Fake

Each person tells three short things about their day, and one is made up. Everyone guesses the fake and says what gave it away. A family game about checking, and about why convincing is not the same as true.

AGE BAND	DURATION	GROUP SIZE	CONCEPT
Ages 7–14	10–15 minutes	Three or more players	Verification

What your child practises

Your child can describe more than one way to check whether something is true, and explain why a story that sounds convincing is not proof.

What you need

- Nothing at all. Works well at dinner

Why it works

AI tools can now make text, voices, and pictures that look real. The skill that protects children is not spotting tiny glitches, which keep getting harder to see. It is the habit of asking “how could I check?” This game builds that habit with stories about your own day, where everyone can actually find out the truth.

How to play

1. Each person thinks of three short things about their day. Two are true and one is made up.
2. Take turns telling your three. Everyone else guesses the fake.
3. Before the answer is revealed, each guesser says what clue they used.
4. Reveal the fake. Then ask: if we really needed to know, how could we check?
5. Go round until everyone has had a turn.

Make it easier, make it harder

- **Easier:** make the fake one silly, like “a giraffe came to lunch.”
- **Harder:** make the fake very ordinary, and the true ones a little surprising.

Talk about it

- Which clues worked? Which ones fooled you?
- Was the most convincing story always the true one?
- If you saw a surprising picture or video online, what are three ways you could check whether it is real?

If your child asks

“Can AI make fake pictures?” Yes. Some AI tools can make pictures, voices, and videos of things that never happened, and they can look very real. That is why it helps to ask where something came from, whether anyone trustworthy is also reporting it, and whether it is trying to make you feel something strongly before you have had time to think.