

Games

IMPORTANT Parent or Carer –
Check that you are happy with any weblinks or use of the internet.

Activity 1 – Hand games Play ‘Rock, Paper, Scissors’

<p>What to do</p> <ul style="list-style-type: none">○ Talk about how to play the game, practising the different hand shapes, what they are called and how they interact.○ How to play:<ul style="list-style-type: none">● <i>On the count of three, both players make one of three shapes with their hands: rock, paper or scissors</i>● <i>Scissors cut paper = scissors win</i>● <i>Paper wraps rock = paper wins</i>● <i>Rock breaks scissors = rock wins</i>● <i>If you show the same object it is a draw</i>○ Play the game, facing each other and trying to get the highest score.	<p>What you need</p> <p>Someone to play with...</p> 
<p>Extension</p> <p>Discuss which shape is the best to win (none – although most will say rock). Keep a tally to keep score. Play remotely over video call.</p>	<p>Questions to ask</p> <p>What three shapes can we make with our hands? What happens if you show scissors and I show paper? Who won that round? What is the score so far? Who is winning?</p>

Activity 2 – Hand games

Play ‘Guess which hand’

What to do

- Show the object in one hand with the empty hand next to it.
- Close both hands and put them behind your back. At this point you can either keep the object where it is or swap it to the other hand.
- Bring both closed hands back in front and ask your child to guess which hand the object is in.
- You can make this more fun by letting them feel your hands, look into your eyes for clues and watch your reaction as they look at one of the hands.
- Your child guesses and then you open that hand to reveal if they were right.

Extension

Swap roles, with your child doing the hiding. As your child becomes more confident, introduce the idea of bluffing, exaggeratedly reacting when they look at the wrong hand – your child will love tricking other adults. Play remotely over a video call.

What you need

A small object which fits in the hand (*could be a coin, sweet or small toy*)



Questions to ask

Can you see which hand it is in?
Have I swapped hands or not? Can you tell?
Can you work out which hand the coin is by looking closely at my hands/feeling them/looking into my eyes?
Can you tell if I am bluffing or not?

Activity 3 – Hand and eye games

Play 'Pick up sticks'

What to do

- Hold the sticks in one hand, upright with one set of ends touching the surface.
- Release them gently by opening your hand. You want to end up with the sticks in a loose pile, touching each other.
- The idea of the game is to take turns picking up one stick at a time, without moving any of the others.
- If you can pick up a stick without disturbing any others, you can keep it. If not, you return it to the pile.

What you need

Collect a large handful of thin, straight-ish sticks (at least 20).

(It is possible to buy packs from toyshops.)



Extension

Keep score by counting sticks won.
Make each stick worth 2 points – how many points do you have now?
Increase the number of sticks in play.
Try playing with your non dominant hand.

Questions to ask

Can you pick up that stick without touching any others?
Which stick would make a good one to start with?
How can you choose which stick is best?
What would make the game harder?
How many sticks have you got?
What is the score? Who is winning?

Activity 4 – Pen and paper games

Play ‘Noughts and crosses’

What to do

- Draw out the grid (3x3) on paper.
- Decide who will play noughts and who will play crosses.
- Explain that the winner is the one who can get three of their symbols in a row.
- Take turns to play.
- Now your child can make some pictures arranging the shapes and sticking them down when they are happy with their position.

What you need

Paper and pencil
Or chalk and pavement



Extension

Keep score as a tally.
Increase the size of the grid (4x4, 5x5, etc.) and the number in a row needed to win.
Play on a chalk-drawn grid, using objects as counters, e.g. daisies vs leaves.

Questions to ask

Who will play crosses?
How many do we need in a line to win?
Which is the best square to choose first?
Can you see how to block my line?
Who is winning?
Who has the highest score?

Activity 5 – Pen and paper games

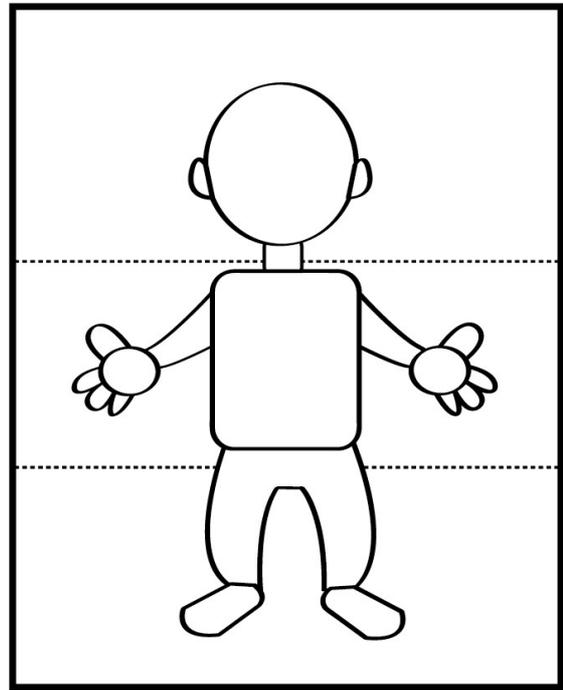
Play ‘Heads, bodies and legs’

What to do

- Pre-fold each piece of paper into three equal folds so that when you unfold it there are three creases across the page.
- Each player draws a head in the top section, drawing a neck right down to the crease. They then fold the paper over so that the head is hidden.
- Pass the papers round and everyone draws a body for a different head (they cannot see the head they are drawing for). They draw the body with the lines coming down to the crease and then fold this over again.
- Pass the papers round once more and draw the legs and feet.
- When finished, pass the papers once more and unfold to reveal the funny pictures.

What you need

Paper (one piece for each player) and pencils



Extension

Name and colour in the pictures and make a collection of crazy characters. Talk about what they look like.

Draw aliens, fantasy characters, fairy-tale characters etc.

Make a set of funny people by drawing head, body and legs which match, cutting along the creases and rearranging.

Questions to ask

Can you draw a head and neck? Have you drawn the neck right down to the crease?

What sort of body will your picture have?

What are they wearing? How many legs will your picture have? Are they human legs or a different animal?

What does your picture look like? Is it funny?

What shall we call this one?

Activity 6 – Hand and eye games

Play 'Which cup?'

What to do

- Start with 3 cups in a row. Show that they are empty and place them upside down on the table.
- Place a small object under one cup and tell your child to keep their eye on the cup.
- Make a show of sliding the cups round, encouraging your child to keep their eye on the cup containing the object.
- When you have shuffled the cups around, ask your child to point to the cup containing the object.
- You can play the game with several guessers watching.

What you need

Three identical cups which will be easy to slide around
A small ball, bead or toy



Extension

Play the game with more than one child by placing an object for different children to watch for (e.g. *yellow pompom under cup 1 and green pompom under cup 2*). Ask your child to be the cup mover. Can they catch you out? Keep score – a correct guess ends in a point for the guesser; an incorrect guess scores a point for the cup mover.

Questions to ask

Can you see the ball under the cup before I cover it up?
Can you keep your eye on the cup while I move them around?
Do you know which is your cup?
Can you catch me out?