

HOW TO PLAY Charades for Kids

Contents:

50 Picture charade cards
100 No picture charade cards
One 1 minute egg timer
One 1,2,3, Die

To set up:

1 First select a pack of cards. **Note:** The pack of cards with pictures should be used if there are any children playing whose reading abilities are such that they would find the other two packs difficult.

2 All the children should stand in a line from left to right in front of a stage area. The egg-timer and the die should be placed on a table next to the child at the extreme right of the line. The chosen pack of cards is placed face down on a table in the stage area.

To play:

1 The child on the right of the line goes up to the stage and the other children shuffle the line along. The child who is now on the right of the line rolls the die, calls out the number and turns over the egg timer.

2 The child on the stage turns over the top card, looks at the object or action written on the card against the number which matches the die number rolled and mimes it.

Any actions or noises are allowed but **NO WORDS!**

Note: A child whose reading abilities are limited should always mime the first picture whatever die number is rolled.

3 Whilst the child is on stage miming, the children in the line guess what the mime is. This **MUST** be done in an orderly fashion, starting with the child on the right of the line, followed by the child immediately to his/her left and so on along the line. Any child who shouts out a guess out of turn has to go to the extreme left of the line, and their guess is disregarded.

4 Any child who correctly guesses the mime keeps the card with the mime on it. If no child has guessed by the time the egg timer has run out, the card is returned face down to the bottom of the pack.

5 Either way, at the end of the mime, the child on stage joins the left end of the line, the other children shuffle to the right and the next child goes up to mime.

To win:

The first child to collect three cards by correctly guessing three mimes is the winner.