



## Simon Says

One player is designated as "Simon," and the other players must do whatever Simon says, as long as the phrase "Simon says" comes before the command. If Simon does not say "Simon says" before the command, players are not supposed to follow the command. If a player does follow a command without a "Simon Says," that player is out of the game.

Variations: Do this, do that....when you say "do that..." they must keep still.

## Kim's Game

You'll need six toys or everyday household objects. Lay them out in front of your child and give them 30 seconds to remember what's there. Then have them close their eyes whilst you remove one object. When they open their eyes they have to tell you which object you've removed. You can make this game more advanced by having more objects to begin with, and/or moving the objects around when you remove one. You can play along too - just close your eyes whilst your child removes an object and guess what they've removed.

## Grandma's Footsteps

A traditional children's game. One person is 'Grandma' - s/he faces a wall at one end of the room. The others in the group must start at the opposite end of the room and try to creep up to 'Grandma' and tap her on the shoulder. However, at any moment, 'Grandma' can turn around suddenly. If s/he sees anyone moving, that person must return and start again from the end of the room. It's a great game for cultivating concentration and patience.

## Yes / No Game

Player A asks Player B a number of closed questions such as "Do you have a pet?"

Player B needs to give a different answer each time avoiding saying either yes or no.

## I Feel Like...

This is a really helpful game which gives children permission to communicate their emotions to you so strengthening your bond and boosting what some experts call 'emotional intelligence'.

Choose a topic - e.g. feelings - happy/sad/energetic/tired/enthusiastic/grumpy. Discuss the topic with your child and explain that you are going to say I feel like (insert the emotion). You then act out the emotion, then your child also has to act it out.

Then swap over so your child says I feel like (insert emotion), they act it out, then you do the same.

This can really open up a discussion about feelings, and help your child to recognise both their own feelings, and the feelings of others. You could then talk about how you might help others - e.g. if someone was sad, what might you do to cheer the person up?

## Emotional Voices

This game is a great way of getting children to really think about different sorts of emotions and how to vocalise them.

Take it in turns with your child using a list of emotions - e.g. - happy, sad, angry, tired, frustrated, joyful, etc.

They must say, "My name is..." and "I am really..."

Once you've played it like this for a little while you can vary the game by getting your child to think of an emotion and act it out without telling you what it is; "My name is... can you guess how I'm feeling?"

Take it in turns to guess the emotion that is being conveyed.

## Change Three Things

Spending time just having fun with your child is really important. This game is really popular with the children and is great for parent-child bonding.

Stand facing your child and strike a pose - this can be as silly as you like. Then your child has to turn around and count down from 10 to 1 whilst you change three things about your pose. When they turn around they have to guess the three things which you've changed.

You can then swap over and so your child will pose, you'll do the count down and then you'll have to guess what they've changed.

## Robot & Master

The robot can only move when commanded by the master.

Create a small obstacle course using furniture and the master has to direct the robot from one side of the room to the other. "2 steps forward, turn left" etc. When the robot is feeling brave he can close his eyes and if particularly trusting the master can then move and give instructions from the their side of the room.

### **Pirate's Treasure**

August Boal game which is fun for all ages.

The blind pirate (blindfolded) sits on a chair guarding his treasure, scattered coins around his feet. The other person has to slowly and steadily creep up to the pirate, steal his treasure and return without being spotted, pointed at by the pirate.

This works on the pirate's listening skills and the robber's movement control, using slow sustained light movement as opposed to the sudden & quick movement in Grandmother's footsteps. Great fun!

### **Sausages!**

This is a very funny game that's excellent for developing focus. A thinks of questions to ask B, however, B can only answer "Sausages" and must attempt to do so without laughing.

Example;

A: What do you wear to go to school?

B: Sausages.

Variation: Granny's knickers!

### **1,2,3**

A says 1, B says 2 and A says 3... back to B for 1 and so on alternating as quickly as possible.

As soon as this is quite rhythmical, substitute 1 for a clap and eventually 3 for a bend of the knees... Not easy but great for focus!

### **Terrific Tongue Twisters**

I love tongue twisters don't you? Not only do the children have a blast trying to do them but it really helps develop diction and articulation too. Have a go at the following, these thousand tricky tongue twisters trip thrillingly off the tongue:

If two witches watched two watches, which witch would watch which watch?

I want a proper cup of coffee in a proper copper coffee pot.

How much wood would a woodchuck chuck if a woodchuck could chuck wood?

She sells sea shells on the sea shore, the shells that she sells are sea shells I'm sure.

Peppa Pig picked a peck of pickled peppers, if Peppa Pig picked a peck of pickled peppers, where's the peck of pickled peppers Peppa Pig picked?

Ned Nott was shot, and Sam Shott was not. So it is better to be Shott than Nott!

You've no need to light a night light on a light night like tonight,  
for a night light's ight's a bright light, and tonight's a night that's light.  
When a night's light like tonight's light, it is really not quite right,  
to light night lights with their bright lights on a light night like tonight!

Black bug bit a big black bear. But where is the big black bear that the big black bug bit?

A big bug bit the little beetle but the little beetle bit the big bug back.

Kacha papaya pacca papaya Kacha papaya pacca papaya Kacha papaya pacca papaya.

Sanjeev's sixth sheep is sick

Double bubble gum

Fuzzy Wuzzy was a bear, Fuzzy Wuzzy had no hair, FuzzyWuzzy wasn't very fuzzy... was he???

Rubber baby-buggy bumpers.

Penny's pretty pink piggy bank

A tutor who tooted the flute, tried to tutor two tooters to toot. Said the two to the tutor, 'Is it harder to toot or to tutor two tooters to toot?'