Christmas: act it or draw it

Choose a card. Act without speaking, or draw while others guess. An adult can read the card quietly. Anyone can pass.

1. The enormous present

Carry an imaginary present through a door that is much too narrow.

Show the size first, then try a different way through.

2. Sleepy reindeer

Try to wake a reindeer that keeps falling asleep.

Show the antlers, then the problem.

3. Rolling wrapping

Wrap a present that rolls away every time you fold the paper.

Pretend to bring it back without saying a word.

4. The tall tree

Put a star on a Christmas tree that is taller than you expected.

Show the tree, the star and your new plan.

5. Slippery gloves

Make a snowman while your gloves keep slipping off.

Show each snowball, then the gloves.

6. Heavy stocking

Hang a stocking that is already very full.

Show how heavy it feels.

These are pretend actions: no real presents, tools, climbing or equipment needed. Use hands and expressions from a comfortable position.

Keep cards on the sheet, or ask an adult to cut them apart. Choose your own finish: a set number of cards, everyone who wants a turn, or stop when you are ready.

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7. Secret bells

Carry a bundle of bells without waking anyone.

Make the quiet movement as big or small as you like.

8. Paper chain trouble

Untangle a very long imaginary paper chain.

Show one knot, then another.

9. The lost hat

Look for a festive hat that is already on your head.

Check several places before you discover it.

10. Squeaky sleigh

Fix a sleigh with one wheel that will not turn.

Point to the trouble, then pretend to mend it.

11. Tiny gift tag

Read a gift tag that is much too tiny to see.

Show the tag, then try a new way to read it.

12. The folding card

Make a Christmas card that keeps folding itself shut.

Show what you are trying to draw inside.

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Our Christmas game plan

Pick a few games rather than filling every minute. Use the guide to check materials, turns and the finish. Write each game's number from the guide in the first column.

People playing: _____ Where we will sit / play: _____

Game no.	What to have ready	How we finish

Before we begin

Who would like a reading, drawing or caller partner?

How can someone pass or take a break?

Our quieter choice if the first game does not suit us:

Remember for next time

What did we enjoy? What would we change?

Use pencils and ordinary paper for most choices. The bingo and clue-hunt packs have their own instructions and downloads in the guide.