

LLM Telephone Game

● Circle one word from the previous pair, then  write two new word choices for the next player.

1.
Until
— or —
Except

2.

— or —

3.

— or —

4.

— or —

5.

— or —

6.

— or —

7.

— or —

8.

— or —

9.

— or —

10.

— or —

11.

— or —

12.

The Final Sentence:

The first player begins by circling either Until or Except and then writing two options in box 2. You are allowed to end a sentence and start a new one. Only write one word in box 12 to end.

LLM Telephone Game

A Discussion Guide for Teachers and Students

In this game, each player looks at the words that came before, picks one option, and writes two new choices for the next person. This activity mirrors *how large language models (LLMs) like ChatGPT and Claude generate text*.

What This Game Teaches About LLMs

Next-Token Prediction	LLMs work by predicting the next word (or "token") based on everything before it. In the game, you do the same thing—read the sentence so far, then decide what should come next.
Multiple Possibilities	By offering two choices, the game shows that there's never just one "right" next word. LLMs generate probability distributions over thousands of possible tokens—the two options represent top candidates.
Context Matters	You naturally consider the whole sentence when creating options. LLMs use "attention" mechanisms to weigh all previous words when making predictions—some words matter more than others.
Emergent Results	The final sentence may be coherent or hilariously strange. This shows how local decisions (each word choice) create global outcomes—without anyone planning the whole thing.

What the Game Doesn't Show

Massive Scale	LLMs consider 50,000+ possible tokens at each step, weighted by probabilities learned from billions of text examples. Two choices can't capture this vast vocabulary and statistical depth.
Learned Patterns	You use your lifetime of language experience. LLMs learn statistical patterns from training data.