

Parlour games

Imagine that you and your family are the Dickens family. Gather round and play!

Grandmother's Trunk

A trunk was a large, packing case or box that was shut with clasps. It was used to carry luggage on long journeys or for storing things at home.

The aim of this game is come up with ideas (as silly as you like!), as to what 'Grandmother' keeps in her trunk! Players take turns to choose imaginary items that Grandmother keeps in her trunk, but to make it more challenging, they have to think of things in alphabetical order! Each player must remember the list so far before they can add their own item.

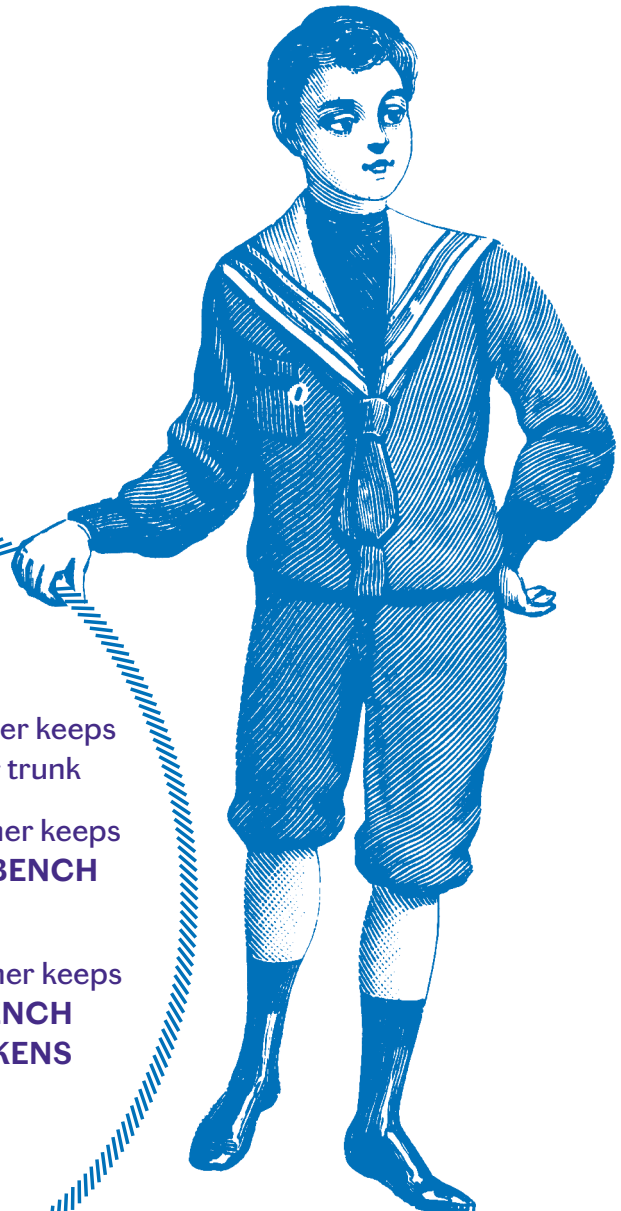
Too easy for you? Well, players need to keep a straight face – if they smile or laugh or forget any of the items they are out of the game! Let's see how far you and your family can get!

For example

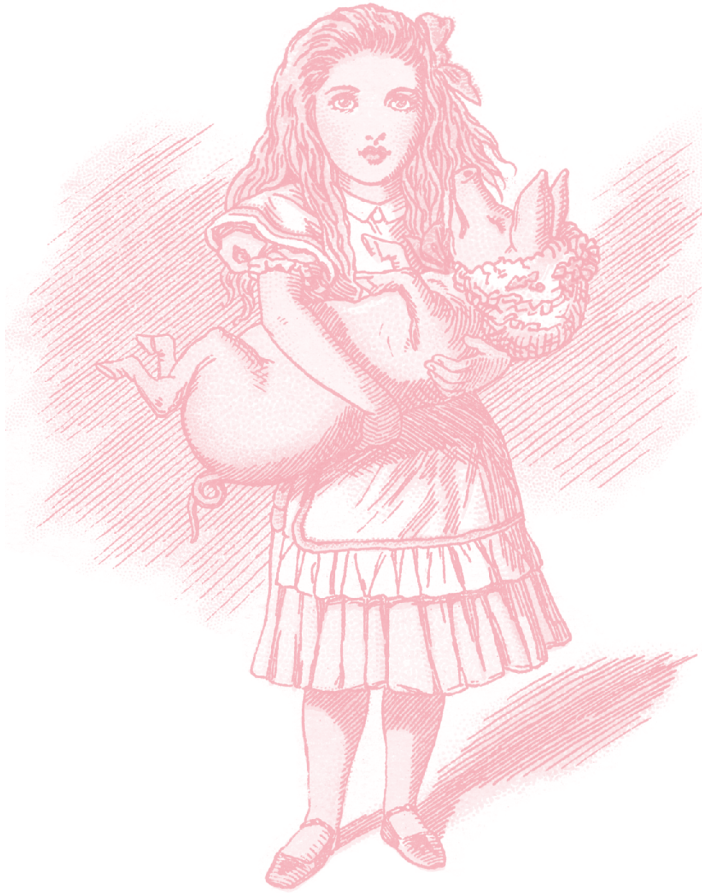
Player 1: My grandmother keeps an **ANTELOPE** in her trunk

Player 2: My grandmother keeps an **ANTELOPE** and a **BENCH** in her trunk.

Player 3: My grandmother keeps an **ANTELOPE**, a **BENCH** and **CHARLES DICKENS** in her trunk!



Charles Dickens Museum



Squeak Piggy, Squeak!

Choose someone to be the farmer (it might be better to start with one of the smaller members of your family!). Tie a blindfold carefully around the farmer's eyes and give him or her a cushion. The rest of the group are the piggies!

The piggies sit on the floor in a circle surrounding the farmer. First the farmer needs to find a piggy! He/She can only touch the piggies with the cushion (no hands – otherwise the farmer might guess who it is!). When the farmer finds a piggy, he/she needs to put the cushion on the piggy's lap and sit (carefully!) on top of it saying "Squeak, piggy, squeak!".

The piggy who has been sat on needs to do the best piggy sound they can! The farmer tries to guess who the piggy is from the sound of their squeak.

Wink Murder

Choose someone who will be your detective and ask them to leave the room. While they're gone, decide who your murderer will be. When your detective comes back in, the murderer sneakily winks at people, one by one. They mustn't let the detective spot them.

Whoever is winked at drops down dead! A graceful swoon to the ground or a blood-curdling scream, it is up to you! The detective must try and work out who the murderer is.

