

# SOCIALLY DISTANCED

## GAMES

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**Below you'll find a mixture of active and chilled-out games that are suitable for social-distancing.** It is assumed that before playing these games you'll have suitable measures in place and the only items young people need individually that are mentioned are pens and paper. Where possible, ask them to bring these along themselves.

Where someone is asked to come up front or do something in a separate space, it is understood that this will be in a suitable area, ensuring there is still plenty of space for social-distancing.

Enjoy!

### List:

1. Ninja dance moves
2. Reverse pictictionary
3. Reverse charades
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# Games

## Ninja Dance Moves

Items needed: Background music

You need to learn the five ninja moves before even beginning to attempt to lead this game. They are as follows.

1. The Crane – One leg is lifted, both arms fork outwards like a crane. This is accompanied by a mid-pitched hwoooarrrr.
2. The Egg – Place arm round your belly as if cradling a huge egg and the other round your neck to support the egg from the top. This is accompanied by a deep loud huuuuuhhh.
3. The Temple – Place both arms above your head with hands touching like the A from YMCA. This is accompanied by your highest pitch haiiiiiii.
4. The Tiger – One foot forward, both hands become tiger claws. This is accompanied by a suitable tiger noise.
5. The Snake – Your right arms become a serpent and your left hand cradles the right elbow. This is accompanied by a suitable snake noise.

Teach these moves to the young people. You and another leader must stand where everyone can see you and, as the music is playing, on the count of 3 everyone must assume one of these moves. If they have picked the same move as either leader, they are out.

Continue playing until you have one leader.

## Reverse Pictionary

Items needed: Paper and pens, pre-drawn or printed pictures

This game is a twist on Pictionary. In traditional Pictionary, you give the young person a word or picture and they have to go back to their group and draw it. With this version, the format is the same but the idea is different.

Choose a volunteer and show them a simple picture, like a house or a dinosaur or something. The aim is for that person to then describe that picture to the rest of the group but by only describing what the lines are and where they go. They aren't allowed to say what it is or what it looks like.

Give the task 45-60 seconds then call a halt and look at all the pictures. The one closest to the original wins that round. You can play a few rounds.

## **Reverse Charades**

Items needed: Words written down on large sheets of paper

In this game, divide the group into two teams. Each team will take it in turns to provide a volunteer to have a 30 second guessing period.

The beautiful twist is rather than giving them a word to act out, you will stand a safe distance behind and hold up a sign with the word on it for all the others in the team to collectively act out to the one contestant! The aim is for the volunteer to guess as many as they can within 30 seconds. Usual rules of charades apply but the thing is acted out on mass.

## **Wizards, Giants and Elves**

Items: None.

This is like rock paper scissors but enlarged.

Each character has a special move. Wizard (you can do a loud alakazam!) zaps giant, giant (a loud fee fi fo fum) crushes elves and the elf (a little weird noise works) goes under the wizard's cloak and tickles his knees. Alternatively, you can do bear man princess. Bear beats princess beats man beats bear. But wizards are more fun. You can do this by pairing off individuals across the room as 2 big groups that decide their character beforehand.

Count to three then reveal the choice!

## **Land Mines**

Items needed: Ball pool balls, spare chairs

Set out a course in another space in the room with chairs. A road of about 5-6 foot wide with chairs lining either side. In the middle, randomly tip a load of ball pool balls.

Ask for two volunteers. One is blindfolded (they can use their own jumper or just shut their eyes) and the other has to guide them through the land mine pit without touching a ball. If you want to make it competitive you can time it and add a 5 second penalty for every mine touched.

## **Shouting Gunslingers**

Items needed: None.

Arrange everyone into a circle standing up. Everyone must have their heads down and eyes closed. On the count of 3 everyone must stare at someone else. If they meet the gaze of someone else, the two of them must yell at each other as loud as they can. The first person to yell wins and

the other person is out. Keep playing until you have a single player left in the game. If no eyes meet during a round, have everyone bow their heads and play again.

### **Viking Ships**

Items needed: None.

A popular twist on the classic. You'll likely have played splat or dojo before. It's a bit like that!

A Viking leader is nominated to start every round. This person passes on the Viking yell to someone in the group by making a Viking helmet (using two fingers as horns) at them and yelling, the person who receives it must echo this movement before passing it on. The twist is that those on either side of this person must pretend to row and also yell.

So you'll have one person yelling with a Viking hat and the two either side yelling and rowing and invisible boat. There are lots of ways to get 'out'; if you fail to move quick enough or if you make noise when you're not supposed to or if you forget to row the boat you are out and must sit down. The game will get more intense as more people get out. The final two players remaining are the winners.

### **Musical Bumps/Statues**

Items needed: background music

Play a classic game of musical statues or bumps. Grab a playlist from Spotify, Apple Music or YouTube or use a favourite CD, if you like. Get your group to dance around their own personal area/chair whilst the music is playing. Stop the music at random intervals and, as you do so, everyone must either stand totally still or sit on the floor (depending on which you are playing).

If anyone moves or is the last one to freeze then they are out. If you are playing bumps then the last to sit down is out! Continue until you have a winner.

### **Shoe Shucking**

Items needed: young people's own shoes, tape

Mark out on the floor, with some tape, a few squares of various sizes. Assign points to the squares – higher points for a smaller square. The aim of the game is for young people to try and get as many points as they can by shucking their shoe into the squares.

One at a time, get volunteers to take off a shoe and put the end of their foot in it, then 'flick' it into one of the squares. They can then go and collect the shoe again and have 3 attempts to rack up points. Tally up the scores and announce the winner! This game is great for the competitive types!

### **Coin Of Destiny**

Items needed: A coin

Get everyone to stand up and play a classic game of heads or tails. Explain that a leader will flip a coin and everyone in the room must predict whether it will be heads (by putting their hands on their heads) or tails (putting their hands on their bottom). Those who have guessed correctly stay on for the next round and those who were incorrect have to sit down. Continue until you have one winner.

### **Britain Seriously Doesn't Have Talent**

Items needed: None.

It's essentially the opposite of BGT. The contestants simply have to purposefully pull out the worst possible performance of a song or dance or anything like that. Worst wins.

### **Paper Boules**

Items needed: tape, paper

Boules isn't just for beachy holidays in Cornwall. Mark out an X on the floor with tape. Then, get each young person to scrumple up a piece of paper. They then take turns to chuck and roll their pieces of paper as close to the X as they possibly can. Closest person wins.

### **Observation Game**

Items needed: A film trailer or clip from YouTube, something to write on

Before your meet, grab a film trailer or clip from YouTube and write down a few observation questions such as 'what colour was the cup?' 'when was the film released?' 'what was written on so-and-so's t-shirt?' Then, when playing, make sure everyone has something to write answers down on. Show the clip to the group then ask the questions. Person with the most correct answers, wins.

### **Blind drawing**

Items needed: pen and paper

The essence of this is just to present the group with the challenge of creating the best drawing they can in 60 seconds. Choose something such as a beach scene, house, dog etc. The twist is that they must have their eyes shut the entire time they are drawing. Compare drawings at the end! Another way of playing this, is to get everyone to put the paper on the top of their head and draw that way.

### **Draw something spectacular!**

Items needed: pens and paper

Challenge the group to draw the most spectacular spaceship/boat/mansion they can (the spectacular part is open to interpretation!). They will have 2 minutes to do so, but the twist is that they must draw it from one long continual line – they cannot take their pen off the paper once they have started. At the end of the 2 minutes, judge the most spectacular drawing, allowing the young people to talk about why they think their picture is the most ‘spectacular’.

### **Animal Racing**

Items needed: videos of animal racing from YouTube, something to write on

Before you meet, gather some YouTube videos of animal racing. Some great suggestions include searching for Pikachu racing, goat racing and T-Rex racing. Make a note of who wins each race. When together, make sure everyone has something to write on. The idea is that before each race you get the group to choose who they think will win. For example, the Pikachu race they would choose between yellow and brown as the teams are yellow and brown, but for goat racing it might be choosing a goat numbered between 1-10.

If they have picked the winner, they get a point. Person with the most points at the end, wins!

### **Three Marvellous Things**

Items Needed: Nothing

This is more of a discussion-style game. Give your young people a category. For example, food, theme parks, Netflix shows etc. They then have to put together, and share, their top three for that

category. However, once they have done that you need to announce that they must now choose one of those three things to get rid of forevermore! Go round the group and ask which of their three marvellous things they are going to get rid of. You can play this for as long as you like.

### **Listing**

Items needed: pens and paper

The idea is that you will call out different categories to your group such as classic board games, Christmas songs, Disney movies, food you can get from KFC, colours etc., and the young people have to list things within that category within 60 seconds. However, there are 3 ways to do this. Pick one per round per category:

- 1) Write no more than 3 answers. Your aim is to match an answer with someone else. If you do so, you get a point.
- 2) Write no more than 5 answers. Your aim is for your answer to only match one other person. If it does, you get a point.
- 3) Write up to 10 answers. Your aim is to match no one else. You get a point for each answer no one else has.

Person with the most points, wins!

### **Final Note!**

Also, do not forget traditional circle games for which you can find the rules online such as Mafia, splat, signs, teeth and psychiatrist.