

*Easter break, although your plans are maybe not what you thought they would be. Don't despair, there is lots of fun things you can do during the day.*

*Listed below are a number of games you can play with your family. You may have a different idea and want to amend the game. It might remind of other games that you enjoy playing,*

*If its arts and crafts that you enjoy look up you tube videos, "fun to", "draw so cute", "turn words into a cartoon" and pinterest.*

*Many of these activities can be done in pairs or more. Enjoy spending time with your families and remember it's not the winning, it's taking part that's important*



### BATTLESHIPS

*For two players. Here's another popular game you can play without the official version. All you need is graph paper. Each player needs two grids. Label each grid by writing numbers across the top and letters down the side, so that the squares are easily identified as A8 or F5. One grid will be for locating your own ships, the other for recording shots against your opponent's ships. Each player places three or four "ships" on his grid, then let the guessing begin. The first person to sink all the other person's ships wins.*

### HANGMAN

*Choose a topic, select a word. Only give clues if the other player is struggling. You could give them a little longer by adding eyes, nose and mouth to the face,*

## FOLDOVERS

*Give everyone a piece of paper. On the top section, draw a head. It can be an animal head or a person's head, as weird as you like. Now fold that section back, so that it's hidden, and slide it across the table to the next person. Without looking at the hidden drawing, the next person draws a chest and arms (of a person, animal, alien), folds it back as well and passes it on to the next person. Without looking at the previous pictures, that person draws a body (stomach and hips) and the final person draws the legs and feet. (You can have more or fewer sections depending on the number of people you have playing.) Finally, unfold your papers and laugh at the weird creatures you have created.*

## Why? Because

*Each person writes down a question beginning with why (for example, Why do dogs bark?). 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. It will be funny reading the answers to the questions.*

## BUILDING WORDS

*The first person writes down a letter. The next person adds a letter, and must have a word in mind. The next player adds another letter, again working towards spelling out a word. Next player adds another letter, and so on, until nobody can add another letter. If you think the other player doesn't have a word in mind, you can challenge him, and if he can't tell you the word, he's out.*

*CHALLENGE - home-made scrabble give each letter a value. A = 1 b = 2 etc. Add up the totals of the words you have made.*

*Build a fort - your own private space to chill out in.*

## CARD GAMES

### GO FISH

*How to play: Choose a "dealer" to hand out cards. If there are two or three players, each player is dealt seven cards. If there are more people taking part, each player is dealt five cards. The remaining cards are placed face down in a pile. This is the "fish pond."*

*Each player sorts their cards into groups of the same number or suit (i.e. group of threes or group of kings), making sure not to show anyone. The "requester" (person to the left of the dealer) starts the game by asking another player for cards that will match his hand. For example, if the requester has two kings, he will ask the other player for kings. If the other player has these cards, he must hand them over. The requester continues asking the same player for more cards until the player does not have the cards he wants. If the player does not have the right cards, he can tell the requester to "Go fish." The requester then has to take one card from the "fish pond." The player who told him to "Go fish" becomes the new requester.*

*Anyone who collects all four cards of a set (i.e. all four eights or all four Queens) puts them face down in front of him. The winner is the first person to have no single cards left, only complete sets. If two people run out of cards together, the player with the most sets wins the game.*

## CRAZY EIGHTS

*How to play: In a two-player game, each player is dealt seven cards. In a game with three or four players, each player is dealt five cards. The rest of the deck goes facedown in a pile, with the top card turned up beside it. This is the discard pile. The player to the left of the dealer discards a card from his hand that matches either the number or suit of the top card in the discard pile. For example, if the card is a five of hearts, he could play any heart or any five. If he does not have a matching card, he continues picking up cards from the deck until he gets one that is playable. Eights are wild and can be put down on any suit. For example, an eight could be played to match a heart. The next player must match their card to the number or suit that the eight was meant to cover. Play continues with players matching the card at the top of the discard pile. The first player to use up all his cards wins. If the deck runs out before the game is over, the discard pile can be used.*

## WAR

*How to play: All cards are dealt to the two players and kept face down. Neither player must look at their cards. Both players turn over the top card of their piles and put them face up in the centre of the table, beside the other player's card. Whoever has turned over the highest-ranking card takes both cards and adds them to the bottom of his pile. This continues until two cards of the same value (i.e. two sevens) are put down together. The game is now in a state of "war." To continue, both players take two new cards and put one face down on top of the card they have already placed in the middle and one face up. Whoever puts down the higher ranking face up card wins all six. The game is won by the player who collects all of the cards.*

## MEMORY

*Shuffle and spread cards face down on a table between the players. Cards can be laid in a random pattern or in a grid. The object of the game is to find matching pairs. Players take turns turning over two cards and letting all the players see them and study them. If they are not a matching pair, try to remember what and where they are, then turn them back over. The next player turns over two cards. If they are a matching pair, that player removes them from the table and keeps them, and then has another turn. When all cards have been removed from the table, each player counts up the number of cards they have collected. The player with the most cards wins.*

## SNAP

*How to play: Choose a card dealer. This player deals all the cards around the group until there are no cards left. Some players may have more cards than others, but this is okay. Players do not look at their cards but keep them face down in individual stacks.*

*To begin, the player to the left of the dealer turns his top card over and places it face up next to his own pile. The next player does the same. (Note: If a player runs out of face down cards, he can shuffle his face up pile and use them). This continues until a player notices that two cards on top of the face up piles are the same, such as two jacks or two sixes. The first player to notice and shout out "snap!" receives all cards in both of the matched piles and adds them to the bottom of his face down pile. The game continues with a new player turning a card over.*

*If two players shout "snap!" at the same time, they form a snap pool with the two matched piles of cards placed together in the centre. Play continues until someone turns up a card that matches the top card in the snap pool. Whoever*

*shouts "snap pool!" first takes the whole pool and adds it to the bottom of their face down pile. If a player mistakenly shouts "snap!" he has two options: 1) give every player one card from his face down pile, or 2) his entire face down pile becomes a new snap pool. If a player has no more face up or face down cards he is out of the game. The winner of the game is the player with all of the cards.*

### Other Ideas

- *Make your own Indoor hopscotch or obstacle course - how quickly can you do it. Can you make up a song while you're doing it?*
- *Musical statues / bumps*
- *Puzzles and board games or make your own! We made our own board game in the style of snake and ladders - we were all really successful can you think of another game you could make?*
- *Indoor bowling - use empty bottles and a ball or other sphere-shaped item. Half fill the bottles to make them harder to knock over.*
- *Treasure Hunt - Hide items around the house and write clues for people to find them.*
- *Simon Says - Can you listen to the instructions and ensure you only move when SIMON SAYS = change the name Simon to your own NAME.*
- *Memory with objects - put a few objects on a table and ask the players to have a quick look. Players cover their eyes until you take an item away. Can anyone recognise which item is missing.*
- *Alphabet games - Say an animal starting with the letter A all the way through to Z example Antelope, Bear, Cat, Dog, Elephant.*
- *Or make up your own category like girls/boys name, fruit, vegetables, chocolate bars all starting with the letter A through to Z.*