

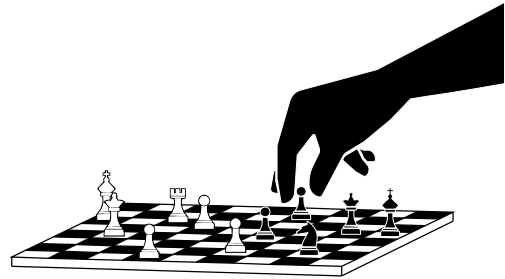
# GOOD SPORT FILL IN THE BLANKS (1-29)

Use the words below to fill in the blanks.

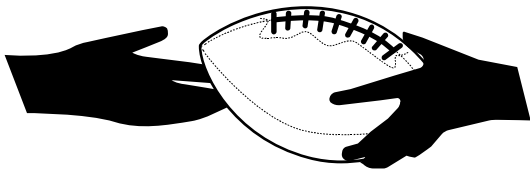
Help	Game	Fair	Best	Teammates	Turns
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Try to do your \_\_\_\_\_.



Take \_\_\_\_\_.



Play \_\_\_\_\_.



Offer to \_\_\_\_\_.



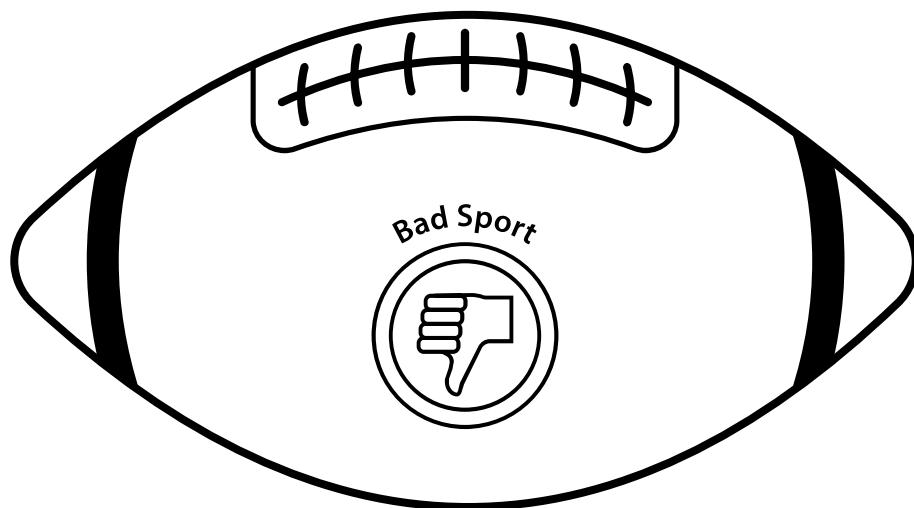
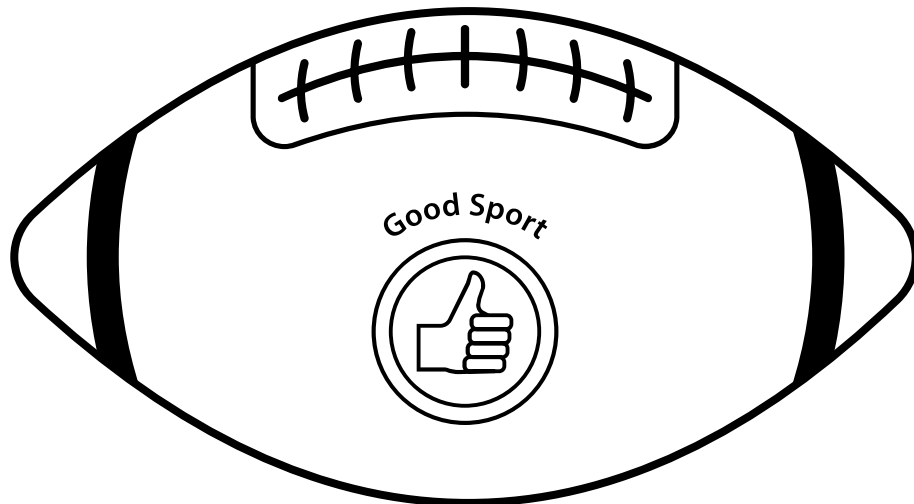
Cheer for your \_\_\_\_\_.



At the end, say, "You played a good \_\_\_\_\_."

## GOOD SPORT OR BAD SPORT? (2-29)

- » Bad sports sometimes cheat and spoil the fun of others by what they say and do. Good sports play by the rules and make games more fun. A good sportsperson makes the game fair for everyone.
- » Would a good sport or bad sport say the following words? Write the words in either the “Good Sport” ball or “Bad Sport” ball.
  - » Stupid!
  - » I am the best!
  - » Thanks
  - » Want to play?
  - » Your turn
  - » You go first
  - » I give up
  - » Me first
  - » Good try
  - » No fair!



## Playing a Game of Jacks Using Rocks/Stones



### Things you need:

- A) 11 small stones, or similar objects that can easily be picked up and fit into your hands
- B) A hard, flat, smooth surface.
- C) Other players, if desired. While it's possible to play this game by yourself, it's more fun to play with an opponent. This game is usually played one on one, but you can have more players for a more fun game. The game will last longer the more players there are.

This YouTube video "How to Play Jacks" provides a good description of how the game works. Although it uses a bouncy ball and jacks, the concept is the same. <https://www.youtube.com/watch?v=Bwq9SixttsM>. If you have a bouncy ball, you can use it too. (Throw it up, let it bounce once, then catch).

1. Decide who goes first. The most traditional way is called flipping. Place the stones in your two cupped hands, throw them into the air, and then catch as many as you can on the backs of your two hands, linked together with your thumbs. Toss them back in the air, and then catch as many as you can again, this time with your palms cupped again. The player who catches the most stones goes first.
2. The first player to go scatters the stones onto the playing surface directly in front of them. Try to scatter them evenly, not too close together and not too far apart.
3. Pick up one stone and get ready to toss it into the air. You should toss the stone straight up, giving it enough height to give you time to pick up other stones but not so high that it swerves off beyond your reach.
4. Using one hand: toss the stone into the air, pick up one of the stones from the middle, and then catch the stone that was in the air. Transfer one of the stones to your opposite hand and repeat the process until you've scooped up each stone one at a time, or until you foul. When you pick up one stone at a time, this is called the "onesies" round.

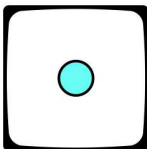
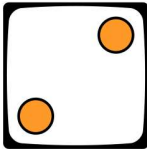
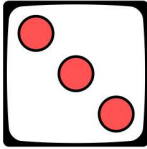
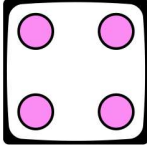
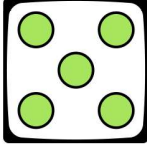
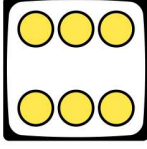
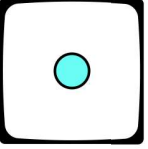
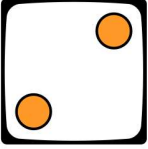
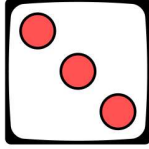
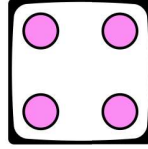
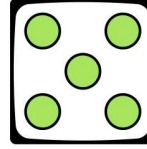
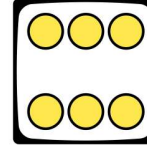
### A foul is when someone:

- A) Doesn't catch the tossed stone
- B) Fails to pick up the correct number of stones
- C) Drops a stone that they've picked up
- D) Accidentally moves a stone from its placement on the surface

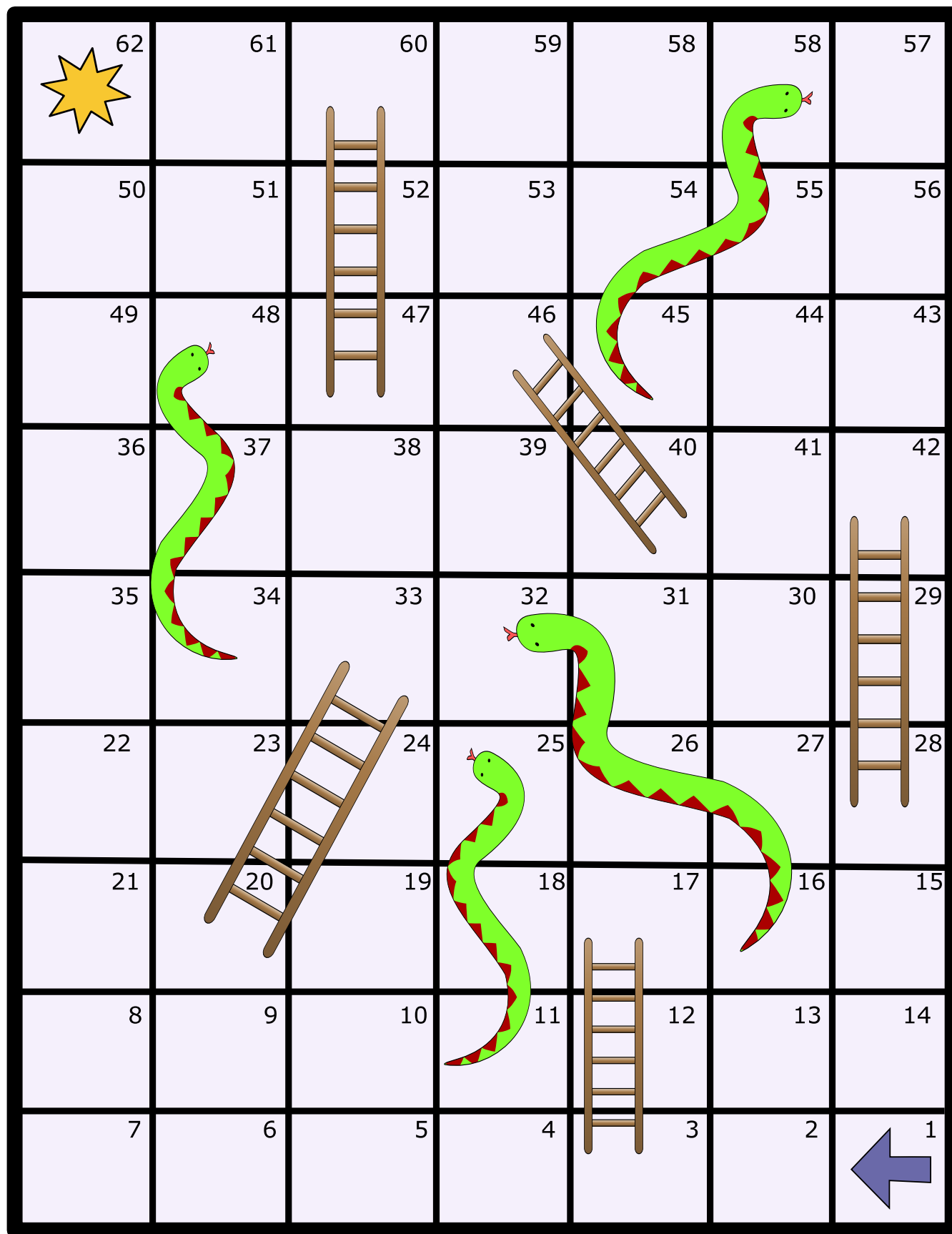
5. If you foul, your turn ends. Return any stones you picked up and pass them to the next player. Play moves counterclockwise.
  6. When your turn is reached again, start from where you were before your foul. For example, if you fouled during the "twosies" round, you would start your turn by tossing one of the stones and picking up two stones. If you succeed, you keep going until you've picked up all the stones in twos, then move on to the "threesies" round.
7. Once you successfully pick up all the stones one by one without fouling, you can continue on to the next rounds. After picking up all stones one by one, scatter them again. Follow the same sequence, picking one of the stones, tossing it in the air, picking up other stones and catching the tossed stone. Only this time pick up two stones each time. This round is called the twosies. After all stones have been picked up in twos, pick up three each round, then four, then five, and on to ten.
  8. Play until you have a winner. The winner is the first person to complete the "tensies" round.

# Silly Dice Language Skills Game

## Categories

ROLL THE DICE!						
	Make 3 different animal noises.	buildings	pets	small things	things you can write with	musical instruments
	Stand up and sing 2 different songs.	vehicles	fruits	vegetables	hot things	things you wear to the beach
		drinks	clothing	body parts	breakable things	soft things
	jobs	sports	clothing	body parts	things in a refrigerator	school supplies
	furniture	things that fly in the sky	cold things	loud things	Jump up and down! Then, name two things you can wear on your feet.	things with wheels
	things you can read	bugs	farm animals	zoo animals	things in a park	Pretend you're driving a car. Drive around the room! Then, name two other things you can drive.

# Snakes and Ladders



## Play **Charades** at Home

1. Divide into two teams, or play cooperatively as a group.
2. Get cards ready. The cards can include a variety of activities, events, chores, sports, animals and objects. You can:
  - Google "online picture charade cards", lots of resources will pop up.
  - Use picture cards or word cards from another game you have.
  - Create your own words or phrases and choose from them. If doing this, the cards that your team creates will be acted out by the other team.
3. Do a coin toss to see which team will go first.
4. Select one person from this team to act first. Have the actor draw a card randomly. Set the timer for 2 minutes.
5. The actor does actions and gestures to help their team guess what is on their card. While the actor is acting and their team is guessing, the other team cannot make guesses. They should wait and watch.
6. If the actor's team guesses the answer, the round ends and that team gets a point. Then it is the other team's turn.
7. If the actor's team doesn't guess the right answer and time runs out, they do not get a point. It is the other team's turn.
8. Within each team, all players should take turns acting. The first team to get 10 points wins!



The actor cannot:

- Talk
- Write or draw
- Point to objects in the room

They actor can:

- Hold up a number of fingers at the start to show the total number of words
- Following this with another finger indicates the word you will first act out.
- Laying a number of fingers on your arm indicates the number of syllables (beats) for the word.

## Play Pictionary at Home

1. Divide into two teams of 3-5 players. This set-up is ideal, but you could also have smaller groups, or play cooperatively as one big group.
2. Prepare cards with words and short phrases. You can:
  - Google "Pictionary word generator". There are lots of resources online.
  - Use word cards from another game you have.
  - Create your own word cards. If doing this, the cards that your team creates should be drawn by the other team.
3. Select one person from each team to draw first. Each drawer gets a chance to look at the word on the card that they are drawing. They do NOT tell their team the word they are drawing. If the drawer is unable to read their word, someone from the other team can whisper it to them.
4. Set a timer for one minute. The drawers have one minute to sketch their word to their team. While drawing, their team members make guesses about what their drawer is sketching.
5. Sketching continues until the word is identified, or the time is up. If the team guessed the word correctly, they get one point. If they could not guess correctly within one minute, they do not get a point.
6. During the next round, a new person from each team is the drawer, and the team members continue to take turns drawing for each round.
7. The first team to get 20 points wins!



The drawer cannot:

- Draw any numbers or letters
- Speak
- Use gestures or sign language

## Play Hedbanz at Home

1. You will need a pile of picture cards. If you have cards from another game or activity you can use these. You can also make your own cards. All you need to do is write or draw different foods, objects, and animals on separate pieces of paper. You can look for ideas online as well. **Make sure that the cards are not see-through.**
2. Deal one picture card face down to each player.
3. Each player gets 3 chips. Any small objects such as coins, paper clips, blocks, or bingo pieces can be used as chips. Place a few extra chips in the centre of the table. The youngest player goes first. Play passes to the left.
4. On your turn, hold your picture card up to your forehead, so that others can see the picture, but you can't. At the same time, start a timer for one minute. During this minute, you ask "Yes" or "No" questions that will help you identify the picture you're holding. Examples of questions are "Am I a food?" or "Am I found outside?" The other players must answer your questions by saying only "yes" or "no".
5. If you guess the picture card on your head before the timer runs out, draw another picture card and ask questions to try to guess it (remember not to peek). Continue asking questions until the timer runs out.
6. If the timer runs out before you guess your card, your turn ends. You will continue asking questions about your card on your next turn.
7. For each picture card you guess correctly, put one of your chips into the centre.
8. At any point in your turn you can give up trying to guess and draw a new card. If you do, you must take one chip from the centre pile and add it to your pile.
9. The first player to get rid of all of their chips is the winner!



**Heads up! Kids** is a similar game. It is played using a phone. It costs \$1.39 from the Apple App store.