Boredom jar: paper and pencil

Choose only cards that suit today. Agree on suitable materials, space and help first. Fold or tear the slips into a container; a grown-up can help with cutting.

01 / PAPER AND PENCIL

A room for a tiny guest

Draw a room for a visitor as small as your thumb. Give it one useful thing and one ridiculous thing.

Needs: Paper and pencil. People: 1.

02 / PAPER AND PENCIL

Three-panel surprise

Draw three boxes. In the first, someone finds a parcel. Use the next two to show what happens.

Needs: Paper and pencil. People: 1.

03 / PAPER AND PENCIL

The impossible menu

Make a menu for a café on the moon. Give each dish a name and draw one of them.

Needs: Paper and pencil. People: 1.

04 / PAPER AND PENCIL

A maze for a friend

Draw a start, a finish and one winding path between them. Add walls and a few dead ends.

Needs: Paper and pencil. People: 1 or 2.

05 / PAPER AND PENCIL

A useful new pocket

Design a pocket for an unusual job. Label what fits inside it.

Needs: Paper and pencil. People: 1.

06 / PAPER AND PENCIL

One-line creature

Make a long loopy line without lifting your pencil. Turn some of the spaces into a creature.

Needs: Paper and pencil. People: 1.

07 / PAPER AND PENCIL

A very local map

Draw a map of one room. Add an invented name to three ordinary places.

Needs: Paper and pencil. People: 1.

08 / PAPER AND PENCIL

Your own paper game

Draw a small game board. Write a start rule, a way to take turns and a way to finish.

Needs: Paper and pencil. People: 1 or 2.

A random choice is a suggestion. Put it back if it does not fit, add your own idea, or choose something else. Keep the “with another person” set for when someone wants to join in.

Boredom jar: books and words

Choose only cards that suit today. Agree on suitable materials, space and help first. Fold or tear the slips into a container; a grown-up can help with cutting.

09 / BOOKS AND WORDS

A different book title

Pick a book you can reach. Give it another title and explain why that title fits.

Needs: A book. People: 1 or 2.

10 / BOOKS AND WORDS

The missing sound

Say a sound you might hear in a kitchen. Make up a story about the one time it went missing.

Needs: Your voice or paper. People: 1 or 2.

11 / BOOKS AND WORDS

Ten tiny details

Choose a picture in a book. Find ten small details, then choose the one you would change.

Needs: A picture book. People: 1.

12 / BOOKS AND WORDS

A word with a new job

Choose an ordinary word. Invent a second meaning and use it in a sentence.

Needs: Your voice or paper. People: 1 or 2.

13 / BOOKS AND WORDS

The unlikely pair

Choose two things in the room. Tell a short story about why they need each other.

Needs: Your voice or paper. People: 1 or 2.

14 / BOOKS AND WORDS

A message in five words

Make a five-word invitation to an imaginary place. Add a reply of exactly five words.

Needs: Your voice or paper. People: 1 or 2.

15 / BOOKS AND WORDS

The character interview

Pretend to interview a character from a book you know. Ask three questions and invent their answers.

Needs: A familiar story. People: 1 or 2.

16 / BOOKS AND WORDS

An alphabet of places

Choose a letter. Think of a real or invented place beginning with it and say what you would find there.

Needs: Your voice or paper. People: 1 or 2.

A random choice is a suggestion. Put it back if it does not fit, add your own idea, or choose something else. Keep the “with another person” set for when someone wants to join in.

Boredom jar: with another person

Choose only cards that suit today. Agree on suitable materials, space and help first. Fold or tear the slips into a container; a grown-up can help with cutting.

17 / WITH ANOTHER PERSON

One mark each

Take turns adding one mark to a shared drawing. Either person can say when the picture is finished.

Needs: Paper and pencil. People: 2.

18 / WITH ANOTHER PERSON

Silent everyday action

Choose an ordinary action to mime. Let the other person guess, then swap.

Needs: A willing partner. People: 2.

19 / WITH ANOTHER PERSON

The three-book shop

Choose three books you are allowed to use. Arrange a pretend bookshop and give a short recommendation.

Needs: Three suitable books. People: 2.

20 / WITH ANOTHER PERSON

Change one thing

Agree three suitable things to look at. One person looks away while the other changes their order.

Needs: Three agreed objects. People: 2.

21 / WITH ANOTHER PERSON

A story, one sentence each

Begin with an unexpected visitor. Take turns adding one sentence; agree together when to end.

Needs: A willing partner. People: 2.

22 / WITH ANOTHER PERSON

An odd choice

Offer two silly choices, such as a hat that sings or shoes that glow. Each person chooses and says why.

Needs: A willing partner. People: 2.

23 / WITH ANOTHER PERSON

The drawing director

Describe an invented creature while your partner draws it without seeing your own sketch. Compare and swap.

Needs: Paper and pencils. People: 2.

24 / WITH ANOTHER PERSON

A new job for a toy

Choose a suitable toy already available. Invent a new job for it and show or describe its first day.

Needs: An agreed toy. People: 2.

A random choice is a suggestion. Put it back if it does not fit, add your own idea, or choose something else. Keep the “with another person” set for when someone wants to join in.

Your own boredom jar cards

Add eight ideas that fit your family. Write what each one needs and who wants to join in. Leave out anything you cannot do today.

Our own idea

Activity: _____

Needs: _____

People / help: _____

Our own idea

Activity: _____

Needs: _____

People / help: _____

Our own idea

Activity: _____

Needs: _____

People / help: _____

Our own idea

Activity: _____

Needs: _____

People / help: _____

Our own idea

Activity: _____

Needs: _____

People / help: _____

Our own idea

Activity: _____

Needs: _____

People / help: _____

Our own idea

Activity: _____

Needs: _____

People / help: _____

Our own idea

Activity: _____

Needs: _____

People / help: _____