Games & puzzles to enjoy! - week 2

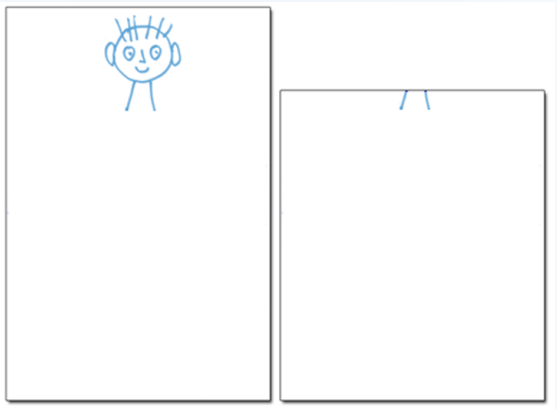
Fold Overs or Picture Consequences - Players: 2 or more

Players take turns in drawing a head, a body, and a pair of legs, without letting the other player see them The point of the game is the fun of seeing the resulting pictures.

Description

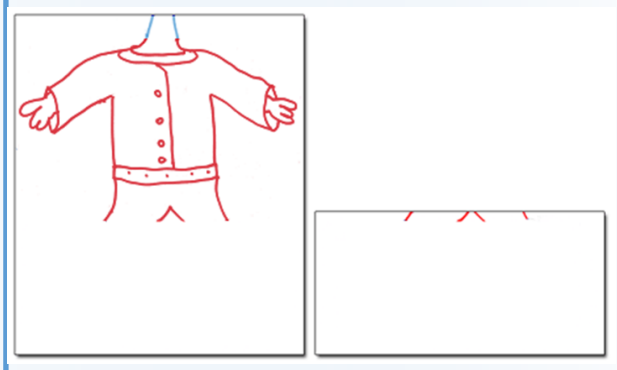
Each player starts with a piece of paper and begins by drawing a head in the top third of the sheet, It can be an animal head or a person's head, as weird as you like

They then fold it over so just the neck is showing:



The players then exchange pieces of paper, taking care not to let the other player see their drawing.

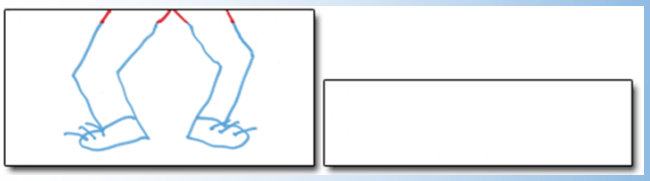
Each player then draws a body in the centre third of the paper, joining the neck lines, and folds over the paper so just the legs are showing:

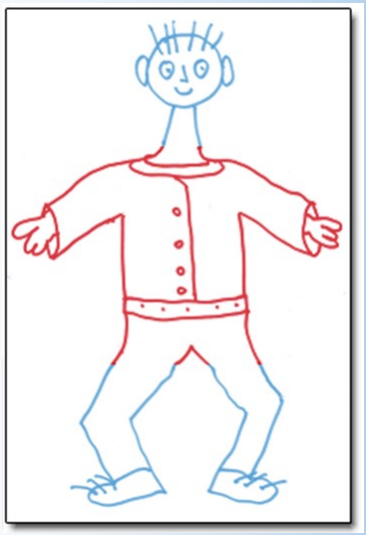


Again, the players exchange pieces of paper.

Finally, each player draws legs and feet, joining the leg lines, and folds the paper so nothing is visible.

Finally, after exchanging again, each player opens their piece of paper to reveal the whole drawing:





Variations

An amusing addition is to add an extra stage in which each player folds the page to leave a blank strip at the bottom of the paper.

After exchanging, each player writes a name for the drawing in the blank space.

Fold Over - Why? Because.

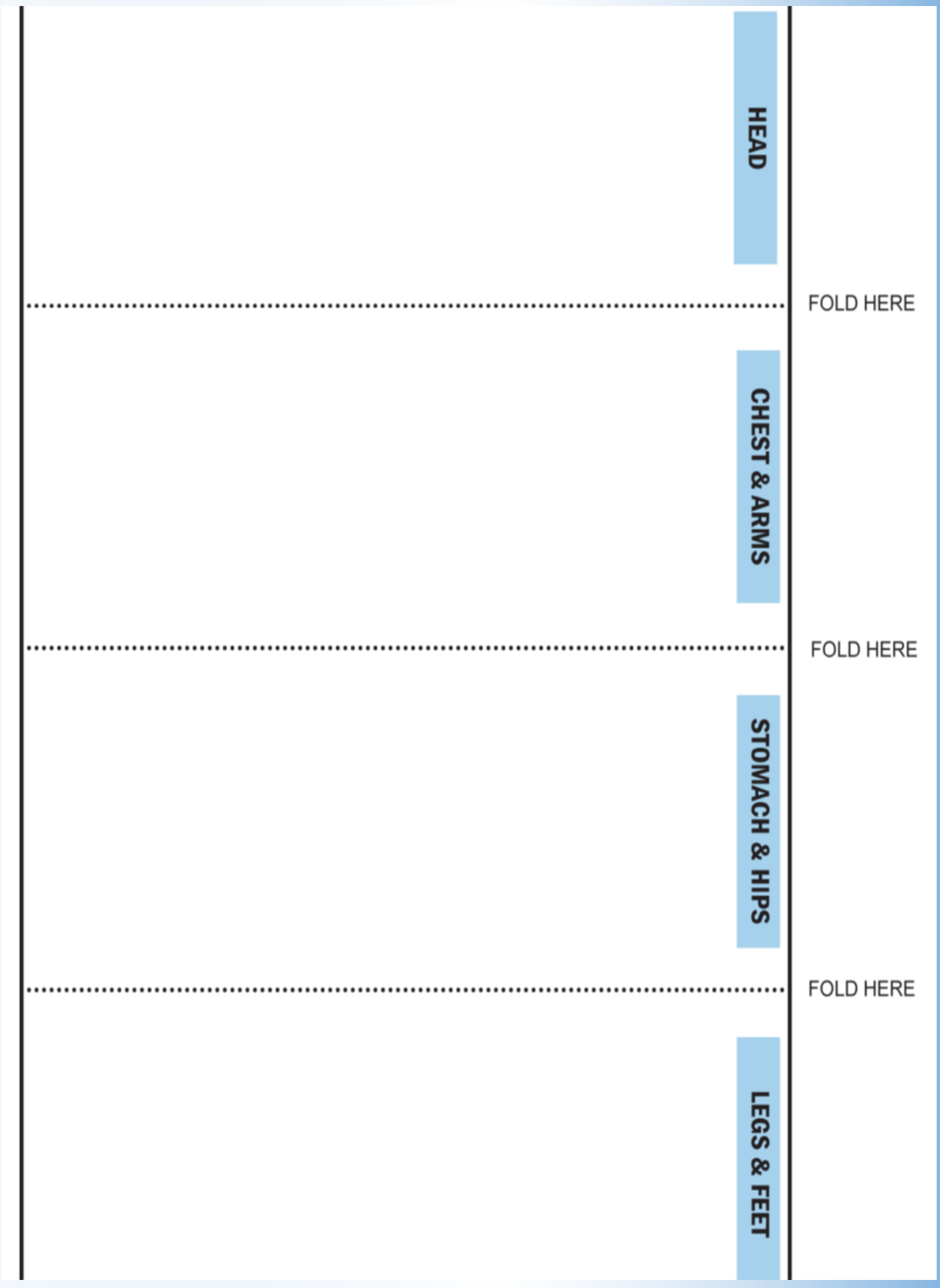
Each person writes down a question beginning with why (for example, Why do dogs bark?).

You can help with the writing for children who find this difficult.

Fold the top over to hide the question, and pass to the next person who, without looking at the question, writes an answer starting with Because (for example, Because chocolate tastes good).

Then read out all the questions and answers.

Fold Over template



Dots and Squares

Players: 2 or more

Begin by drawing a grid of dots on the paper.

Using lined paper or graph paper can make this a little easier.

Description:

The first person draws a line connecting two dots beside each other.

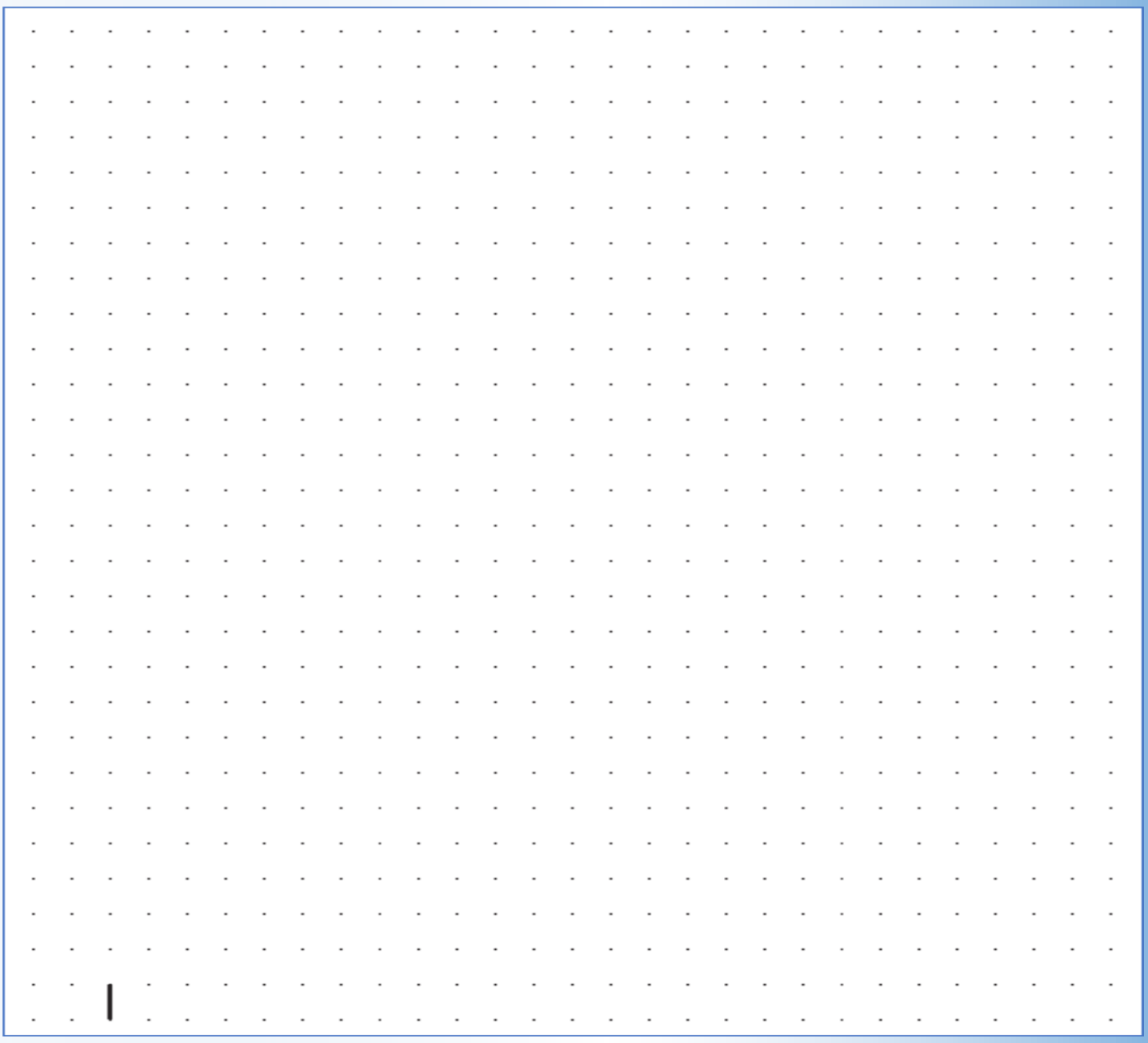
The second player then draws another line to connect another two dots.

The goal is to be the person who draws the last side of a square.

Then you put your initials inside the square (or some other abbreviation to claim your square).

In some versions of this game, if you complete a square you get another turn.

The player with the most squares when all the squares are drawn is the winner.



Grandma's Trunk

This game is played along the lines of the Christmas carol, 'The 12 Days of Christmas'. It's a memory game in which each successive player adds a new item to Grandma's trunk after listing all of the things other people have added. So, if the first person says,

"I am packing Grandma's trunk and in it I am putting **a pitcher of orange juice**"

The second person says,

"I am packing Grandma's trunk and in it I am putting **a pitcher of orange juice** and **a dictionary**",

Then the third person says,

"I am packing Grandma's trunk and in it I am putting **a pitcher of orange juice** and **a dictionary** and **a saber-tooth tiger**". And on and on.

The game need not be competitive. Children can help one another out when someone can't remember how the list goes. It's a fabulous game for strengthening everyone's memory and sequencing skills.

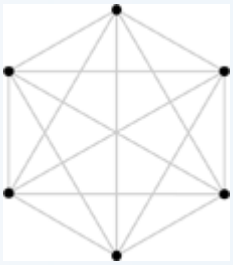
Sim

Players: Two

Players alternately join dots on a hexagon; the first player who competes a triangle in their own colour loses.

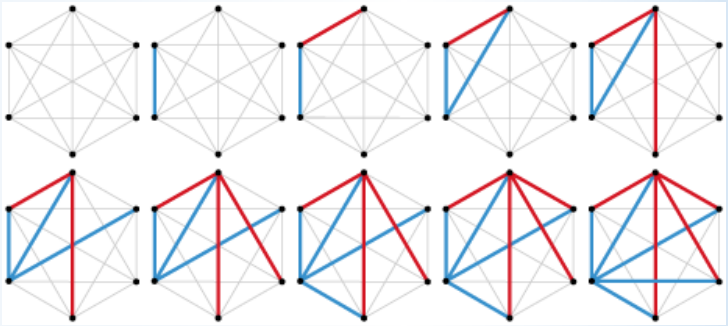
Description

First draw a board consisting of six dots arranged in a hexagon, with each dot connected to every other dot by a line:



The players take turns colouring an uncoloured line. The first player forced to complete a triangle in their own colour loses the game. The game cannot be a draw because there is no way to colour all the lines without creating at least one triangle.

Example - For example, in the following game Blue plays first and wins after the fifth round because Red cannot play without completing a triangle:



ABC to read
Assisting Berkshire Children to read