

The Family Guide to Party Games



75 Favourite Games For Parties from
Family Games Treasurehouse

The Family Guide to Party Games

(75 Favourite Games For Parties)

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Family Games Treasurehouse



Welcome to "The Family Guide to Party Games"

There's nothing worse than going to a children's party where there doesn't seem to be anything organised. It doesn't take long before children start running all over the place getting into as much mischief (or food!) as they possibly can while other children, all alone, sit in a corner sobbing their little eyes out bleating the heart-wrenching cry, "I wanna go home!"

Before long, the complaining starts... and then you realise their parents won't be back to pick up the little darlings for at least another 2 hours!

Yes, a fun and enjoyable party needs good planning (my wife does a superb job planning the food), but if you've got an entertaining and lively variety of games planned then the time will fly very quickly and soon the parents will be knocking at your door waiting to collect their wonderful, extremely well-behaved children! Instead of being bored, your child's friends will be telling everyone that they had the best time ever!

"The Family Guide to Party Games" has all the games you need right at your fingertips. It will give you creative ideas for:

- ✓ kid's indoor party games (when the weather just isn't behaving itself)
- ✓ outdoor games
- ✓ children's birthday party games
- ✓ girl's party games
- ✓ boy's party games
- ✓ teenage party games
- ✓ adult birthday party games
- ✓ games to help children get to know each other
- ✓ quiet games
- ✓ active, boisterous games
- ✓ group party games
- ✓ small or large parties

(continued on next page)



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So, what kind of parties are these games suitable for? All types of parties!

- ✓ Birthday
- ✓ Christmas
- ✓ New Year
- ✓ Graduation
- ✓ Thanksgiving
- ✓ End of Year
- ✓ Mothers Day
- ✓ Fathers Day
- ✓ Easter

In fact, any kind of celebration at all!

Did you know that you don't have to use this book for parties only? There are heaps of games in this book that can be played with as few as two people? That means you could use this book just for your own family. You could have a ...

- ✓ family games night once a week (or every night if you want)
- ✓ get-together with your next-door neighbours and play fun games
- ✓ special time of playing games with the grandparents and cousins when you have your yearly reunion

You'll find a very comprehensive index at the front of "The Family Guide to Party Games" which will show you at a glance everything you need to know about a particular game:

- ✓ Age range for the game
- ✓ The minimum number of players needed
- ✓ Is it a quiet or an active game?
- ✓ Is it better suited to be played indoors or outdoors, or is it suitable for both?
- ✓ Is it a musical game (everyone loves music!)
- ✓ Can it be used as an icebreaker game, to help children get to know each other
- ✓ Does the game require preparation before the party? (Not so good if you are the type to leave things to the last moment)
- ✓ Does the game need any equipment? (Most games need some equipment such as tennis balls, a CD player or a blindfold. A few games need more specialised equipment such as a piñata, while other games need no equipment)

There's also an appendix with printable pages for "Pin the Tail on the Donkey" and "Morse Decoder" so you can print them out and use them straight away.

With "The Family Guide to Party Games" at hand, you'll have no excuse not to produce the best party ever, especially after you've read our special report on "Choosing the Best Games for Your Child's Party"!

Andrew Low
Family Games Treasurehouse



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Index

Use this index to find suitable games for your party. You will find games categorised by:

- Age
 - Younger children, to suit children who cannot read yet
 - Older Children, for children aged about 6 to 12
 - Teenagers, for young adults
- Number of players - The minimum number of players needed to play the game (T = team game).
There is normally no maximum to the number of children who can play a game.
- Type
 - Quiet games are those where children are seated
 - Active games are where the children are expected to move around
- Location
 - Indoor
 - Outdoor
- Musical
 - Involve music of some sort
- Icebreaker
 - Games to help children get to know each other

There are two more columns to help with choosing games.

Preparation Required? Any games that require preparation *before* the party are indicated.

Equipment needed? These games need equipment of some sort (such as a ball or CD player).

Name of Game	Page	Young children	Older children	Teenagers	Minimum No. of players	Quiet	Active	Indoor	Outdoor	Musical	Icebreaker game	Preparation required?	Equipment needed?
Bag Relay	9	✓			T	✓		✓					✓
Balloon Burst	65		✓	✓	2		✓	✓	✓				✓
Balloon Bursting	29	✓	✓		T		✓	✓					✓
Balloon Treasure Hunt	63		✓	✓	T		✓	✓	✓			✓	✓
Balloon Volleyball	41		✓	✓	T		✓	✓					✓
Blind Art	72	✓	✓	✓	4	✓		✓					✓
Blow Ball	12	✓	✓	✓	2		✓	✓					✓
Captain Ball	84		✓	✓	T		✓		✓				✓
Cat and Mouse	20	✓	✓		12		✓	✓	✓				
Catch the Hanky	82	✓	✓		T		✓	✓	✓				✓
Chubby Bunnies	38		✓	✓	2		✓	✓	✓				✓
Cotton Balls	15	✓	✓		2	✓		✓					✓
Crazy Golf	58	✓	✓	✓	4		✓	✓	✓			✓	✓
Dog and Bone	42		✓	✓	T		✓	✓	✓				✓

Name of Game	Page	Young children	Older children	Teenagers	Minimum No. of players	Quiet	Active	Indoor	Outdoor	Musical	Icbreaker game	Preparation required?	Equipment needed?
Doorkeeper	79	✓	✓	✓	8		✓		✓				✓
Duck, Duck, Goose	17	✓			5		✓	✓	✓				
Eaties	37		✓	✓	2		✓	✓	✓			✓	✓
Find the Leader	69	✓	✓	✓	4	✓		✓	✓				
Fish Flap	11	✓			2		✓	✓				✓	✓
Floating Balloon	32	✓	✓	✓	2		✓	✓					✓
Heights	10	✓	✓		6		✓	✓	✓		✓		
Hop Rabbit	13	✓			4		✓	✓	✓				
Humility	67	✓	✓	✓	2	✓		✓	✓		✓		✓
Humming	54	✓	✓		6		✓	✓	✓	✓			✓
I Like	35		✓	✓	8	✓		✓	✓		✓		
Initial I Spy	22		✓		2	✓		✓	✓		✓		
John Smith	47	✓	✓	✓	8		✓	✓	✓	✓	✓		✓
Jumbled Newspapers	24		✓	✓	2		✓	✓				✓	✓
Jumping Circle	55	✓	✓	✓	6		✓	✓	✓			✓	✓
Kangaroo Racing	28	✓	✓		T		✓	✓	✓				✓
Knock Off	44		✓	✓	6		✓	✓	✓				
Limbo	62	✓	✓	✓	2		✓	✓	✓				✓
Lofty Art	71	✓	✓	✓	2	✓		✓					✓
London Bridge	53	✓	✓	✓	8		✓	✓	✓	✓			
Mini Olympics	60	✓	✓	✓	8		✓		✓				✓
Morse Decoder	81		✓	✓	T	✓		✓					✓
Musical Arches	46	✓	✓	✓	8		✓	✓	✓	✓	✓		✓
Musical Ball	51	✓	✓		6	✓		✓	✓	✓			✓
Musical Chairs	18	✓	✓	✓	3		✓	✓		✓			✓
Musical Dice	52	✓	✓	✓	6		✓	✓	✓	✓			✓
Musical Newspapers	19	✓	✓	✓	2		✓		✓	✓			✓

Name of Game	Page	Young children	Older children	Teenagers	Minimum No. of players	Quiet	Active	Indoor	Outdoor	Musical	Icebreaker game	Preparation required?	Equipment needed?
Musical Statues	49	✓	✓	✓	2		✓	✓	✓	✓			✓
Number Catch	74	✓	✓	✓	6		✓		✓				✓
Number Groups	50	✓	✓	✓	8		✓	✓	✓	✓	✓		✓
Numbers	43		✓	✓	T		✓	✓	✓			✓	✓
One Knee Two Knees	59	✓	✓	✓	6		✓	✓	✓				✓
Opposites	70	✓	✓	✓	T	✓		✓	✓				
Papa Penguin Shuffle	30	✓	✓		2		✓	✓	✓				✓
Paper Hats	25	✓	✓	✓	2	✓		✓					✓
Paper Island	31	✓	✓	✓	6		✓	✓	✓				✓
Parcel Wrap	36		✓	✓	T		✓	✓					✓
Pass the Parcel	16	✓	✓		4	✓		✓		✓		✓	✓
Peas and Straws	39		✓	✓	2		✓	✓	✓				✓
Pebble Chase	80	✓	✓		6		✓		✓				✓
People Golf	64		✓	✓	6		✓		✓				✓
Pin the Tail	21	✓	✓		2	✓		✓				✓	✓
Piñatas	57	✓	✓	✓	2		✓		✓			✓	✓
Poison Ball	75	✓	✓	✓	8		✓		✓				✓
Posting Game	26	✓	✓		T		✓	✓				✓	✓
Potato Relay	73	✓	✓	✓	6		✓	✓	✓				✓
Reflexes	48	✓	✓	✓	2		✓	✓	✓	✓			✓
Squeak Piggy Squeak	23	✓	✓		4	✓		✓			✓		✓
Stepping Stone Race	77	✓	✓	✓	2		✓	✓	✓				✓
Stepping Stones	27	✓	✓		T		✓	✓	✓				✓
String Buns	33	✓	✓	✓	2		✓	✓	✓			✓	✓
Thread the Needle	78		✓	✓	T		✓	✓					✓
Tissue Squares	14	✓	✓	✓	T		✓	✓					✓

Name of Game	Page	Young children	Older children	Teenagers	Minimum No. of players	Quiet	Active	Indoor	Outdoor	Musical	Icebreaker game	Preparation required?	Equipment needed?
Tom, Dick, Harry and Bertha	68		✓	✓	6	✓		✓	✓		✓		
Toxic Ball	76	✓	✓	✓	T		✓		✓				✓
Tunnel Ball	83		✓	✓	T		✓		✓				✓
Unravel	45		✓	✓	6		✓	✓	✓				
Water Bomb Toss	56	✓	✓	✓	T		✓		✓			✓	✓
What's Your Cargo	66		✓	✓	6	✓		✓	✓				
Who Am I?	34			✓	8		✓	✓	✓		✓	✓	✓
Winking	40		✓	✓	8		✓	✓	✓				✓

APPENDIX: (page 85)

Pin the Tail on the Donkey

Black and White version (page 86 - 89)

Colour version (page 90 - 93)

Donkey tails (page 94)

Morse Decoder - Morse Code (page 95)



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Bag Relay

Age: Younger children

No. of players: Two (or more) teams

Equipment: One brown paper bag per team (bags should fit over children's hands)

Time: 5 minutes+

Aim: To be the first team to pass the bag around their players.

Bag Relay is an easy relay game for pre-school aged children. Make sure you have at least one paper bag for each team with some spare bags.

1. Children form teams with an equal number of players in each team.
2. The first player in each team is given a paper bag. On a given signal, she turns to the next player on her team (who is holding both hands together) and slips the bag over his hands. He then turns to the next player who takes off the bag and slips it onto the following player's hands, and so on.
3. The first team to pass the bag along the whole team wins. However, if a bag is torn that team is disqualified.

NOTE: You could make the game longer by having the last player in each team run to the front of the line and start over again. The first team to line up, standing at attention, after all their players have had a turn at the front of the line (that is, when player who was originally at the front of the line returns to the front) wins the game. In this variation of the game, a torn bag is simply replaced rather than disqualifying the team.



Family Games Treasurehouse



Heights

Age: Younger children

No. of players: Six or more

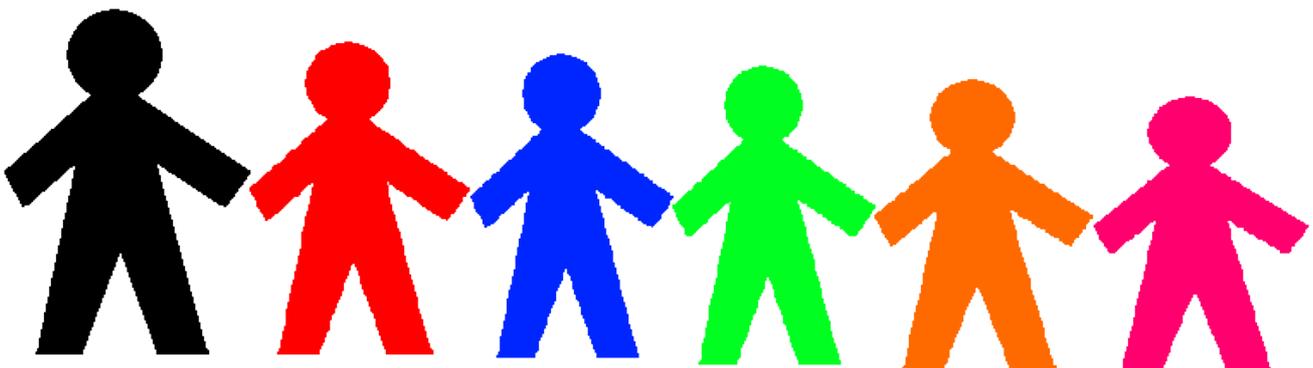
Equipment: None

Time: 5 minutes+

Aim: To arrange all the children in height order.

Heights is one of the easiest children's party games and is great as an ice-breaker for children who may not know each other well.

1. All the children form a circle and hold hands.
2. On the word "Go!" the children let go their hands and try to re-arrange the circle so that everyone is lined up in height order from tallest to shortest.





Family Games Treasurehouse



Fish Flap

Age: Younger children

No. of players: Two or more

Equipment: Each player needs a sheet of paper cut into a fish shape and a rolled up newspaper

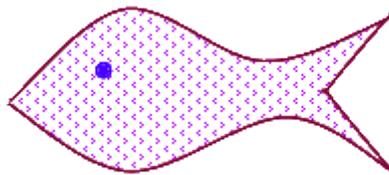
Time: 5 minutes+

Aim: To be the first player to "flap" their fish over the finish line.

Fish Flap is a race game for two or more children.

1. Each player will need a sheet of newspaper cut into the shape of a fish and another sheet of rolled up newspaper.
2. Competitors must use the rolled up newspaper to "flap" the fish from a starting line to the finish line.
3. The first player to flap their fish over the finish line wins that round.
4. You may like to play a number of heats, with the winner from each heat gaining a small prize. All the heat winners then compete in a finals to win the overall game and a larger prize. Another option is to run it as a competition where two players race. The winner of that race competes against the next challenger and so on until everyone has raced. The player who wins the most rounds wins a prize.

Variation: Fish Flap can be run as a relay with the children divided into two teams.





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Blow Ball

Age: All ages

No. of players: Two or more

Equipment: Two ping-pong balls; each player will also need a plastic drinking straw.

Time: 5 minutes+

Aim: To be the first player to blow their ball along a course.

Blow Ball is another racing party game for young children.

Note: To reduce the risk of passing germs from one child to another, make sure each child has their own straw and they do not share straws.

1. A course is set up by drawing a start line and finish line. The course could be in a straight line or it could be curved, or you could use only one line and a marker they must go around before returning to the start line.
2. At a given signal, both players move a ping-pong ball along the course by blowing it with a straw. It's not as easy as it sounds!
3. You may like to play a number of heats, with the winner from each heat gaining a small prize. All the heat winners then compete in a final to win the overall game and a larger prize.

Variation: Blow Ball can be run as a relay with the children divided into two teams.



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Hop Rabbit

Age: Younger children

No. of players: Four or more

Equipment: None

Time: 5 minutes+

Aim: To be the last rabbit caught by the fox.

Hop Rabbit is an active game that young children really enjoy.

1. An area is marked out for the 'field'. Each player crouches down in the field like a rabbit.
2. An adult says "Hop, Rabbits, Hop". The rabbits must hop about the 'field' until the words "Fox is coming" when they must freeze. The last rabbit to freeze is captured by the fox and must leave the field.
3. The final rabbit in the game is given a prize; maybe a carrot or lettuce leaf!



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Tissue Squares

Age: All ages

No. of players: Two or more teams

Equipment: Each team requires a plate, a spoon and a pillow. Each player will need a facial tissue (example; Kleenex® brand).

Time: 10 minutes+

Aim: To be the first team to transfer all their squares from one end of the room to the other.

Tissue Squares is a relay game for two (or more) teams.

1. Each team has one piece of tissue paper per child on a pillow at one end of the room and an empty plate at the other end.
2. Players use a spoon to pick up the top tissue and carry it to the plate, without touching the paper with their hands. They return to their team and hand the spoon to the next player, who transfers the next sheet of tissue to the plate and so on.
3. The first team to get all their squares to the plate wins.



Family Games Treasurehouse



Cotton Balls

Age: Younger children

No. of players: Two or more

Equipment: Two large bowls, a big spoon, cotton balls (or scrunch up paper into balls), a blindfold

Time: 5 minutes+

Aim: To be the player who transfers the most cotton balls from one bowl to the other.

Cotton Balls is a party game played by one child at a time.

1. Two large bowls are placed next to each other, one of them filled with cotton balls. (If you don't have any cotton balls you could use balls of scrunched up paper.)

2. One player is blindfolded and given a big spoon. They have three tries to scoop up as many balls as they can and put them in the other bowl.

3. Each cotton ball in the bowl is worth two points. A cotton ball that is removed from the first bowl but ends up on the table is worth one point.

4. Players take it in turns, with the most points winning the game.



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Pass the Parcel

Age: Younger children

No. of players: Four or more

Equipment: Prepare a parcel before the party; a piano or CD player (or similar) that is loud enough for everyone to hear and can be easily started and stopped

Time: 10 minutes+

Aim: To unwrap the parcel when the music stops.

Pass the Parcel is one of the classic children's party games, enjoyed by children of all ages.

1. Make up a parcel before the party with a bigger prize (for example, a bag of lollies) in the centre of the parcel and a small prize (for example, a small chocolate bar) placed between each layer of wrapping paper. You may like to ensure there is at least one layer and one prize per child, to make sure no one misses out.
2. The game commences with the players sitting in a circle. When the music starts, players pass the parcel from player to player in a clockwise direction. The child holding the parcel when the music stops gets to open one layer and claim the prize.
3. The music plays again and the game continues until one child unwraps the final layer and claims the centre prize. (An adult may need to stop the music judiciously to ensure every child has received at least one prize before the final layer.) The last child could be encouraged to share their big prize with everyone else.

Variation: If you prefer, you could place stickers, pencils and other non-confectionery prizes in your parcel. You may also like to include a small task for each child to perform (such as "Run around the circle three times" or "Sing Happy Birthday") with each layer, depending on the age of the children.



Family Games Treasurehouse



Duck, Duck, Goose

Age: Younger children

No. of players: Five or more

Equipment: None

Time: 5 minutes+

Aim: To tag the Caller as they race around the circle.

Duck Duck Goose is a fun, active party game that can be played indoors or outdoors.

1. Children sit in a circle, with one child (the 'Caller') standing on the outside of the circle.
2. The Caller moves clockwise around the circle, touching the head of the seated children. As he touches them, he says, "Duck" for each child until he chooses to say to one child, "Goose". For example, he may say "Duck" to the first four players, but the fifth player is told "Goose". He may choose to go round the circle more than once before he says "Goose".
3. Any child who is told "Duck" does nothing - they remain seated.
4. However, the "Goose" must jump up and chase the Caller clockwise around the outside of the circle. The Caller tries to complete one lap and sit down where the Goose was sitting before the Goose tags him. If he is successful, the goose becomes the new Caller on the outside of the circle. If he is tagged, the Goose sits back down and the first player starts again.
5. A supervising adult may like to ensure that every child is given a chance to be the Caller.



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Musical Chairs

Age: All ages

No. of players: Three or more

Equipment: One chair per player with one extra chair, a piano or CD player (or similar)

Time: 10 minutes+

Aim: To be the last player seated on a chair.

Musical Chairs is another classic children's indoor party game. An adult may need to supervise the children so they are not too rough and no one is injured.

1. Set up the chairs in one row in the middle of the room, with half the chairs facing one wall and the rest facing the opposite wall. There should be one chair for each player. Take one of the chairs and place it at one end of the row and place the extra chair at the other end of the row. In the diagram below, there are eight chairs in the middle, for nine players.



2. When the music starts all the players move around all the chairs in one direction. They must move around the two end chairs without touching them.

3. When the music stops, players try to sit on any of the middle chairs facing them, but not the two end chairs. Players must continue running in the same direction - they cannot go back to a chair they have passed or cut through the circle to sit on a chair facing the opposite direction. They must run around the two end chairs without touching them. One player will be out since he does not have a chair to sit on. That player takes with them another chair from the middle, so that there is always one less chair than the number of players.

4. The first player to sit on the one final chair is the winner.



Family Games Treasurehouse



Musical Newspapers

Age: All ages

No. of players: Two or more

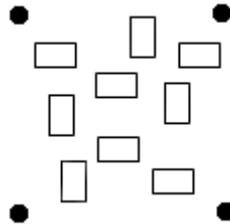
Equipment: Each player needs

Time: 5 minutes+

Aim: To be the

Musical Newspapers is an outdoor variation of musical chairs.

1. Each child starts the game by standing on a sheet of newspaper (one per player), with four markers around the outside. Remove one sheet of paper from the central papers.



2. When the music starts, the children walk around the outside markers.

3. When the music stops, they rush into the middle and try to stand on a sheet of paper.

4. The child who does not find a piece of newspaper to stand on is out for the rest of this game. Continue removing one sheet of paper each round until one player is left (the Winner).

NOTE: An adult should supervise the game to ensure players are not too rough and hurt each other.



Family Games Treasurehouse



Cat and Mouse

Age: Younger children

No. of players: Twelve or more

Equipment: None

Time: 10 minutes+

Aim: To avoid being caught by the cat.

Cat and Mouse is a noisy but fun party game for lots of players.

1. One player is chosen as the cat and another player is the mouse. All the other players form three or four lines of equal numbers, holding hands to form arches, with enough room between players for the cat and mouse to be able to move.
2. The mouse runs along the lines and between the arches to avoid the cat. They can run around the ends of lines but must not run away from the lines.
3. An adult can say "Change" at any time, and the players must turn sideways to make new arches between the lines, hopefully confusing the cat and making it harder to catch the mouse.
4. If the cat catches the mouse (or after one minute, if the cat cannot catch the mouse) two new players become the cat and mouse.



Family Games Treasurehouse



Pin the Tail on the Donkey

Age: Younger children

No. of players: Two or more

Equipment: A drawing of a donkey without a tail; a blindfold; each player needs a tail to pin on the donkey

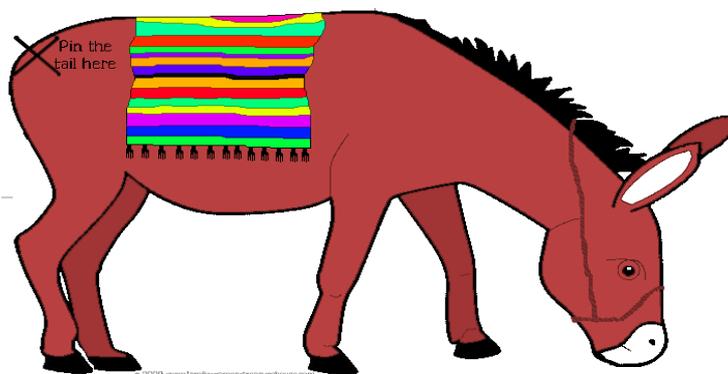
Time: 5 minutes+

Aim: To be the player who pins the tail closest to the cross.

Pin the Tail on the Donkey is another classic party game.

1. A donkey (without a tail) is drawn on a large sheet of cardboard and a tail is constructed from wool or similar material with a pin in one end. (If you prefer, there are printable donkey pictures and tails you can cut out and paste onto cardboard in the Appendix. There is a colour version, and a black and white version for you to colour yourself. Each picture is printed on four sheets of paper, ready to be pasted to a sheet of card stock.

2. Children take turns to be blindfolded and attempt to pin the tail in the right place on the donkey without hints from other players (or parents!) The place where the tail is pinned is marked and removed, with the closest tail to the correct position winning the game.





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Initial I Spy

Age: Older children

No. of players: Two or more

Equipment: None

Time: 5 minutes+

Aim: To name objects using the first letter of their name.

Initial I Spy is a good way for children to introduce themselves.

1. Each child takes turns to stand up and say their name.
2. Then, in thirty seconds, name as many things as they can see with their initial. For example, Trevor may name a table, a telephone, a television and a tulip.



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Squeak Piggy Squeak

Age: Younger children

No. of players: Four or more

Equipment: Blindfold

Time: 5 minutes+

Aim: To identify other children by their voices.

Squeak Piggy Squeak is another introductory game to play after *Initial I Spy*.

1. One player is blindfolded, with all the other children seated quietly on chairs in a circle around them.
2. The blindfolded child spins around three times and makes their way to the circle. They must sit on the lap of the first child they reach and say "Squeak, Piggy, Squeak". The child disguises their voice and squeaks like a pig.
3. If the blindfolded child correctly guesses their identity they swap places, otherwise the blindfolded child is led back to the centre and tries again.



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Jumbled Newspapers

Age: Older children

No. of players: Two or more

Equipment: Each player needs a full newspaper with its pages in a jumbled order

Time: 5 minutes+

Aim: To be the first player to re-assemble the newspaper in the correct order.

Jumbled Newspapers is an indoor party game for children who can read and count numbers.

1. Each child will require an identical, complete newspaper that has the pages out of order, upside down and back to front.
2. On a given signal, the competitors must re-assemble their paper in the correct order.
3. The first player to assemble it correctly wins.

Note: You may like to run the game with only two to four players at a time. The winners from each round receive a small reward, and then play off for the final winner with a larger prize.



Family Games Treasurehouse



Paper Hats

Age: All ages

No. of players: Two or more

Equipment: Each player needs a large sheet of coloured paper; sticky tape.

Time: 5 minutes+

Aim: To make the best hat within a certain time limit.

Paper Hats is a quieter game that can be played around a table.

1. Each child is given a large sheet of coloured paper and some sticky tape to make their own hat within three minutes.
2. An adult can judge the best hat as the winner.



Family Games Treasurehouse



Posting Game

Age: Younger children

No. of players: Two or more teams

Equipment: Ten 'post boxes'; ten 'letters' per team

Time: 5 minutes+

Aim: To be the first team to post all their letters.

Posting Game is a team party game for children of all ages.

1. Ten 'post boxes' (tins or cardboard boxes) are hidden around the room, each one with the name of a city written on the outside.
2. An adult sits at a table with ten envelopes, addressed for the ten cities, for each team.
3. The first player from each team must choose one letter, find the post box for that city and post it. They return to their team, tag the next player who then chooses another letter and posts it. (Players are not allowed to tell anyone the names of any hidden post boxes they find.)
4. The first team to post all ten of their letters wins.



Family Games Treasurehouse



Stepping Stones

Age: Younger children

No. of players: Two or more teams

Equipment: Each team needs two large tin cans, such as tinned fruit containers (about 750-900 grams or 26-32 ounces)

Time: 5 minutes+

Aim: To be the first team to complete the relay

Stepping Stones is a team relay game. It can be played outdoors or indoors. If outdoors, ensure the surface is not too uneven and rough. If indoors, take care that the floor is not too slippery or easily damaged.

1. Players line up so that half the team is at one end of the room with the rest of the team at the opposite end.
2. The first player in each team must use two large tins as stepping stones to cross from one end of the room to the other end. Players balance on one tin while another team member moves the other tin forward.
3. When they get to the end of the room, the next player in their team must use the stepping stones to move back down the room, until all the players have completed the course.
4. The first team to have all their members complete the course wins.

Alternative: Use two large cardboard boxes, open at the top, instead of tins. Players step into the boxes as they move the other box.



Family Games Treasurehouse



Kangaroo Racing

Age: Younger children

No. of players: Two or more teams

Equipment: One inflated balloon per team

Time: 5 minutes+

Aim: To be the first team to complete the relay.

Kangaroo Racing is another team relay game.

1. Players line up so that half the team is at one end of the room with the rest of the team at the opposite end.
2. The first player on each team must hop like a kangaroo from one end of the room to the other with a balloon between their knees. If they drop it they must go back to their starting line.
3. The next player takes the balloon and then hops back again.
4. The team who completes the course first wins the game.



Family Games Treasurehouse



Balloon Bursting

Age: Younger children

No. of players: Two or more teams

Equipment: Each player needs an un-inflated balloon.

Time: 5 minutes+

Aim: To be the first team to blow up and burst their balloons in a relay.

Balloon Bursting is an active children's party game involving relays.

1. Draw two lines, one at each end of the room.
2. Each player must blow up a balloon and run to the other end of the room where they sit on the balloon and try to burst it. They then run back to the starting line and tag the next player.
3. The next player then blows up their balloon, runs up and bursts it before returning to tag the following player, and so on.
4. The first team to burst all their balloons wins.

CAUTION: Take care when playing this game. It is possible for balloons to burst when being inflated, causing pieces of balloon to lodge in a child's throat and choke them. It is also possible for a child to suffer a back injury if they hit the ground hard or at an awkward angle when they sit on a balloon and burst it.



Family Games Treasurehouse



Papa Penguin Shuffle

Age: Younger children

No. of players: 2 or more

Equipment: Each player needs a sheet of newspaper scrunched up into a ball

Time: 5 minutes+

Aim: To be the first player across the line.

Papa Penguin Shuffle is named after the father penguin. Although it is the mother penguin who lays the egg, the father takes care of it by keeping it on his feet to protect it from the ice and snow.

1. Mark a start line and a finish line at a suitable distance.
2. Each player places their "egg" (a sheet of newspaper scrunched into a ball, about the size of a tennis ball) on their feet.
3. On a given signal, players shuffle their feet as they race each other along the course, without allowing the egg to fall off their feet. If the egg touches the ground, the player goes back to the line and starts again.
4. The first player to cross the line wins.



Family Games Treasurehouse



Paper Island

Age: Younger children

No. of players: As many as possible

Equipment: One large sheet of newspaper

Time: 5 minutes+

Aim: To get as many children as possible onto one sheet of newspaper.

Paper Island is a teamwork game, where children must work together to achieve the aim.

1. A large sheet of newspaper is placed on the ground.
2. Children must work together to have as many players as possible on the paper island without touching the "shark infested" water surrounding it.



Family Games Treasurehouse



Floating Balloon

Age: Younger children

No. of players: Two or more

Equipment: Each player needs an inflated balloon

Time: 5 minutes+

Aim: To be the last player whose balloon has not touched the ground.

Floating Balloon is a fun indoor game that could also be played outdoors if there is no wind.

1. Each child is given an inflated balloon.
2. At a given signal, players try to keep the balloon in the air as long as possible (without touching it) by blowing the balloon from underneath.
3. The last player whose balloon touches the ground wins.



Family Games Treasurehouse



String Buns

Age: Younger children

No. of players: Two or more

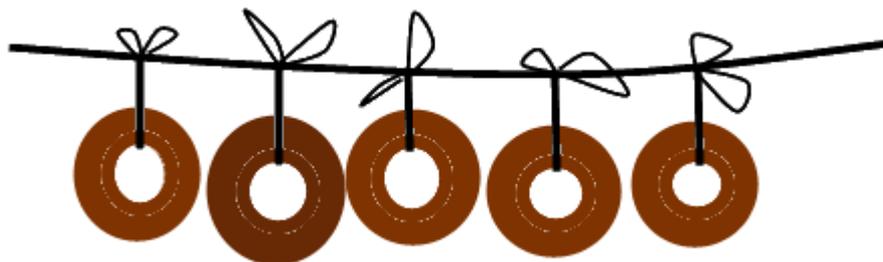
Equipment: Each player needs a bun or doughnut tied to a piece of string

Time: 5 minutes+

Aim: To be the first player to eat their bun.

String Buns is a potentially messy children's party game which may need to be played outside.

1. A piece of string is tied between two trees about two metres (seven feet) high with one piece of string for each player (about one metre (3 feet) long) tied at intervals. Each of the shorter pieces of string has a bun or doughnut tied to one end, and hangs below the main piece of string.
2. Players stand facing their bun, with their hands behind their back. At the command, "Go!", players start to eat their bun.
3. The first player to eat their bun without touching it with their hands or letting it fall to the ground wins.





Family Games Treasurehouse



Who Am I?

Age: Young Adults (teenagers)

No. of players: As many as possible

Equipment: You will need a piece of paper with the name of a famous person, real or fictional, for each player; safety pins for attaching paper to clothing.

Time: 5 minutes+

Aim: To find out your identity by asking questions.

Who Am I? is a good teenage party game to break the ice at a party where everyone may not know each other.

1. The name of a famous person (real or fictional, modern or historical) is written on a piece of paper and attached to the back of each player.
2. Each player walks around the room, asking questions of other players to try to find their identity. Other players can only answer "Yes" or "No", and you can only ask one question per player until you have asked everyone a question.
3. There are no winners or losers in this game.



Family Games Treasurehouse



I Like

Age: Young Adults (teenagers)

No. of players: As many as possible

Equipment: None

Time: 5 minutes+

Aim: To be able to remember every player's name and what they like.

I Like is another introductory game that may be played after Who Am I?

1. Players sit in a circle. One player starts by saying "My name is ... and I like ..."
2. The player on their left repeats the first player's phrase and then states their own name and like. For example, "His name is David and he likes chocolate. My name is Madeline and I like shopping."
3. Players continue around the circle, repeating all the previous players' names and likes, until finally the first player repeats everyone's name and like.
4. This game works well if the players make their statements to a set rhythm or beat.



Family Games Treasurehouse



Parcel Wrap

Age: Young Adults (teenagers)

No. of players: Teams of two players

Equipment: Each team needs a box to wrap, with wrapping paper, adhesive tape and decorations such as a ribbon.

Time: 5 minutes+

Aim: To be the first team to wrap their parcel.

Parcel Wrap involves good teamwork and problem solving skills to complete the task.

1. Each team of two players must work together to wrap a parcel. However, players are only allowed to use one hand each, with their other hand held firmly behind their back.
2. Each team will need a box to wrap, some wrapping paper, sticky tape and a piece of ribbon to tie as a bow.
3. The first team to wrap their parcel is the winner.

Alternative 1: You could award prizes for the neatest parcel, the most imaginative parcel, the most decorative parcel and so on, if you wish to hand out multiple prizes.

Alternative 2: Instead of each player holding their hand behind their back, you could tie both their wrists together, left hand to right hand and right hand to left hand.



Family Games Treasurehouse



Eaties

Age: Young Adults (teenagers)

No. of players: Two or more

Equipment: Each player needs a blindfold and a plate with ten different foods.

Time: 5 minutes+

Aim: To be able to identify as many foods as possible by taste.

Eaties is a food game, and just about every teenager loves food or watching others play with their food!

1. A number of players are blindfolded. Each player is given a plate with ten different foods. (For example; cold mashed potato, mashed banana, cold porridge, stewed apple, etc.) The foods must be readily identifiable to most people. Do not use foods that are too hot, spicy, bitter etc.
2. The blindfolded players have to taste the food, which is then taken away before each player writes down as many foods as they can recognise and remember.
3. The winner is the player who can identify the greatest number of foods.

CAUTION: Take care to ensure players (and spectators) are not exposed to foods that may cause an allergic reaction, such as peanuts, or to foods that may be offensive to certain people, such as minced beef to a vegetarian.



Family Games Treasurehouse



Chubby Bunnies

Age: Young Adults (teenagers)

No. of players: Two or more

Equipment: A bag of marshmallows

Time: 5 minutes+

Aim: To be the player with the most marshmallows in their mouth who can repeat the phrase.

Chubby Bunnies is another teenage party game involving food.

1. A few players are chosen to stand at the front of the room. Each player must say the phrase, "Chubby Bunnies".
2. Each then places one marshmallow in their mouth and repeats the phrase. Each successful attempt means they put another marshmallow in their mouth, without chewing or swallowing.
3. The player with the most marshmallows who can successfully say "Chubby Bunnies" wins the game.

NOTE: *To reduce the risk of a player accidentally swallowing a large blob of marshmallows and choking, you could use cheese flavoured snack rings that have a hollow air space through the middle.*



Family Games Treasurehouse



Peas and Straws

Age: Young Adults (teenagers)

No. of players: Two or more

Equipment: Each player needs a plate, a cup, a straw and twenty peas.

Time: 5 minutes+

Aim: To be the first player to move twenty peas using a straw.

Peas and Straws. Food is always popular! Here is another food based game.

1. In this teenager party game, players have a plate with twenty peas next to an empty cup.
2. The player who can move all twenty peas to the cup using nothing but a drinking straw wins the game.
3. You may wish to award extra prizes for the most imaginative way of using the straw, the quietest mover, the player who can move two peas at once, etc.



Family Games Treasurehouse



Winking

Age: Young Adults (teenagers)

No. of players: As many as possible

Equipment: One chair for every two players

Time: 5 minutes+

Aim: Girls aim to escape their captor, while the boys try to prevent them escaping.

Winking is a teenage party game which can involve every player.

1. A circle of chairs is formed facing inwards, with half as many chairs as players plus one extra chair. It works best when played with one more boy than girls, although it can be played with any odd numbered group of players.
2. The girls sit on the chairs, with one chair vacant. The boys stand behind the chairs (including behind the vacant chair) with their hands behind their backs.
3. The boy behind the vacant chair winks at a girl. The boy behind her must try to put his hands on her shoulders before she escapes and runs to the vacant chair.
4. If he succeeds, she remains in her chair and the original winker must try to capture another girl by winking at her. If the girl escapes, the boy who was behind her becomes the new winker.
5. The game continues for a set period of time or as long as the players wish to keep playing.



Family Games Treasurehouse



Balloon Volleyball

Age: Young Adults (teenagers)

No. of players: Two teams

Equipment: String or rope (about 6 metres/20 feet), inflated balloon

Time: 10 minutes+

Aim: To be the first team to gain 21 points.

Balloon Volleyball is a boisterous teenage team party game that can be played indoors or on a windless day outdoors.

1. Set up a rope or string (roughly 6 metres or 20 feet long) just above head height as a "net". If you have a real volleyball net feel free to use it, but you may need to lower it since balloons cannot be hit as high as a volleyball.
2. One team begins to serve the balloon by hitting it from a point about 4 metres/4 yards from the net. Players can use their hands, arms, heads or bodies but cannot use their feet or legs to hit the balloon. They can also "pass" the balloon by hitting it to another player closer to the net. Each team has three hits to get the balloon over the net. The balloon must not touch the ground at any time though.
3. The opposing team then has three hits to get the balloon back over before it touches the ground. The game continues until the balloon touches the ground or a team takes more than three hits.
4. A team which allows the balloon to touch the ground or which takes more than three hits gives the opposing team one point.
5. The serving team has five serves before the other team serves five times, and so on.
6. The first team to gain 21 points wins the game.



Family Games Treasurehouse



Dog and Bone

Age: Young Adults (teenagers)

No. of players: Two equal teams

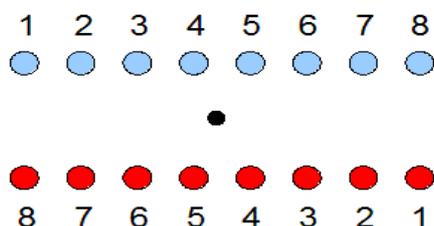
Equipment: A small object such as a tennis ball or bundle of rags.

Time: 5 minutes+

Aim: To be the team with the highest score at the end of the game.

Dog and Bone is another active game that can be played indoors or outdoors.

1. Two equal teams of players line up facing each other about 6 metres (20 feet) apart. Players are numbered from opposite ends. A small object (such as a tennis ball) is placed in the centre of the two teams.



2. An adult calls out a number and the corresponding players from both sides run to the middle, attempt to pick up the object and run back to their own team.

3. A player who successfully does this wins two points for their team. However, if the opposing player tags you when you have the object before you reach your team's line, neither side wins. If they tag you and you have not picked up the object, your team scores one point. Two players may thus circle the object and make feints as if picking it up for quite a while before one player finally picks it up.

4. The game continues with the adult calling out random numbers, ensuring that every pair of players has at least one turn. The game ends when one team reaches a pre-arranged score (say 11 points), or for a certain time limit (say 10 minutes).



Family Games Treasurehouse



Numbers

Age: Young Adults (teenagers)

No. of players: Two teams of ten players

Equipment: Two sets of ten pieces of cardboard, numbered 0 to 9.

Time: 5 minutes+

Aim: To be the team with the highest score at the end of the game.

Numbers involves two teams with ten players per team. Each member of the team is given a piece of cardboard with a number from zero to nine.

1. An adult or other leader calls out a mathematical sum or question. Both teams try to form the correct answer by having its players with those numerals take one step forward and arrange themselves to show the answer. The fastest team with the correct answer scores one point.
2. For example, the question "How many days in a year?" would require the three players holding the "3", "6" and "5" cards to be lined up correctly. "What is 5860 minus 148" would need the four players to make the answer 5812.
3. The leader should ensure the questions are appropriate for the mathematical and general knowledge of the group. A good mix of easy and harder questions will make it both enjoyable and challenging.
4. The team with the highest score after 25 questions wins the game.

Note: You could easily play with more than two teams if you prepare enough sets of numbers. If you have less than ten players on a team, some participants could have two numbers.



Family Games Treasurehouse



Knock Off

Age: Young Adults (teenagers)

No. of players: Six or more

Equipment: None

Time: 5 minutes+

Aim: To be the last player standing.

Knock Off is an active and physically challenging game for six or more players. It can be played indoors or outdoors.

1. Players form a circle and hold hands. Each player needs enough space to be able to stand comfortably.
2. At a given signal each player tries to force the player next to them to fall over or take a step by pushing and pulling their hands. Players must not let go of their neighbours' hands and must not touch other players with any other parts of their body, such as their elbows. All players must also keep their feet still - they are not allowed to move them at all.
3. Any player who lets go of their hands, moves their feet or falls over is out of the game, even if it was not their fault. The remaining players reduce the size of the circle and hold hands again.
4. The last player left standing wins the game. If both of the final two players let go their hand, move their feet or fall over, it is a draw.



Family Games Treasurehouse



Unravel

Age: Young Adults (teenagers)

No. of players: Six or more

Equipment: None

Time: 5 minutes+

Aim: To work together to unravel a knot of human hands.

Unravel is a quieter game that can be played straight after Knock Off. Although it is still quite active, it requires problem solving skills rather than physical strength.

1. All players stand in a circle, facing each other. Each player reaches into the middle of the circle and grasps someone else's hand. The idea is to create a huge knot of hands and arms, tangled together. Players must not hold their neighbour's hand, nor may they hold both hands of another player.
2. When everyone's hands are joined players try to unravel the knot by climbing over, under or through the tangle. Some players may need to turn around (facing outside the circle).
3. Players must not let go hands for any reason, even to make themselves more comfortable by twisting into a better position.
4. It should always be possible to unravel the knot and form a single circle of all the players, although sometimes you may find that you end up with two interlinked circles.



Family Games Treasurehouse



Musical Arches

Age: All ages

No. of players: As many as possible, in pairs

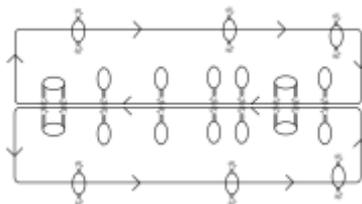
Equipment: Something to play or make music (for example, a piano or CD player)

Time: 5 minutes+

Aim: To be the last pair caught

Musical Arches is a good icebreaking game to introduce children.

1. Two pairs of players at opposite ends of the room form arches with their arms.
2. When the music starts, the other players form pairs and walk through one arch, down the middle of the room to the other arch before separating and walking around the outside of the circle and back through the arches again.
3. When the music stops, both arches drop their arms and try to catch any pairs who are in between their arms. Any pair who is caught form another arch between the original arches.
4. The music starts again and the remaining pairs continue walking through and around the arches. When the music stops, all the arches drop their arms and try to catch a pair of players.
5. Steps 3 and 4 continue until only one pair remains. The last pair caught wins the game.





Family Games Treasurehouse



John Smith

Age: All ages

No. of players: As many as possible

Equipment: Something to play or make music (for example, a piano or CD player)

Time: 5 minutes+

Aim: To learn the names of all the children

John Smith is another icebreaking musical party game.

1. The children form two separate circles. One circle contains boys only, with half the boys on the inside facing outwards and the rest on the outside facing inwards. The other circle is similar for the girls.
2. When the music starts, the outer children move clockwise and the inner children move anti-clockwise. When the music stops, the children opposite each other introduce themselves (“My name is ...”) and then perform the action that an adult suggests (for example; shake hands, hop on one foot, circle each other, etc. Don't make the activity too embarrassing or complicated).
3. The game continues until until most of the children have been introduced.
4. The players then form one large circle with the boys on the inside and the girls on the outside. Repeat steps 2 and 3 so they can all be introduced.



Family Games Treasurehouse



Reflexes

Age: All ages

No. of players: Any number

Equipment: Something to play music (for example, a CD player)

Time: 5 minutes+

Aim: To guess when the music will stop

Reflexes is a fun musical party game where the children can participate in playing the music.

1. An adult (with their back to the children) begins the game by starting the music while the children stand with one hand in the air.
2. The children must try to guess when the music will stop and put down their hand at that time. The last child to put their hand down just before the music stops scores one point while any children with their hands in the air lose one point.
3. The game continues until one child gets three points. That child then operates the music until another child reaches three points, and so on.



Family Games Treasurehouse



Musical Statues

Age: All ages

No. of players: As many as possible

Equipment: Something to play or make music (for example, a piano or CD player)

Time: 5 minutes+

Aim: To remain absolutely still during the silent times of the game

Musical Statues combines energetic movement with periods of silence.

1. The children can dance and run around while the music is playing but must remain absolutely still when the music stops.
2. Any child who moves is out for that round.
3. The last player left can operate the music for the next round.



Family Games Treasurehouse



Number Groups

Age: All ages

No. of players: As many as possible

Equipment: Something to play or make music (for example, a piano or CD player)

Time: 5 minutes+

Aim: To be the final two players in the game

Number Groups is an interesting musical party game which helps children get to know each other.

1. Children move or dance around while the music plays.
2. An adult stops the music and calls out a number from two to five. The children must get into groups of that number.
3. Any children who cannot form a group are out for that round. The last two players left are the winners.



Family Games Treasurehouse



Musical Ball

Age: Younger children

No. of players: As many as possible

Equipment: A ball (such as a tennis ball), and something to play or make music (for example, a piano or CD player)

Time: 5 minutes+

Aim: To be the last player in the game

Musical Ball doesn't really have anything to do with a musical ball! It is a variation of Pass the Parcel.

1. The children sit in a circle, facing inwards.
2. A ball is passed from child to child as the music plays. Children must pass (not throw) the ball.
3. When the music stops, the child left holding the ball is out and leaves the circle, which moves in to close up the gap.
4. The last player wins the game.



Family Games Treasurehouse



Musical Dice

Age: All ages

No. of players: As many as possible

Equipment: Six pieces of paper numbered from 1 to 6, a die (the plural of die is dice), something to play or make music (for example, a piano or CD player)

Time: 5 minutes+

Aim: To be the last player in the game

Musical Dice is another wrongly named musical party game since there are no musical dice. Before the game starts, the corners and sides of the room are numbered using pieces of paper or cardboard, from 1 to 6 as shown below.

1	3	5
2	4	6

1. Players move around the room until the music stops.
2. They must then choose one of the four corners or one of two sides of the room and stand there.
3. A die is thrown and any children in the position corresponding to that number are out.

NOTE: If you have large numbers of players, you could eliminate half of them by choosing odds (1, 3, 5) or evens (2, 4, 6) instead of a single number. For example, if you threw a 4, all those on the even side of the room would be out.



Family Games Treasurehouse



London Bridge

Age: Younger children

No. of players: As many as possible

Equipment: An adult to lead the singing

Time: 5 minutes+

Aim: To win a human tug-of-war formed after being caught by London Bridge

London Bridge requires an adult to lead the singing. Two adults or the two tallest children form an arch ('London Bridge') with their hands while the rest of the children make a line with their hands on each other's waists. The line proceeds under 'London Bridge' while singing:

*London Bridge is falling down
Falling down, falling down
London Bridge is falling down
My Fair Lady!*

After a child passes through the arch, they walk around and back to the end of the line; the first player walks to the left while the next player walks to the right and so on. Players rejoin the line in order.

When the song gets to the word "Lady", the arms of the bridge collapse and trap any player who is passing under at that time. That player (the prisoner), who is trapped between their arms, is swung back and forth while everyone sings:

*Off to prison you must go
You must go, you must go
Off to prison you must go
My Fair Lady!*

The prisoner stands behind one side of the bridge and the game continues, with prisoners going to alternate sides of the bridge. When the last player is caught, the two sides then have a tug of war. Players on each side hold the waist of the person in front, with the two arches of London Bridge holding hands until the bridge falls down!



Family Games Treasurehouse



Humming

Age: Younger children

No. of players: Six or more

Equipment: A blindfold

Time: 5 minutes+

Aim: To be able to guess a player by their humming

Humming does not require any outside music.

1. One player is blindfolded and stands in the middle while the other children form a circle around her and start humming a familiar tune (perhaps "Happy Birthday").
2. The blindfolded player says "Go!" and the circle rotates clockwise until she says "Stop!"
3. The circle stops moving but the children all keep humming until she points to one child, who must keep humming while the rest become silent.
4. The central player must try to guess the name of the child. If successful, they swap places, otherwise the game continues from step 2.



Family Games Treasurehouse



Jumping Circle

Age: All ages

No. of players: As many as possible

Equipment: A rope about 3 metres (10 feet) long with a bag tied to one end. The bag should be filled with something soft but fairly heavy, such as some old clothes.

Time: 5 minutes+

Aim: To be the last player touched by the rope

Jumping Circle is an active game that requires coordination and agility to win. You will need to make the rope and bag before the game. It can be played outdoors or in a large, clear indoor area.

1. One player (the Swinger) stands in the middle of the circle with the other players around the outside.
2. The Swinger swings the rope around the circle with the bag just clearing the ground. The other players must jump over the rope as it swings around.
3. Players who touch the rope are out. The last player out becomes the Swinger for the next game.



Variation: To make the game harder for older children you could place an object, such as an empty plastic bottle, near the Swinger. The outside players try to retrieve the object. Any player who succeeds without being touched by the rope becomes the next Swinger.



Family Games Treasurehouse



Water Bomb Toss

Age: All ages

No. of players: Two teams

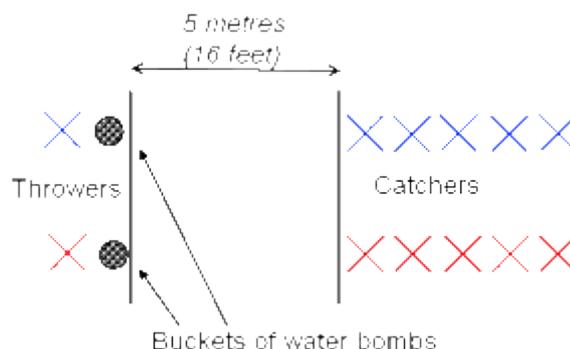
Equipment: A bucket of water bombs (balloons filled with water until they're about the size of a tennis ball) for each team. There should be two water bombs per player.

Time: 5 minutes+

Aim: To be the team that catches the most water bombs.

Water Bomb Toss is a fun outdoor party activity that is great for a hot summer day.

1. A line is marked on the ground with the two teams lined up behind the line. One player (the thrower) from each team is opposite them on the other line about 5 metres (16 feet) away with a bucket of water bombs.
2. On a given signal, each thrower must throw a water bomb to the first person in their team, who tries to catch it. The catcher moves to the back of the line and the next player on their team tries to catch the next water bomb and so on until every player has tried to catch two water bombs. (*You can see why this is an outdoor party game.*)
3. The team that successfully catches the most water bombs wins.





Family Games Treasurehouse



Piñatas

Age: All ages

No. of players: As many as possible

Equipment: A piñata (home-made or shop-bought), a blindfold, a bat or stick

Time: 5 minutes+

Aim: To be the child who breaks open the piñata

Piñatas are great for an outdoor party game although they can also be played indoors if you have a large area and somewhere to hang the piñata.

1. A piñata (pronounced pin-YAH-ta) can be made quite easily from cardboard or paper mache. You could make a simple box or it could be shaped like a star, cone, donkey, person, and so on. Decorate it with bright colours and fill it with lollies or other treats. Make it fairly thick so it is not broken too easily. You can also purchase one ready-made from many party supply stores or other shops, although they may be more expensive.

2. The piñata is hung securely from a tree branch (or similar) by a thick piece of string or rope.

3. Children take turns to be blindfolded, spun around and attempt to bash the piñata with a bat or stick.

4. The child who breaks the piñata open wins, but everyone shares the lollies!



Family Games Treasurehouse



Crazy Golf

Age: All ages

No. of players: Any number

Equipment: One rubber ball (tennis ball), stopwatch and a "golf club" per team; a variety of other objects to make the course

Time: 5 minutes+

Aim: To be the team with the fastest overall time

Crazy Golf is a fun, outdoor team game.

1. You will need to set up a golf course where players must hit a rubber ball between various objects using a bat, broom or similar as a "golf club". For example, the course may start with them hitting the ball between two shoes, then under a chair, through a large pipe, zigzag between some flower pots and so on.
2. Divide the players into two teams and time each player as they complete the course.
3. The team with the fastest total time wins the game.



Family Games Treasurehouse



One Knee, Two Knees

Age: All ages

No. of players: Six or more players

Equipment: A tennis ball

Time: 10 minutes+

Aim: To avoid dropping or missing a thrown ball.

One Knee, Two Knees is a game that can be played outdoors or indoors.

1. Players stand in a circle. One player throws a tennis ball to another player using a gentle underarm throw.

2. If the catcher misses the ball, they must kneel down on one knee, unless the thrower threw the ball so badly that there was little chance of catching it, in which case the thrower must go down on one knee. The catcher then throws the ball to someone else, and so on.

3. A player on one knee can stand up again if they catch the ball next time it is thrown to them, but if they miss again they go down on two knees. Players can always work back up each time they catch the ball but must work down each time they miss the ball.

One knee

Two knees

Two knees and one elbow

Two knees and two elbows

Two knees, two elbows and a chin

4. Any player who misses the ball when they are down on two knees, two elbows and a chin is out of the game.



Family Games Treasurehouse



Mini Olympics

Age: All ages

No. of players: As many as possible

Equipment: Depends on the event

Time: 10 minutes+

Aim: The aim depends on the event

Mini Olympics are easy to organise and provide so much fun and exercise for an outdoor party game. Players compete in teams over a set number of events which could include:

- *Slow Race* - competitors race as slowly as possible (but must always be moving forwards)
- *Shot Putt* - competitors must push/throw a tennis ball from their shoulder, without swinging their arm outwards
- *Long Jump* - competitors try to jump as far as possible from a standing start
- *Obstacle course* - competitors must complete a course where they run, jump, climb and clamber over a set of obstacles such as under chairs, over logs, under a blanket, zigzag around a series of flower pots, etc.
- *High Jump* - competitors must step or jump over a broom stick which is held by two adults and moved higher each round
- *Statues Marathon* - players on both teams must remain absolutely still for three minutes. Any player who moves is out. The team with the most players left after three minutes wins.

(continued on next page)



Family Games Treasurehouse



Mini Olympics (continued)

Relay races - Award points to the winning team of each relay race. Try some of these variations to the standard sprint relays.

- * Competitors must complete the course by running backwards
- * Ankle relay (where competitors must run while holding their ankles)
- * Teams must do forward rolls/somersaults
- * Crawling on hands and knees
- * Three legged relay (with two members of the team tied together at their ankles by a stocking or similar soft material)
- * Skipping relays (with or without a skipping rope)
- * Dribbling a soccer ball
- * Wheelbarrow relay (where one player grasps the ankles of another player who must "run" the course on their hands while their feet are supported in the air)
- * Sack relay (where players must jump the course while their legs are in a sack held up to their waist. NOTE: Take care with plastic sacks since they may be very slippery)
- * Piggy Back Relay (One player must carry another player from their team on their back while they run)
- * Leap Frog Relay (Two players leapfrog over each other along the course)
- * Sedan Chairs (where two players link their arms to carry a third member of their team)
- * Balloon Sweep (Teams use a broom to push a balloon)
- * Balloon Burst (Competitors must blow up and burst a balloon before they can run the course - just watch out for fainting!)
- * Egg and Spoon relay (competitors use a teaspoon to carry a hard boiled egg along the course and must pass the egg to the next competitor without touching it. For more fun, you could use raw eggs if you don't mind cleaning up the mess!)



Family Games Treasurehouse



Limbo

Age: All ages

No. of players: Everyone

Equipment: A wooden or plastic rod about 1.5 metres (5 feet) long (such as a broomstick or something similar)

Time: 5 minutes+

Aim: To be the last player to fall over

Limbo is an indoor or outdoor party game where everyone can play but it helps to be little!

1. Two adults hold a broomstick about shoulder height.
2. All the children form a line and walk under it. They must not touch the ground with their hands, and cannot lean forwards or sideways to fit under the broom; they are only allowed to bend backwards.
3. On the next round, the broom is lowered about 5 centimetres (2 inches) and all the children go under it again. Any child who touches the ground with their hand, falls over or touches the broom is out.
4. Each round has the broomstick lower and lower until finally only one player (the winner) is left.



Family Games Treasurehouse



Balloon Treasure Hunt

Age: Young Adults (teenagers)

No. of players: Two or more teams

Equipment: Each player needs a deflated balloon with the name of a hidden item inside

Time: 5 minutes+

Aim: To be the first team to find all the hidden objects.

Balloon Treasure Hunt is a competitive treasure hunt for two teams. Before the game, a number of objects are hidden around the garden, with enough objects so that there is at least one item per player.

1. Each player on each team is given a balloon. Inside each deflated balloon is a piece of paper with the name and location of one of the hidden objects. For example, some clues may be *"A pencil in a flower pot"* or *"A shoelace under a brick"*.
2. Competitors on both teams must blow up and burst their balloon, and then follow the instruction to find the object.
3. The first team to find all their objects wins.

Notes:

(a) This game could also be played indoors.

(b) Make sure the instructions are clear for young players (maybe even draw pictures as a clue for very young children). You may choose to make the clues harder for older children and could even have cryptic clues for teenagers, such as, "A writing implement in a floral container" for a pencil in a flower pot.



Family Games Treasurehouse



People Golf

Age: Older children and teenagers

No. of players: Any number of pairs

Equipment: A blindfold per team, objects to mark 'holes' on the grass (see below)

Time: 5 minutes+

Aim: To be the team with the lowest score

People Golf is an outdoor party game played in pairs, with a number of marks on the ground to show each 'hole' of the course. The marks could be made with small circles of string, piles of sand or something similar, about 15 cm (6 inches) in diameter.

1. One player is the golfer while the other partner is the 'golfball'. The golfball should be blindfolded and must not peek.
2. The golfer aims the golfball and tells them how many steps to take to reach the hole. The golfball takes that number of steps and stops. If they stop on the mark, the golfer scored a hole-in-one. If not, the golfer aims and shoots again until the golfball hits the mark.
3. They then try for the second hole and so on until they have completed the course (say, six holes). A running total of shots is counted.
4. As one pair finishes the first hole another pair can start. The team with the lowest overall score wins.



Family Games Treasurehouse



Balloon Burst

Age: Young Adults (teenagers)

No. of players: Any number

Equipment: Each player needs a balloon and a piece of string

Time: 5 minutes+

Aim: To avoid having your balloon burst

Balloon Burst can involve as many people as want to play.

1. An area is marked on the ground, with enough room for all the players and their balloons. Each player blows up a balloon and ties it loosely to their ankle with a piece of string.
2. At a given signal, competitors try to burst their opponents' balloons by treading on them without getting their own balloon burst.
3. Any player whose balloon bursts or who steps out of the area is out.
4. The last player with an intact balloon wins.



Family Games Treasurehouse



What's Your Cargo?

Age: Older children and teenagers

No. of players: Any number

Equipment: None

Time: 10 minutes+

Aim: To work out the secret for a successful cargo

What's Your Cargo? This outdoor party game involves everyone standing in a circle with one player in the centre (the Cargomaster).

1. The Cargomaster throws a tennis ball to a player and says, "Ships are sailing. What's your cargo?" That player must catch the ball and answer with some sort of cargo. For example, they could answer "Bananas" or "Jewels".
2. If the Cargomaster accepts their answer they can sit down, otherwise they run around the outside of the circle back to their position. The Cargomaster must have a rule (which is known only to himself) for a cargo to be acceptable. For example, the rule could be that the first letter of the cargo must be the initial of the player, or it could be that only five letter words are cargo.
3. Play continues until everyone works out the rule and gives a correct answer.
4. The player who sat down first becomes the new Cargomaster with a new (hidden) rule.



Family Games Treasurehouse



Humility

Age: All ages

No. of players: As many as possible

Equipment: Six coloured ribbons per player

Time: This game runs for the whole party

Aim: To avoid saying "I".

Humility is an easy icebreaker game that can run during the entire party.

1. Each player is given six coloured ribbons. They can be any colour or a mix of colours.
2. Any player is eligible to receive one ribbon from another player if they can get them to say "I". For example, Paula may ask Trent, "Where do you live?" If Trent says, "I live in Brentwood", he must give her a ribbon.
3. Players can only receive one ribbon from a player. In the example above, Paula cannot get two ribbons from Trent, even if he answers "I" again to another question. However, if he can trick Paula into saying "I" she must give him a ribbon.
4. The game continues during the entire party. Any time a player can induce another player to say "I", they receive a ribbon.
5. The player with the most ribbons at the end of the party may receive a prize.



Family Games Treasurehouse



Tom, Dick, Harry and Bertha

Age: All ages

No. of players: As many as possible

Equipment: None

Time: 5 minutes+

Aim: To name another player within about three seconds.

Tom, Dick, Harry and Bertha is an icebreaker game where players must name another player before "Bertha" counts to ten.

1. All the players except one are seated in a circle. Each player has the name "Tom". The player on their left is known as "Dick" and the player on their right is "Harry".
2. One player (known as "Bertha") stands in the middle of the circle, pointing to another player and saying either "Dick" or "Harry". That player must name the player on their left or right as the central player counts to ten.
3. For example, James is sitting between Hannah (on his left) and Corey (on his right). When "Bertha" points at James and says, "Harry", he must name Corey. If Bertha says, "Dick", James must say "Hannah".
4. To make the game harder Bertha may also say "Tom", in which case the player (James, in the example above) must name himself.
5. If the player succeeds, "Bertha" repeats step 2 with another player, but if they cannot correctly name the player on their left or right before Bertha counts to ten, they swap places.



Family Games Treasurehouse



Find the Leader

Age: All ages

No. of players: As many as possible

Equipment: None

Time: 5 minutes+

Aim: To find the player leading the actions.

Find the Leader is an easy and fun game for all ages.

1. Players are seated in a circle. One player leaves the room while a leader is chosen.
2. The player returns to the middle of the circle. The leader, unseen by the middle player, starts an action (such as clapping her hands, crossing her arms or stamping her feet) which the other players copy as soon as possible, without giving her identity away.
3. The middle player tries to find the identity of the leader, who can change the action every ten seconds or so.
4. If the middle player correctly guesses the identity of the leader, they swap places. The old leader (who is now the middle player) leaves the room while a new leader is chosen.



Family Games Treasurehouse



Opposites

Age: All ages

No. of players: An even number of players, in two teams

Equipment: None

Time: 5 minutes+

Aim: To answer questions asked to your opposite player.

Opposites is a team game where players must answer questions.

1. Players line up in two lines facing each other with an adult leader in the middle.
2. The leader points to a player and asks a question. However, it is the player on the other team directly opposite the player who must answer. The questions should be appropriate to the age of the player who should answer the question, and can include mathematical, general knowledge or other questions such as, "How many players have blue eyes?"
3. A player who answers correctly scores one point for their team. A player who answers instead of the opposite player loses a point for their team.

Variation: The leader points to a player, asks a question and then says either "A" or "B" before counting to ten. If they say "A", the opposite player should answer but if they say "B" the player themselves should answer.



Family Games Treasurehouse



Lofty Art

Age: All ages

No. of players: Any number

Equipment: Each player needs a pencil, paper and something solid to write on.

Time: 5 minutes+

Aim: To draw the best picture.

Lofty Art is a simple, quiet indoor game where each player tries to draw the best drawing without seeing it.

1. Players place a book or other flat, hard surface on top of their head, with a piece of paper attached.
2. An adult or other leader tells them an object to draw, such as a house or a car. The players then draw the object without looking at the paper.
3. The player who draws the best picture receives a prize.



Family Games Treasurehouse



Blind Art

Age: All ages

No. of players: Any number

Equipment: Each player needs a pencil, paper and a blindfold

Time: 5 minutes+

Aim: To draw the best picture.

Blind Art is another quiet drawing game similar to Lofty Art.

1. Players are blindfolded (or told to close their eyes and keep them closed, if there are not enough blindfolds) and given a piece of paper and a pencil.
2. An adult or other leader then slowly describes a scene that each player draws. The description should jump from one object to another and back again, so that the artists must add details to their drawing without seeing the true location of each object.
3. For example, the leader may say, "There is a house in the middle of the picture. He then says that there are clouds in the sky and flowers in front of the house, followed by smoke from the house's chimney and a bright sun in the sky. A boy and his dog are walking along the path to the front door of the house while a bird is singing in the tree at the side of the house. The boy is wearing a hat, the sun has a smiley face and the bird is sitting in a nest."
4. The results are usually hilarious, with the smiley face nowhere near the sun, the dog wearing the hat, and so on. The best picture can be awarded a prize, or a series of prizes could be awarded for the best house, the best dog, and so on.



Family Games Treasurehouse



Potato Relay

Age: All ages

No. of players: Any number

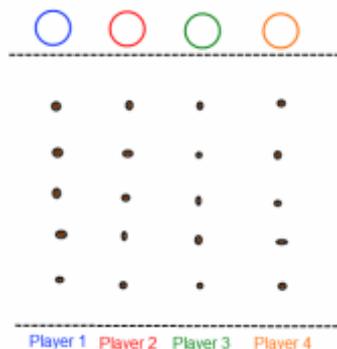
Equipment: A bucket and five potatoes (or similar) per player

Time: 5 minutes+

Aim: To be the first player to put all their potatoes in the bucket.

Potato Relay can be played indoors or outdoors. If you do not have potatoes, you could easily substitute tennis balls, pine cones or any similar objects.

1. Two lines are marked on the floor about 6-8 metres/yards apart, with players lined up along one line facing the other line. The buckets are placed on the opposite line.
2. The potatoes are evenly spaced in a line between the player and their bucket. At a given signal, each player must pick up one potato and place it in the bucket before returning to pick up another potato, and so on. Players can carry only one potato at a time but they can pick up the potatoes in any order.
3. The winner is the first player to put all their potatoes in the bucket.





Family Games Treasurehouse



Number Catch

Age: All ages

No. of players: As many as possible

Equipment: A basket ball (or similar)

Time: 5 minutes+

Aim: To catch the ball when your number is called.

Number Catch is an active outdoor game for any number of players.

1. Players form a circle at least 6 metres/yards in diameter with one player in the middle. Each player around the outside is given a number to remember. The middle player holds the basketball.
2. The outside circle slowly moves around, until the middle player calls a number and throws the ball straight up into the air. The player whose number was called must rush into the middle and catch the ball before it touches the ground. If they succeed, they rejoin the circle. If they don't catch the ball in time, they swap places with the middle player.
3. Every time a new player becomes the middle player, the outside players are given a different number to make the game harder.



Family Games Treasurehouse



Poison Ball

Age: All ages

No. of players: As many as possible

Equipment: A basketball or similar

Time: 5 minutes+

Aim: To avoid being hit by the ball.

Poison Ball is an old favourite picnic game that is great for any outdoor party.

1. Players form a large circle, with one player holding the ball in the middle of the circle.
2. The middle player turns around, facing each player in turn. Suddenly they throw the ball at a player's legs, below the knees. That player must jump or move out of the way of the ball so that it does not touch them. Other players are not allowed to move their feet at all.
3. A player who moves their feet at the wrong time or whose leg is touched by the thrown ball swaps places with the middle player. If the ball touches their leg above the knee, or touches a player after bouncing off anyone or anything else, they do not swap with the middle player.
4. The middle player can also pretend to throw the ball at another player at any time. If the player moves their feet, they swap places.
5. The ball is retrieved and the game continues as long as they want to play.



Family Games Treasurehouse



Toxic Ball

Age: All ages

No. of players: As many as possible, in two teams

Equipment: A basketball or similar

Time: 5 minutes+

Aim: To eliminate everyone from the other team.

Toxic Ball is an outdoor team game similar to Poison Ball.

1. Players form two teams. There can be an uneven numbers of players but the teams should have roughly equal abilities.
2. One team forms a large circle with the other team in the middle. Players on the outer circle pass or throw the ball to each other, and can suddenly roll or throw the ball, attempting to hit the other team players below their knees.
3. Any player in the middle who is hit on the legs below their knees, even if the ball bounces off anyone else, is out of the game.
4. Once all the middle players are out, the teams swap places.



Family Games Treasurehouse



Stepping Stone Race

Age: All ages

No. of players: Two or more

Equipment: Two sheets of newspaper per player

Time: 5 minutes+

Aim: To be the first to finish the race.

Stepping Stone Race is an active outdoor game that could also be played indoors.

1. Each player is given two sheets of newspaper, which they place on the ground beside them. They line up at the Start line and must race to a Finish line at a suitable distance.
2. On a given signal, players throw one sheet of paper ahead on the ground and then step or jump onto the paper. They reach back to pick up the other piece of paper and then throw it in front of them. This continues until they reach the Finish line.
3. The first player across the line wins the race.

NOTE: You could run the race with many players competing at once, or you could have an elimination match where pairs of players compete and the victors race each other.

CAUTION: Take care that the floor is not too slippery if you play this game indoors, to avoid injury to players if they slip over.



Family Games Treasurehouse



Thread the Needle

Age: Teens

No. of players: One boy and one girl per team

Equipment: Needle and thread (cotton) per team

Time: 5 minutes+

Aim: To be the first team to thread the needle.

Thread the Needle is an active game for teenagers in teams of two. Each team would ideally consist of a boy and a girl, but it is not particularly important if they cannot.

1. Each girl is given a needle while the boys are given a short length of thread (30 cm or one foot). The boys are lined up opposite the girls, at opposite ends of the room.
2. On a given signal, the boys run to the girls and try to thread the needle that the girl is holding. Boys must not touch either the needle or the girl's hand.
3. When a boy successfully threads the needle, they both run back to the starting line.



Family Games Treasurehouse



Doorkeeper

Age: All ages

No. of players: As many as possible

Equipment: A small rubber ball

Time: 10+ minutes

Aim: To prevent the ball from passing through your legs.

Doorkeeper is a popular street game played after school by children in Afghanistan.

1. To play the game, players stand in a circle with their legs spread apart. Each player must have his feet touching the feet of the players next to him. Choose one player to stand in the middle of the circle. That person is given the ball. His job is to roll the ball through the legs of one of the other players.
2. When the player sees the ball coming he must quickly shut his legs to try and stop the ball from going through. A player is out if the ball passes through his legs or if he closes his legs when the ball has not been rolled towards him.
3. The game is finished when all players are out. Then the game can start all over again!



Family Games Treasurehouse



Pebble Chase

Age: All ages

No. of players: As many as possible

Equipment: A pebble or similar object

Time: 5+ minutes

Aim: To avoid being caught.

Pebble Chase is a favourite game among boys and girls in Greece.

1. Before the game is played, choose a marker (a tree, rock or fence) approximately 20 metres (60 feet) away. Choose one player to be the leader. He holds the pebble in his hand. The remaining players line up side by side holding out their hands with their palms together to form a cup.
2. The leader walks down the line of players and pretends to drop the pebble into each player's hand. When he actually does drop the pebble into a player's hand, the player must run to the chosen marker, run back again and place the pebble back into the leader's hand.
3. All the other players chase after the runner. If a player catches the runner before she returns the pebble, that player then becomes the new leader. If the runner succeeds in returning the pebble she becomes the new leader.



Family Games Treasurehouse



Morse Decoder

Age: Teens

No. of players: Everyone, in two teams

Equipment: One torch and/or buzzer, two copies of Morse code (see appendix), paper and pencils

Time: 5 minutes+

Aim: To be the first team to decode a secret message.

Morse Decoder is excellent as the last game before the party food begins. You can use a torch to send the messages, although a buzzer and light linked together make it even better.

1. Players are divided into two teams. It does not matter if they have uneven numbers. Each team will need a copy of Morse Code, with a pencil and paper. The teams will be near each other at one end of the room while an adult stands at the other end of the room with the torch.
2. For each team, one player can call out the dots and dashes as they occur, another player writes them down on the paper while another player (or two) decode the dots and dashes into letters.
3. The adult uses the torch to slowly send a message in Morse Code. The first team to decode the message wins. As soon as a team thinks they know the message they can yell it out. If they are wrong, they cannot try again until the other team has had a guess.
4. This game works well if there are a number of messages sent. The first can be fairly simple, to familiarise the teams with the code. The next messages can be secret messages, with the final message telling them that it is time to eat!

For example:

Message 1: Happy Birthday

Message 2: Salt and pepper

Message 3: Red balloons are cool

Message 4: Wash your hands. It is time to eat



Family Games Treasurehouse



Catch the Hanky

Age: Younger children

No. of players: Any number of players in two teams

Equipment: One clean handkerchief (square of cloth about 30 cm/one foot per side)

Time: 5 minutes+

Aim: To catch the handkerchief and return to your team without being caught.

Catch the Hanky is a team game that calls for quick reactions. In Australia, a handkerchief is abbreviated as a hanky.

1. Two teams of players line up, with children of the same size/age opposite each other.
2. An adult calls the first pair of children to stand just in front of him and facing each other. He holds the handkerchief at his head height for some time and then suddenly lets it go.
3. Both children try to grab the hanky as soon as possible. If one child does grab it, she must then run back to her own team line before the other child tags her. If successful, she scores one point for her team. Otherwise, there is no score for either team.
4. Each pair of children takes a turn at catching the hanky. The game can be repeated for as long as the players want to continue playing.
5. The team with the highest score wins the game. Alternatively, the first team to score, say, five points wins the game.

NOTE: Instead of step 2, the pairs of children could be numbered from one end. As the adult drops the hanky he calls out a number. When their number is called out, that pair races from their line to try and catch the hanky before it touches the ground. The other rules are the same as above.



Family Games Treasurehouse



Tunnel Ball

Age: All ages

No. of players: Two or more teams

Equipment: A basketball (or similar) per team

Time: 5 minutes+

Aim: To be the first team to complete a cycle of passing the ball.

Tunnel Ball is an old favourite picnic game that is great for any outdoor party. It is similar to Captain Ball. Divide the players into teams of equal number and ability.

1. Each team lines up with its players behind each other. Players stand with their feet apart, forming a tunnel, so that a basketball can roll between each player's feet. The player at the front of each team has a basketball. The back player can stand about one metre/yard behind the second last player.
2. At a given signal, the first player rolls the ball backwards between his feet. The idea is for the ball to travel the whole length of the tunnel between each player's feet. If the ball stops because it hits a player's leg, that player can push the ball backwards.
3. If the ball bounces out of the tunnel before reaching the end, a player retrieves the ball and can restarts it where the ball left the tunnel. It must travel through *every* player's legs, except the last player.
4. As the ball passes through the second last player's legs, the back player picks it up and runs to the front of the line where she starts the process over again. Players shuffle back slightly, and the second last player moves back further to catch the ball this time.
5. The winning team is the first to pass the ball successfully through the tunnel so that every player has a turn at the front of the team. The original first player returns to the front of the team and all the players sit down to show they have finished.



Family Games Treasurehouse



Captain Ball

Age: All ages

No. of players: Two or more teams

Equipment: A basketball (or similar) per team

Time: 5 minutes+

Aim: To be the first team to complete a cycle of passing the ball.

Captain Ball is an old favourite picnic game that is great for any outdoor party. It is similar to Tunnel Ball. Divide the players into teams of equal number and ability.

1. Each team lines up with its players behind each other. The player at the front of each team (the captain) is given a basketball, takes three steps forward and faces the rest of his team.
2. At a given signal, the captain throws the ball, from his chest to the chest of the front player who catches it before throwing it back to the captain and then squats down. The captain then throws it to the next standing player who repeats the process and so on down the line.
3. If a player misses the ball they must retrieve it and return to their position before throwing it back to the captain.
4. As the final player catches the ball, they run to the front of the team and take the captain's place. The old captain now becomes the first player in the line to catch the ball from the new captain.
5. The winning team is the first to catch and throw the ball successfully through the whole team so that every player has a turn as captain. The original captain returns to the front of the team and all the players sit down to show they have finished.

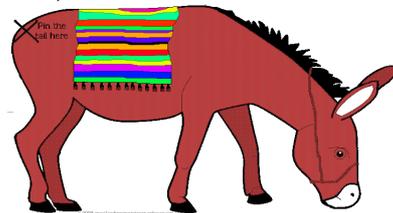
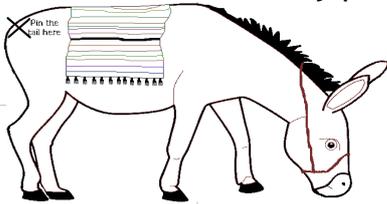


Family Games Treasurehouse



Appendix

Pin the Tail on the Donkey pictures (see page 21 for rules)



There are two versions of the *Pin the Tail on the Donkey* pictures. The Black and White version is useful if you want to colour it yourself or if you have a laser (monochrome) printer. The Colour version is ready to print and assemble.

- Black and White Version
- Colour version

pages 86 - 89

pages 90 - 93

Each picture prints on four pages. Assemble them onto a single, large piece of cardboard or stick them to a cork board or similar.

Print out enough Donkey tails for each player and write their names on them before use.

- Donkey Tails

pages 94

Morse Code (see page 81 for rules)

page 95

Print one or more copies for each team.

International Morse Code

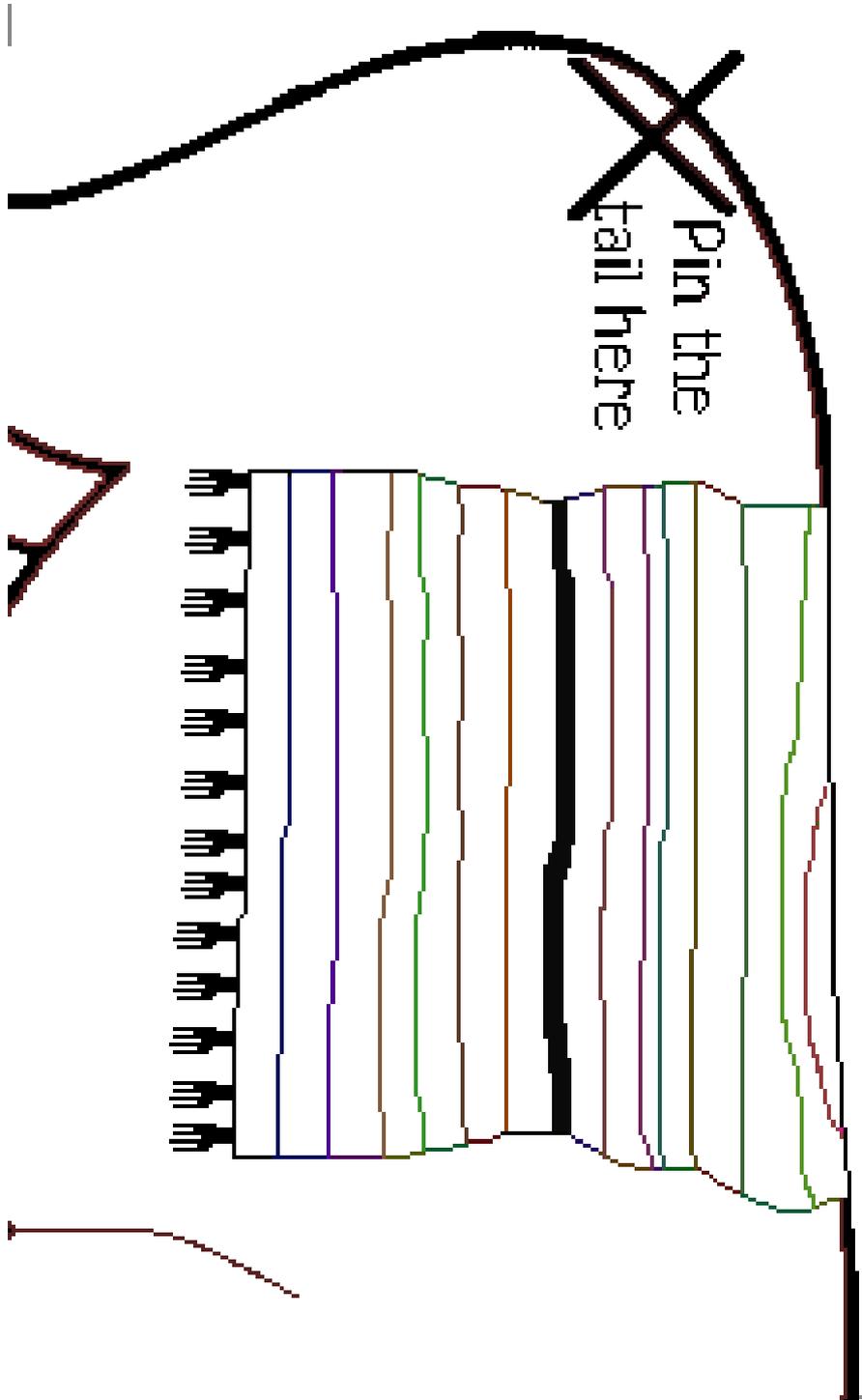
1. A dash is equal to three dots.
2. The space between parts of the same letter is equal to one dot.
3. The space between two letters is equal to three dots.
4. The space between two words is equal to seven dots.

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	••• —••••••••••~•

Pin the Tail on the Donkey

(Black and White version - page 1)

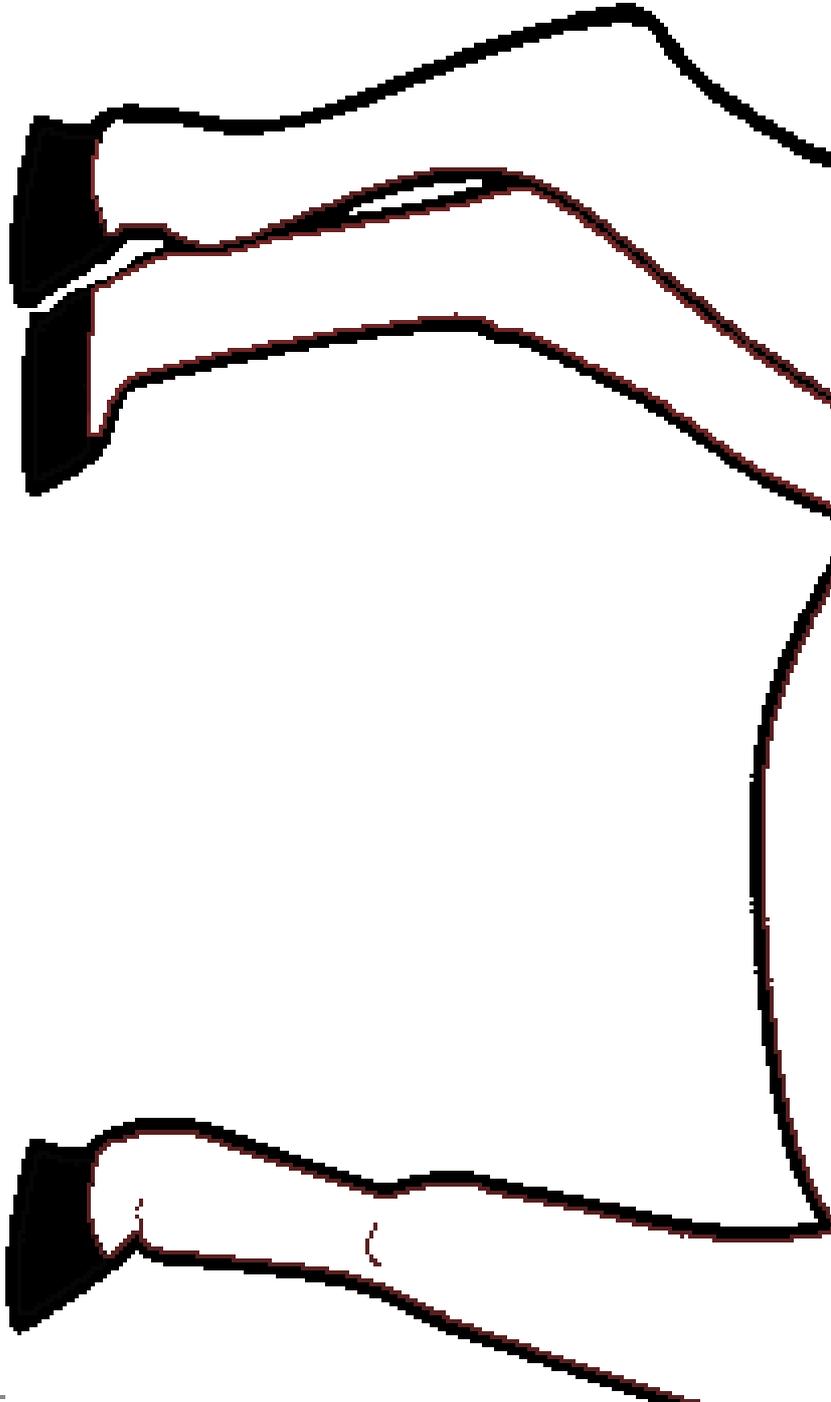
(for instructions see page 21)



Pin the Tail on the Donkey

(Black and White version - page 2)

(for instructions see page 21)



Pin the Tail on the Donkey

(Black and White version - page 3)

(for instructions see page 21)



Pin the Tail on the Donkey

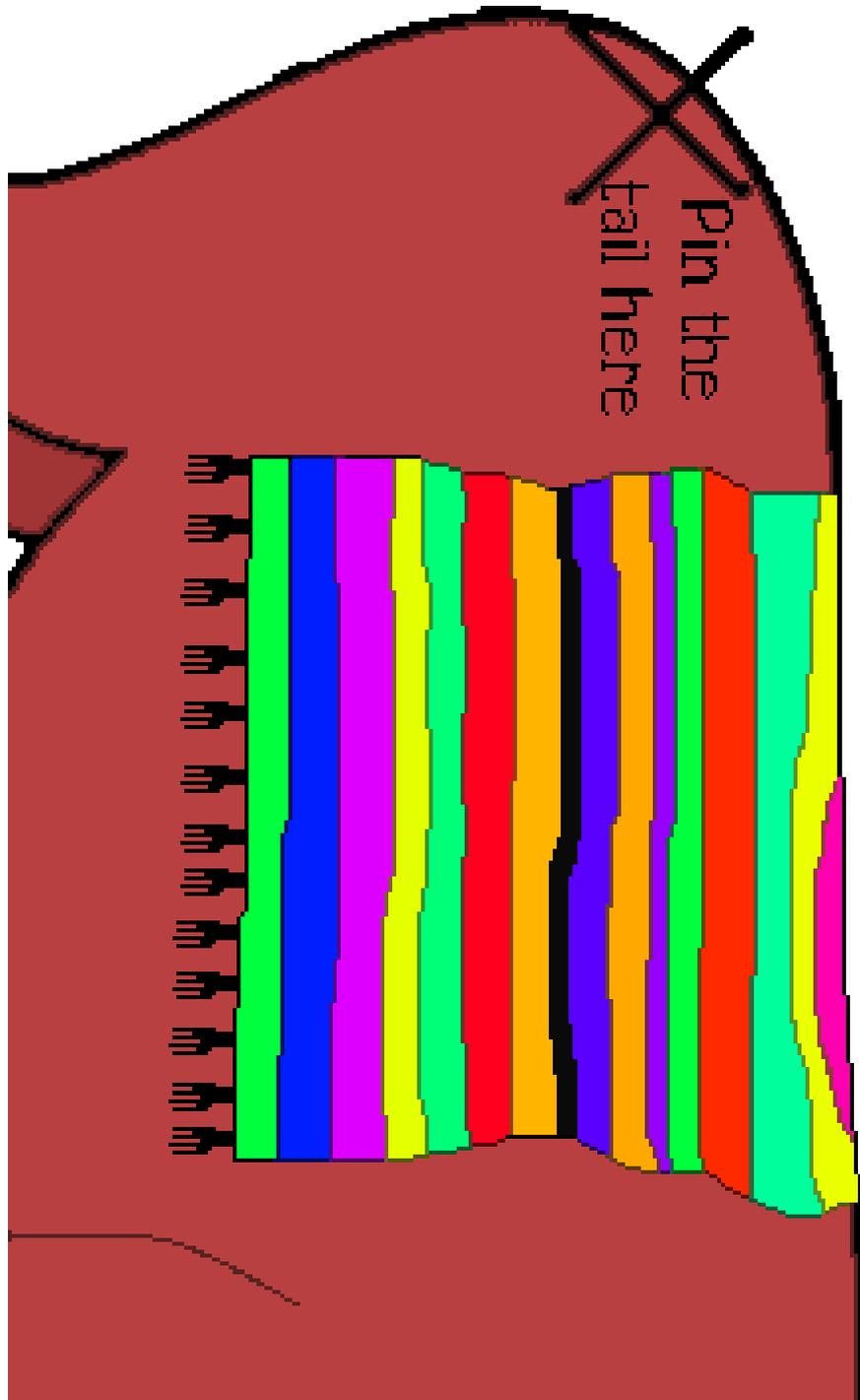
(Black and White version - page 4)

(for instructions see page 21)



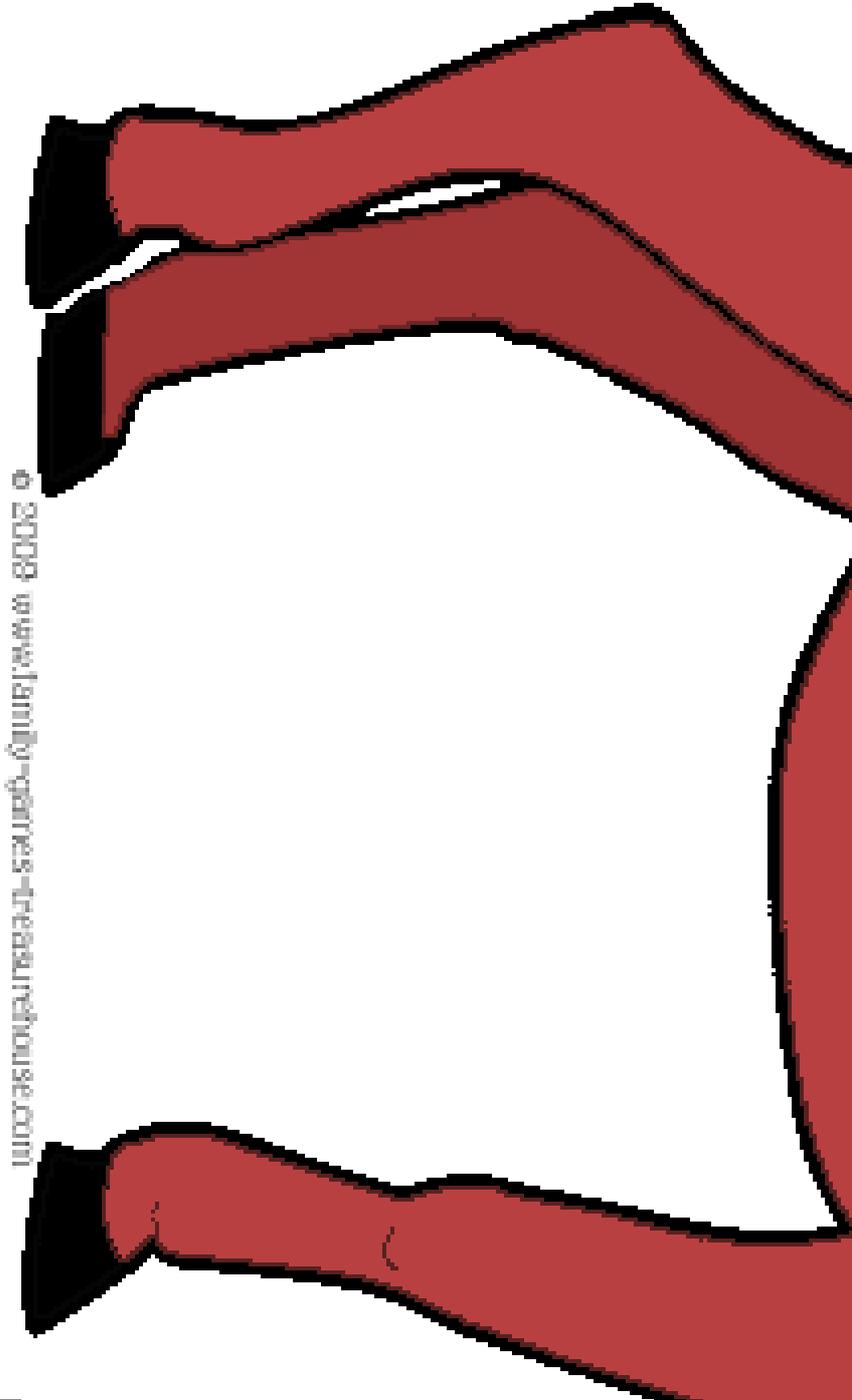
Pin the Tail on the Donkey

(Colour version - page 1)
(for instructions see page 21)



Pin the Tail on the Donkey

(Colour version - page 2)
(for instructions see page 21)



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Pin the Tail on the Donkey

(Colour version - page 3)
(for instructions see page 21)



Pin the Tail on the Donkey

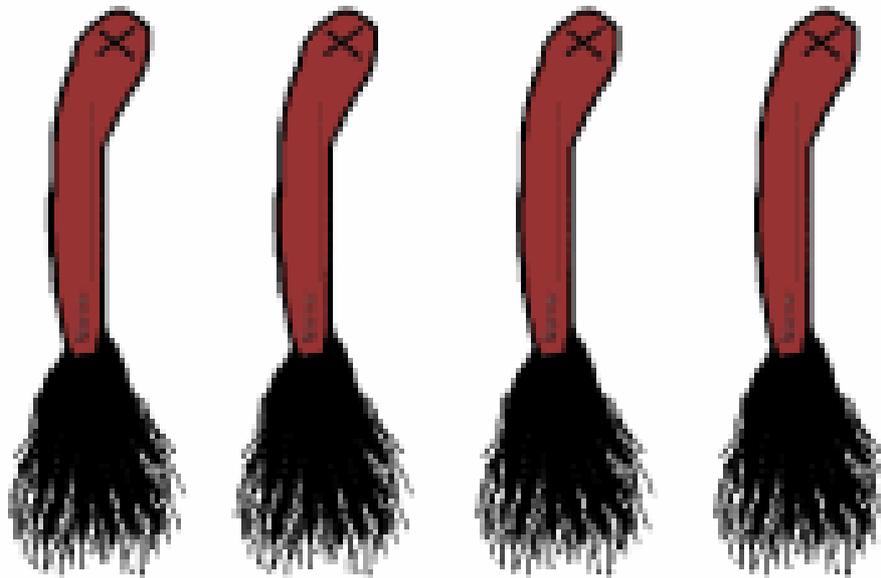
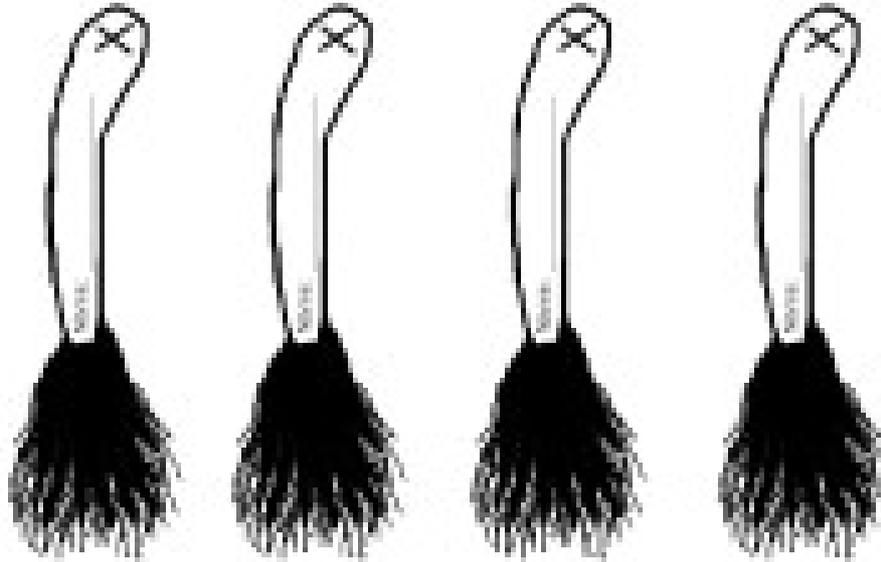
(Colour version - page 4)
(for instructions see page 21)



Pin the Tail on the Donkey

(Donkey tails)

(for instructions see page 21)



Morse Decoder

(for instructions see page 81)

International 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	— — — — —

http://nancydrewology.files.wordpress.com/2008/10/international_morse_code.png

If you have enjoyed The Family Guide to Party Games,
why not check out Family Games Treasurehouse
<http://www.family-games-treasurehouse.com>
for lots more family friendly games?

