

INDOOR GAMES

Activity: Yank a Card (Minute to Win it Game)

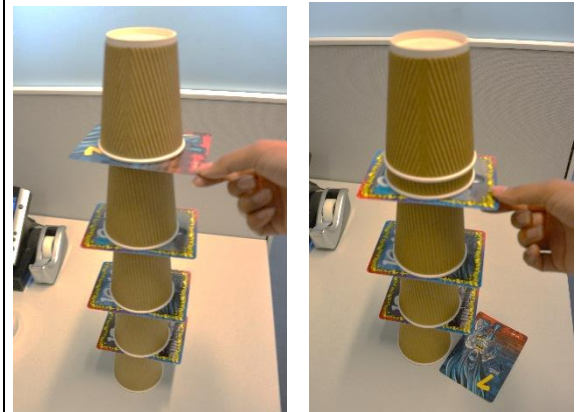
Number of Players: Minimum 1

Supplies/ Set-up: Paper or plastic cups, index/flash cards

Instructions

The goal is to stack 5 plastic cups with index cards in between each cup, then pull out the index cards so that the cups fall into one another.

- Start with one plastic drinking cup, face down, and top that with an index card. Place another cup, then another card, until all five drinking cups and all four index cards are in place.
- Once the tower is complete, the player begins to remove the index cards until all the index cards have been pulled out, leaving the five cups stacked on top of one another in a single, straight stack. If the tower falls, the player must start over with the stacking of the tower as long as there is sufficient time remaining
- Complete the challenge in one minute or less to win!



Activity: Burn

Number of Players: Minimum 5

Supplies/Set up: none

Instructions:

This game follows the same concept as “Hop potato” except rather than passing a potato, the group is passing movement action/gesture.

- Everyone starts by standing in a circle
- Have one player stand in the middle of the circle and pick a movement for remaining player to copy (ex. jazz hands and mouths “hey”). Player in the middle names a player that is standing in the circle. This player must copy the movement and “pass” the gesture to the person on their left.
- Player in the middle covers his eyes and lets the movement be passed from player to player. When player in the middle yells stop, whoever is in the middle of completing the movement is “it” and leads the next action.
- Encourage players to get creative with their movements.

Activity: Rhythm Master

Number of Players: Minimum 6

Supplies/ Set-up: None

Instructions

- One player is selected to be the “Detective” and leaves the room
- The detective should not be able to see or hear the rest of the group
- Rest of the players pick one person to be the “Rhythm Master”.
- Once the Rhythm Master has been selected, the Detective can be invited back into the room. The Detective can not know who the Rhythm Master is.
- When the Detective is not looking, the Rhythm Master will choose a body movement that everyone in the group must follow (snapping fingers, waving arms, etc.)
- The Detective has 3 guesses to figure out who the Rhythm Master is.

Activity: Paper Plane Competition

Number of players: Minimum 2

Supplies/Set-up: paper, markers, decorations (optional)

Instructions:

- All participants are to make a paper airplane any way. Ensure to decorate so airplane can be easily identified.
- Participants will line up and take turns throwing their planes in the same direction. The person whose paper airplane fly’s the furthers wins
- Alternatively, the group can place a bucket/box at one end of a room. The plane that makes it into the bucket/box wins.
- Group can also vote on who made the best-looking plane.

Activity: Graveyard

Number of Players: Minimum 3

Supplies/Set-up: None

Instructions:

- Have all the players lay on their backs on the floor/ground
- They must keep their eyes open and their hands at their side
- One person is assigned the role of the Grounds Keeper, their job is to make the rest of the participants smile/laugh (can not touch or get within personal space of player)
- Once a participant laughs/ smiles they join the Grounds Keeper in making the rest of the participants laugh/smile
- The participant who lasts the longest without smiling/laughing, wins

Activity: Spy-Kids

Number of Players: minimum 3

Supplies/Set-up: None

Instructions

- Select a leader from the group.
- Play music and when music stops, everyone has to freeze in a pose
- The leader will say, "You are in the park, what are you doing?"
- Depending on what pose participants are doing, they will come up with an answer to the question no matter how silly it is!
- Play music again and start again. The leader can change the question every time. For example "You are in a school play, what are you doing?"

Activity: Learning to Juggle

Number of Players: minimum 1

Supplies/set-up: 3 small balls / rolled-up socks / scrunched-up paper ,etc

Instructions

- Toss one ball from one hand to the other (Try to keep elbows at hip level).
- Scoop or dip your hand before tossing the ball.
- Ensure the ball does not pass eye level.
- Once comfortable, add another object, practicing steps one and two.

Activity: Pictionary

Number of Players: Minimum 4

Supplies/Set-up: Paper, pencils, Pictionary prompt sheet (see below)

Instructions:

- Create two teams with your players
- Write Pictionary prompts on pieces of paper and place in a bowl
- Pick a team to go first.
- The team that goes first selects one player to pick a prompt from the bowl. The player must ensure their teammates can not see what the prompt is. The player then has 1 minute to draw the word/phrase (without saying or writing the word) and have their remaining team members guess what the word on the paper is.
- If their team guesses the word/phrase correctly before the minute is up, the team gets a point. If the team was unable to guess the word/phrase based on her drawing, the other team has a chance to steal.
- The first team to have 10 points wins

Pictionary Prompts

Pictionary Words- Easy					
Cat	Banana	Book	Slide	Tree	Jar
Ghost	Flower	Light	Swing	Pie	Egg
Cow	Sun	Apple	Water	Snowflake	Cheese
Bug	Milk	Smile	Eyes	Cup	Beach
Snake	Kite	Shoe	Mouth	Spiderweb	Jacket
Lips	Heart	Hat	Ocean	Worm	Cookie
Socks	Coat	Dog	Duck	Nose	Drum

Pictionary Words- Medium					
Horse	Key	Door	Computer	Music	Deep
Trip	Aircraft	Cake	Hot Dog	Wax	Bowtie
Round	Photograph	Lawnmower	iPad	Toast	Teapot
Park	Whistle	Song	Frog	Spring	Nature
Dominoes	Pirate	Ski	Outside	Thief	Battery
Whisk	Treasure	Palace	Half	Circus	Electricity
Mattress	Backbone	Queen	Lightbulb	Cowboy	Password

Pictionary Words- Hard					
Snag	Yolk	Vegetarian	Glitter	Zipper	Mailman
Mime	Exercise	Neighbor	Vitamin	Shampoo	Grater
Newspaper	Scream	Fabric	Babysitter	Wig	Boil
Hail	Pizza Sauce	Commercial	Think	Puppet	Utter
Jungle	Important	Download	Bruise	Dentist	Sandbox
Diagonal	Comfy	Goggles	Sponge	Sushi	Safe
Macaroni	Myth	Teacher	Bride	Honk	Coach

Activity: Mad Gab

Number of Players: Minimum 2

Supplies/ Set-up: paper, pencil, list of puzzles/answer key (see below)

Description:

Mad Gab is an adaption of a board game by the same name.

- Select a leader. The leader will have a list of phrases/words that have been broken down into smaller parts (see list of puzzles below).
- Leaders will break the group off into smaller teams
- Leader to write a puzzle on a piece of paper
- Participants must sound out what the original words/phrase are. The team that solves puzzle/sounds out the correct phrase, wins

Mad Gab

Mad Gab Puzzles	Answer Key
1. Abe An An Appeal 2. Abe Autumn Lisp Hit 3. Abe Ax tree Tally 4. Abe Hair Heat Rash You're 5. Abe Hum Pen Thin Height	1. A Banana Peel 2. A Bottomless Pit 3. A Back Street Alley 4. A Buried Treasure 5. A Bump in the Night
1. Ache Hop Pick Hat 2. Ache How Cue Later 3. Ache Leans Late 4. Ache Off Cores	1. A Copy Cat 2. A Calculator 3. A Clean Slate 4. A Golf Course
1. Aim Hiker Owes Cope 2. Aim Honey Bag Care Runt He 3. Aim Other Ranch Howled 4. Aim Us Key Tub Height 5. Aim Who Very View	1. A Microscope 2. A Money Back Guarantee 3. A Mother and Child 4. A Mosquito Bite 5. A Movie Review
1. Air Hub Herb Hand 2. Air Whom Width Half You 3. Aisle Beer Height They Hair 4. Annie Leg Ditto Fish Hull 5. Ale Hot Treat Hick Hit	1. A Rubber Band 2. A Room With a View 3. I'll Be Right There 4. An elected official 5. A Lottery Ticket
1. Book He Man 2. Broth Errands Hissed Her 3. Buck Spun He 4. Bull Line Days Sub Hat 5. Burr Sofa Faith Her	1. Boogie Man 2. Brother and Sister 3. Bugs Bunny 4. Blind as a Bat 5. Birds of a Feather
Source: https://www.thinkablepuzzles.com/madgabs	

Activity: Morse Code/Hieroglyphics games

Number of Players: Minimum 2

Supplies/set-up: pen, pencil, copy of reference sheets below

Description:

Use Morse Code or Hieroglyphics alphabet to play games such as code wars

- Pick a leader and divide the remaining players into small teams or pairs
- Each team must come up with 5 words that describe them
- When the leader says go, all the other teams must use Morse Code/Hieroglyphic Alphabet to find and solve what the 5 word are
- First group to solve the code wins.

Morse Code

1. A dash is equal to three dots.			
2. The space between parts of the same letter is equal to one dot.			
3. The space between two letters is equal to three dots.			
4. The space between two words is equal to seven dots.			
A	• —	U	• • —
B	— • • •	V	• • • —
C	— • — •	W	• — —
D	— • •	X	— • • —
E	•	Y	— • — —
F	• • — •	Z	— — • •
G	— — •		
H	• • • •		
I	• •		
J	• — — —		
K	— • —	1	• — — —
L	• — • •	2	• • — — —
M	— —	3	• • • — —
N	— •	4	• • • • —
O	— — —	5	• • • • •
P	• — — •	6	— • • • •
Q	— — • —	7	— — • • •
R	• — •	8	— — — • •
S	• • •	9	— — — — •
T	—	0	— — — — —

Hieroglyphic Alphabet

