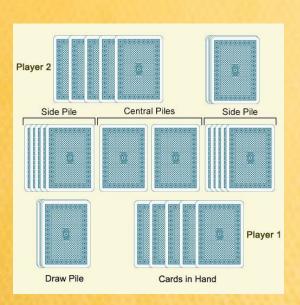


CARD GAMES

Speed

How to play

- Play with the whole deck minus the joker cards
- Together each player flips over a card in the centre, players play their cards in ascending or descending order until they finish their cards. For example if a 4 was played, players should place a card that is either a 3 or a 5
- Players are able to draw from their pile however may only have five cards in their hands at all times. If both players cannot play any more cards, a card from the replacement pile (five pile) is flipped over and play is resumed until all cards are gone



President

Card ranking

3 is the lowest number
Ace is the highest
2 clears the deck (remove all cards and resume play)

- Play with four or more players
- The deck is dealt to all players around the circle
- Play begins with the person who has the 3 of clubs
- Moving clockwise around the circle, each player plays a card higher than the previous card to get rid of all the cards in their hand
- Play a 2 to clear the deck. Remove all cards and put them aside
- The person who played the 2 can now choose any card to play
- The President is the first person to get rid of all their cards



Spoons

Setup

Spoons - enough to leave one player out. For example if there are four players only use three spoons.

How to play

- A dealer is chosen to deal the cards
- The dealer passes seven cards to each player
- Moving around the circle clockwise a player discards a card and gives it to the next player
- The goal is to get four of a kind, once a player has this they reach into the centre and take a spoon without saying anything
- The person without a spoon is out



Other card games

- Go Fish
- Snap
- Old Maid
- Crazy Eight
- Memory
- Cheat



ART AND CRAFT

Playdough

What you will need

- 1 tbs oil
- 1 cup salt
- 2 cups of flour
- 1 cup cold water
- 3 drops food colouring
- 1 bowl
- 1 spoon

Method

- Mix plain flour and salt together
- Add water, oil and food colouring
- Mix all ingredients together until happy with the consistency

FUFFy Sime

What you will need

- 1/2 cup shampoo
- 1 cup shaving foam
- 1/4 cup cornstarch
- 1/3 cup water
- Food colouring
- Bowl
- Spoon

- Add shaving foam together with the shampoo and mix well
- Add the food colouring and cornstarch to the mix, mixing it in well
- Add water and then knead the slime for approximately five minutes

Scratch art paper

What you will need

- Dishwashing liquid
- Paper
- Black paint
- Crayons or oil pastels
- Skewers

Method

- Colour in the piece of paper with different colours
- Mix paint with a few drops of dishwashing liquid in a dish
- Paint over the top of your artwork and wait till it dries (add two layers if you prefer)
- When the paint is completely dry, use a skewer to scratch a design into the paper

Coloured Salt Jars

What you will need

- Salt
- Paper
- Coloured chalk
- Jars
- Spoon

Method

- Pour salt out onto the paper
- Rub the chalk into the salt
- Use a spoon to put the coloured salt into the jar

Friendship Bracelets

What you will need

- Coloured wool
- Sticky tape

- Cut three long pieces of different coloured wool
- Fold them in half and tie a knot at the top
- Use stick tape to hold the wool in place on a table or firm surface while you plait the wool



Mind Jars What you will need Glitter Glitter Glue Warm Water **Food Colouring** Jars Method Simply put all ingredients into the jar and mix well. For safety we recommend gluing the lid of the jar. Bubbles What you will need Method • 1/2 cup dishwashing liquid Add all ingredients into the cup and stir 1 1/2 cups water • Use a sheet of paper and roll from 2 teaspoons sugar one diagonal edge to create a tube Paper • Use sticky tape in the centre to Sticky tape secure the edge and cut off the Scissors sides to make a straw 1 cup

Juggling Balls

What you will need

- Balloons
- Bird seed
- Funnel
- Scissors

Method

- Place the funnel inside the neck of a balloon
- Tip a small amount of bird seed into the funnel and continue doing so until the balloon forms a small ball
- Cut the neck of the balloon off, leaving a small opening
- Cut the neck of a second balloon and stretch over the filled balloon, covering the opening

Pom Poms

What you will need

- Cardboard
- Scissors
- Coloured wool
- Drinking glass to create your circle
- Pen

- Use the drinking glass and trace around it to create two circle discs on the piece of cardboard
- Use scissors to cut out the two circle discs
- Draw two small circles in the middle of each disc and cut them out
- Place both discs together and thread a short piece of wool through the middle
- Start tightly winding the wool around the discs
- Once the wool is thick and you have wound it around the disc quite a few times, cut the wool around the outside of the disc following the edge
- Wrap a long piece of wool around the two discs and tie tightly
- Cut the cardboard away and remove the pom pom

Paper Mache Masks

What you will need

- 1 cup flour
- 1 cup water
- Newspaper/magazines/recycled paper
- Paintbrush
- Balloons
- Pin
- Scissors
- Mixing bowl
- Spoon

- Mix flour and water in a bowl stirring it until you are happy with the consistency
- Blow up a balloon and tie it off
- Rip up pieces of newspaper and soak them in the mixture
- Use a paintbrush to paste it onto the balloon
- After pasting a number of layers onto the balloon leave it to dry
- Once it is dried use a pin to pop the balloon inside
- Using scissors, cut the paper mache ball in half, then cut out two holes for eyes and a hole for the mouth
- Use textas or paint to decorate your mask



GROUP GAMES

Apple pie (4 or more players)

How to play

- A player is chosen to turn around and close their eyes
- Another player is chosen to yell out "apple pie" in a silly voice
- The person closing their eyes has to turn around and guess who said "apple pie"

Silent DOI (3 or more players)

How to play

- All players spread out in an area
- Each player takes turns throwing the ball to another player without calling out their name or saying anything
- A player must sit down if they drop the ball, let the ball bounce or speak
- The game continues until there is one player left standing

River bank (2 or more players)

- All players line up in a line
- A caller is chosen to stand on the other side of the line and call out instructions to players either river (in front of the line), bank (behind the line), or bridge (one foot either side of the line)
- All players are to jump with two feet when the caller calls out river, bank, or bridge
- If the caller changes instructions before a player has finished jumping then that player is out as they were too slow
- The last player in wins



Heads down Thumps up (5 or more players)

How to play

- Two players are chosen to be in and stand at the front
- All other players sit down with their eyes closes, heads down and have their thumbs in the air
- The two chosen players walk over to the other players and gently squeeze one person's thumb
- Once each chosen player has picked one person they come back to the front and say together "heads up stand up"
- If the other players think their thumbs were squeezed they take turns of guessing which of the chosen players picked them
- If they get it right they swap over, if not the chosen ones are still in and the game starts again

The floor is lava

(3 or more players)

How to play

- All players start in the middle of the room with their feet on the ground
- A chosen player yells out "the floor is lava" when this happens all players have five seconds to get both feet off the floor and onto an object
- The chosen player becomes the monster and tries to tip other players as they jump from different objects around the room, trying to keep their feet off the floor
- If a player is tipped by the monster or stands on the ground they are out for that round

One tap two tap

(4 or more players)

How to play

- Sitting or laying in a circle all players place their hands in the middle of the circle just out in front of them
- All players have their hands intertwining with the person next to them so that no one person has their own hands beside them.
- One player starts by taping their hand once on the ground sending the tap clockwise around the circle
- Each player can tap once or double tap to change the direction of the tap around the circle
- If a player taps when it is not their turn or they are too slow they are to remove one hand out of the game
- If a player has two hands removed from the game they are out until the next round

Follow the leader

(2 or more players)

- A player is chosen to be the leader
- All other players are to follow behind the leader in a straight line and copy everything the leader does around the room

(2 or more players)

How to play

- One player is chosen to count while the other players hide
- The player chosen to be the counter is to close their eyes and count to 20 out loud
- While the chosen player is counting the other players have 20 seconds to hide around the room before the counter is finished
- Once the chosen player has counted to 20 they are to yell out "ready or not here I come" and then go and find the other players in their hiding spots

MOCO POO (2 or more players)

- One player is chosen to be blind folded
- When the chosen player calls out "Marco" the other players call out "Polo"
- The blind folded player tries to tip the other players the players are standing in the room



What has changed

(2 or more players)

How to play

- A player is chosen to close their eyes and stand in another room
- Another player is chosen to change their appearance in three different ways
- The player is asked to come back into the room and guess what has changed

Steal the Keys

(2 or more players)

How to play

- A player is chosen to sit on a chair and close their eyes
- Keys are placed under the chair
- A chosen player walks carefully over to the chair to try to steal the keys
- The chosen player in the chair points to where they think the player is walking
- The chosen player in the chair has three guesses, if they guess correctly they stay in the chair and the game starts again. If they are wrong they swap over with the player trying to take the keys

20 questions

(2 or more players)

- A player is chosen to think of an animal
- All other players are to ask 20 questions to help them guess the correct animal
- Players can guess the animal before reaching the 20 question limit however a wrong guess is classed as a question

MUSIC GAMES

Glowstick Dance Party

Musical Statues

• Stop the music and all players have to freeze

Musical Bobs

• Stop the music and all the players have to sit on the ground

Musical Chairs

• Stop the music and all players have to find a chair to sit on



PAPER GAMES

Dots and Boxes

How to play

- Using a pen and paper place nine dots one inch a part along the paper and down the paper in the form of a grid
- Each player takes turns to join two dots in a straight line to eventually create a box
- Once a box is created the player writes their initials in the middle of the square
- The player with the most boxes wins

Scattegories

How to play

- Using a pen and paper all players write out a columns grid with girl, boy, country, colour, food, movie and total as titles for each column
- A player is chosen to say the alphabet in silence and another player is chosen to call out "stop"
- Once the person saying the alphabet lands on a letter all players have two minutes to come up with as many words starting with that letter. For example if the letter is A, a player could choose to write Amelie, Adam, Australia, Agua etc
- Once the two minute time limit is over players take turns of telling each other what they have written down
- If a player has the same word they get five points, if a player has a different word they get ten points and if a player does not complete a column they get zero points
- All points are added up and placed into the total column

Other paper

Paper aeroplanes

Chatterboxes

Throwing stars

Paper chains





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