

Quick Start Game Guide

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1. Telephone Charades

A ridiculous combination of two classics: “Telephone” and “Charades”!

Supplies: NONE

1. (optional) Divide your class into two teams.
2. Have the kids line up.
3. Whisper to the first person in line a really silly, short-sentence long scenario. If the kids are in teams, tell the first person in both teams the same scenario.
Examples to get the brain juices flowin':
 - A penguin slips on ice, but before he falls he starts to fly.
 - You are eating a sandwich, but before you take a bite you see a bee and it stings you.
 - An elephant picks up a watermelon with its nose and throws it up in the air.
4. That first person then thispers the scenario to the next person, then they whisper it to the next person, and so on. Until you reach the second to last person.
5. Instead of the second to last person whispering it to the last person, they have to act out the scenario they think they heard.
6. The last person must then say out loud what they think the scenario was. There are no winners... just pure laughter.
7. Keep playing until time runs out.

2. Electricity

“Shock” your friends to win this race! This is a great game for bigger classes.

Supplies: NONE

1. Stand at the front of the class with a “trophy” of some sort behind you like a hat, sweater, stuffed animal, or whatever sounds fun :D
2. Divide your class into two teams, and have each team line up on either side of you holding hands.
3. Hold the hands of the two people on either team standing next to you. You should be holding a person's hand on either side of you.
4. THIS IS A RACE! Start a “current” by squeezing the hand of both kids from either team at the same time. They must keep the “current” going by squeezing the next person’s hand on their team as fast as they can, and so on and so forth.
5. When the last person’s hand is squeezed, they must run to the front and grab the “trophy”. The team who grabs the trophy first wins that round.
6. Keep playing until time is up. Whoever has the most points wins!

3. Family

Put your mind to the test! Guess correctly to grow your family!

Supplies: 1 strip of paper/kid, pencils, bowl or hat

1. Have each kid think of a well known person or character and write it on a slip of paper that you will collect and put in a hat or bowl. Don’t let them say out loud what they wrote, since that is now their secret identity for the rest of the game.
2. When each kid has submitted a slip of paper with a name on it, read through all the slips of paper two times. This will help kids try to remember all the names that were submitted.
3. Select a child to go first. Have them try to guess if one of their peers is a particular name that was submitted. (For example, “Eden, are you Nemo?”)
4. If they got it right, Eden joins that person’s team, and they get to guess again. If they got it wrong, their turn is over and it’s now Eden’s turn to take a guess. Keep playing following this pattern.

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5. If a child guesses a person who already has another person (or people) in their family, that child gets both the person they guessed and their entire family.
6. The person who collects all the people onto their family wins the game!

4. Fish Bowl

What happens when you mix Catch Phrase, Charades, and Password together? You get Fish Bowl!

Supplies: lots of strips of paper (at least 1-3/kid), pencils, bowl or hat

1. Have each kid write a noun or verb on 1-3 pieces of paper (examples: bat, fish, jump, dog, marshmallow, etc...). Collect all the papers and put them into the "fishbowl" (bowl or hat).
2. Have the kids stand in a circle and count off the kids 1, 2, 1, 2, 1, 2... around the circle. All the kids assigned "1" are on a team. All the kids assigned "2" are on a team.
3. ROUND 1: Select a kid to go first. Set a timer for 30 seconds. Have the kid pull a paper out of the "fishbowl" and give clues without saying the word. When their team guesses the word correctly, they can grab another word. However many words they can get guessed in 30 seconds are points that go to their team. Set those words aside for their team, but DON'T throw away or put back into the "fishbowl"!
4. Continue around the circle giving each kid 30 seconds until all the words have been guessed.
5. When all the words have been guessed, add up the points, and throw all the words back into the "fishbowl".
6. ROUND 2: The next person in line is again given 30 seconds, but instead of giving clues, they must act it out! Continue around the circle, giving each kid 30 seconds, until all the slips of paper are once again gone.
7. Once again, add up the points, gather all the words and put them back into the "fishbowl." By this point the kids are familiar with all the words.
8. ROUND 3: Set the timer for 30 seconds. The next kid once again must try to get their team members to guess as many words as they can. But now, they must give ONLY ONE WORD for the clue. Continue around the circle, 30 seconds per kid, until once again all the slips of paper are gone.
9. The team with the most words guessed WINS!

5. Magazine Scavenger Hunt

Get the adrenaline pumping with this racing game!

Supplies: stack of National Geographic magazines

1. Pile stacks of National Geographic magazines on one side of the room.
2. Have the kids line up on the other side of the room.
3. SHOUT OUT a word or image they must find in the magazine.
4. The kids must race across the room to the magazines.
5. The first kid to find the image wins!
6. Keep playing until time runs out. You can even allow kids who win to take a turn to shout a word or image their peers must race to find.

6. Four Corners

A classic! Don't get eliminated to win the game.

Supplies: 4 pieces of paper, writing utensil, tape

1. Tape the numbers 1, 2, 3, and 4 on each corner of the room.
2. Select a child to be "it" and have them sit in the middle of the room and cover their eyes.
3. The person who is "it" must count to 15. As they are counting, the rest of the class must run to a corner. If they are not in a corner when they get to 15, whichever corner they are closest to is the corner they must go.
4. With their eyes still covered, the person who is "it" must call out a corner. All the kids in the corner that was called are out.
5. Repeat steps 3 and 4 until just one kid remains.
6. The remaining kid is the WINNER, and gets to be "it" on the next round.
7. Keep playing until time runs out.

7. Heads-Up Sevens-Up (or Threes-Up!)

The nostalgic rainy-day game that never grows old! Easiest when sitting at desks, but adaptable for kids sitting on a couch.

Supplies: NONE

1. Select 7 people (or fewer if you have a small class) to be "it" and stand at the front of the class.

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2. Turn off the lights. When you do, the kids must close their eyes (no peeking!) and stick up their thumb.
3. At this time, the 7 (or fewer) people who are “it” walk around the room and each tap one person’s thumb. If your thumb was tapped, you must put it down.
4. Once every person who is “it” taps a thumb, turn on the lights and say “Heads-Up Seven-Up”, at which point everyone opens their eyes, and those who had their thumb tapped stand up.
5. Going one person at a time, those standing get to take one guess at who tapped their thumb.
6. If they got it right, then they get to switch places!
7. Keep playing until time runs out.

Pictionary

Time to pull out those artistic skills!

Supplies: Clipboard, papers, marker

1. Divide the class into two teams. Do “Rock, Paper, Scissors” to decide which will go first.
2. The person who has the next birthday gets to draw first.
3. Whisper in the child’s ear something to draw. (examples: bear, flower, rainbow, school, etc...)
4. Set a timer to 30 seconds. The kid must draw the image and get their team to guess the word before the timer goes off.
5. If their team guesses correctly, they get a point. If they don’t, the other team gets a guess. If the other team gets it, they get the point.
6. Continue steps 2-5 going back and forth until time is up.
7. Whoever has the most points at the end of the game wins!

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