



- GAMES -

IDEAS for FAMILY FUN

Issue 1

Game Type	No. Players	Description	Equipment
Indoor/Outdoor	Any	<p>LETTER CHANGING</p> <ul style="list-style-type: none"> ▪ Players sit in a circle and somebody chooses a three letter word. ▪ The next Player around the circle must change ONE letter in that word to produce a different word. If he can't think of one he loses a point from a starting total of five and the next Player takes over. ▪ Once a new word has been said, it passes onto the next Player to, again, change one letter to produce a new word. ▪ For example, a word such as JOY could become JOT, then ROT, then ROD... and so on. ▪ If Players falter, start again with a new word – or try four letters. 	None
Outdoor	Any	<p>TAIL CHASING</p> <ul style="list-style-type: none"> ▪ Players each have a scarf tucked into the back of their trousers or belts and a wide area is defined. ▪ On the word 'go' Players must try and grab the tails of as many Players as possible – the Player with the most 'tails' at the end wins. ▪ Once a Player has lost his/her 'tail' he must move to the side and may not take any other tails. 	Short lengths cloth or scarves
Indoor/Outdoor	Any	<p>STICKER SPOTTER</p> <ul style="list-style-type: none"> ▪ Write the names of items such as TV programmes, Music instruments, Flowers, Animals, Sport types, etc onto sticky labels/Post Its, which you hide around a defined area. ▪ Players have 3 minutes to collect as 	Sticky Labels/Post Its

		many of these as possible, scoring one point for each one. Subject to the number participating you may group Players into teams.	
Family	2 or more	<p>EXPERTS</p> <ul style="list-style-type: none"> ▪ One person sits in one of two chairs arranged in front of the rest of the Players and announces that she is the interviewer on a brand new chat show. She has some interesting guests lined up and will proceed to interview them live. ▪ She then invites a Player to sit with her and introduces him as ‘Professor Dave Ludlow’ (for example), describing his profession accordingly, such as ‘The world’s most foremost expert on bee keeping.’ ▪ The interviewer then asks numerous questions of the guest who must talk knowledgeably about his specialist subject. Questions should not be those requiring ‘yes’ or ‘no’ answers, in order to extract as much ‘information’ as possible. ▪ The interviewer’s length depends on the Player. 	None
Family		<p>WHO AM I?</p> <ul style="list-style-type: none"> ▪ Each Player has a sticker/Post It placed on their back, on which is written the name of a famous person, a type of sport, a job description (nurse, politician, animal etc. ▪ A Player must try to identify the name written on her sticker. She does this by approaching another Player who reads her sticker and then mimes what is written. ▪ When she has guessed correctly, she goes to head of the game and swaps it for a new sticker. 	Sticky Labels/Post Its

Family		AUTOGRAPH HUNTING <ul style="list-style-type: none"> ▪ Players are given sheets of paper containing a list or pictures of 'qualities'. They must then find other Players with those qualities and get them to sign their names in the given spaces on the sheet. ▪ Players may only sign for one quality on each sheet, in order to ensure that Players talk to everyone. ▪ 'Qualities' could include: Someone who is left-handed, someone wearing a watch, someone with fair hair, someone with a birthday in December, someone with a bicycle... 	Pens and prepared lists
Family	3 or more	JUST A MINUTE <ul style="list-style-type: none"> ▪ Players have one minute in which to introduce themselves by telling their entire life history. ▪ It is interesting to see what individuals think are the most important things that have happened in their lives. 	None
Treasure Hunt		HUNT THE PEG <ul style="list-style-type: none"> ▪ Beforehand, a Parent has prepared 15 (say) pegs, each of which has a small piece of card attached bearing a letter. ▪ The pegs are placed over a defined area, indoor or outdoors. ▪ Players are given a paper and pen and must write down the letter of each peg they find. In other words, they must find which 15 letters of the alphabet have been used. ▪ When they have found all the letters, they should rearrange them into a word or words. If they are correct they receive a piece of the 'treasure'. 	Pegs, card, paper & pens