

Activities with no supplies needed

- Tell stories
- Tell exaggerated “stories” of the “old days” to entertain
- Put on mini plays or skits. Have children act out different characters
- Play “**Story Building.**” One person starts the story and then the other(s) add(s) to it during their turn
- Share secrets, most embarrassing moments, wishes, and/or dreams
- Make up different dances or dance to known songs (i.e. the hokie pokie). Have a dance contest
- Play “**Name That Tune.**” One person hums a tune or says a line of a song and the others try to guess what the song is
- Play “**Hide and Seek.**” Designate an area with clear boundaries. Have everyone gather around a landmark, which will be “home base.” Pick a person to be “it.” Whoever that is will close their eyes and count to a designated number while the rest of the players hide. When he/she is finished counting, the person who is “it” call outs, “Ready or not here I come,” then goes to look for and “tag” (gently touch) the hidden players before they get to home base. If the player gets to home base before he/she is touched then they are safe. The first player tagged will be “it” for the next round. If none of the players are tagged then the person is “it” again.
- Play “**Sound Search.**” Everyone sits still and identifies as many different sounds as possible.
- Play “**Charades.**” One person (or team) acts out a movie, book, or TV show using only body language, and the others try to guess what they are acting out.
- Play “**Encore.**” Assign common words to two teams who take turns trying to think of a song that contains each word. Each team must be able to sing at least eight words of the song in order for the entry to count.
- Play “**20 guesses.**” Think of any noun, cartoon character, singer, movie, television, or sports star. Then have the others take turns guessing. Answer the guesses with only a yes, no or sometimes/usually/rarely response. When the 20 guesses are up, you have to say what or who it was. If someone guessed it they get to do it next, if not the player goes again.
- Play “**Rock, Paper, Scissors.**” Two people move their fists up and down three times while saying together “rock, paper, scissors.” On the fourth downward motion, each person chooses one gesture:
 - Rock - a closed fist
 - Paper - a flat, open hand
 - Scissors - index and middle fingers extendedDetermine who is the winner: Rock smashes scissors, scissors cut paper, and paper covers rock.



Activities that require limited supplies for daytime or lighted areas

- Crumble up a wad of paper and play a ball game (basketball, baseball, blowing the ball across a table into a “goal”).
- Play marbles. If no marbles are available, use rocks or pebbles (draw a circle and see who can knock the rocks out of the circle).
- Play “**Hang-man.**” Make up a word in your mind. Draw the number of lines that correspond to the letters in that word. Draw an upside down L. If you would like you could give them a hint such as “animal, vegetable, or mineral. The other players guess a letter and if it’s correct, you put it in the correct blank. If it’s incorrect you put a head on the upside down L. Draw another body part for each subsequent wrong guess. The object is to guess the word before you complete the body. Whoever wins gets to pick a word next.
- Make paper airplanes, origami, or paper boats.
- Trace a child’s hand or draw a random shape, and see what animals they can make out of it.
- Write letters to friends or family.
- Play “**Tic Tac Toe.**” Make a three by three grid on a piece of paper. One person is “X” and one is “O.” The player who succeeds in placing three respective marks in a horizontal, vertical, or diagonal row wins the game.
- Play “**Hidden Words.**” Have everyone agree on a key word, which must be at least seven letters long. Then, players try to find as many smaller words as possible within the key word, by rearranging letters or keeping them in the same order. For instance, “kitchen” would have the hidden words “it,” “itch,” “kit,” and “etch” in it.
- Play “**Find a word.**” Make a grid of random letters interspersed with horizontal, vertical, and diagonal words and have the child circle the words when they find them.
- Play “**Five questions.**” Write down five questions such as:
 - a.) What is your favorite color?
 - b.) What is (or was) your favorite subject in school?
 - c.) What is your favorite song?
 - d.) What is your favorite food?
 - e.) What is your favorite book?Each person has to answer them. Once the first set of five questions are answered, let each individual come up with their own set of questions to ask.



play Tic Tac Toe

___ Play “**House or Tower of Cards / Blocks / Coins.**” Using a deck of cards, blocks, or coins choose a flat surface and each person builds a house or tower. Whichever house or tower falls down first loses the game.

___ Play “**Funny Fashion Show**” and other dress up games.

___ Play card games, board games, or dominoes.

___ Play musical instruments.

___ Perform simple magic tricks.

___ Have a treasure hunt where you write down clues on slips of paper that lead children to a “treasure.”

___ Have a scavenger hunt where you make a list and have children compete to collect the most items.

___ Have an impromptu "camp out" using sheets and blankets to make tents over furniture.

___ Play “**Guess the Object.**” Select an object and hand it to a child under a cloth, or with his/her eyes blindfolded or closed. He/she feels the object with his/her hands to determine what she's holding. When the child guesses correctly offer another object to guess. If he/she has difficulty, give clues or ask what he/she feels and help him/her figure out what the object could be.

___ Play “**Guess the Person.**” Give one word to describe a family member or friend. Allow the child to guess who it is. If the child guesses wrong, provide another word to describe the person and then allow another guess. Continue this process until the child guesses the person correctly. Play again but switch roles, have the child provide clues and you guess.

___ Play battery-powered games.



Activities that require limited supplies for nighttime or dark areas

- Play “**Shadow Pupets.**” by creating animal shadows using a flashlight and your hands.
- Play “**Shadow Drawing.**” Tape large sheets of drawing paper on the wall. Have your child stand in front of the paper. Using flashlight or candlelight to cast a shadow on the paper. You or your other child can trace the other child's shadow on the paper. Get your children to color or draw in the features.
- Play “**Museum After Dark.**” The "Museum Guide" has a flashlight. The rest of the players spread out and strike an interesting pose, as if they are pieces of art. The Museum Guide then goes to each piece of "art" and looks it over with her flashlight, describing the piece of "art" in funny ways, but without touching it. If the Museum Guide can make the "art" laugh or move, the "art" becomes the new museum guide.
- Play “**Sleeping Pirate.**” The "Pirate" has a flashlight and sits at one end of the playing area, with the "treasure" (any object) sitting in front of him/her. The other players line up on the other end of the playing area, each trying to sneak up and steal the "treasure" without tipping off the Pirate. If the Pirate hears a sound, he shines the flashlight in that direction. If the flashlight beam tags a player, he must go back to the starting line. The first player to nab the treasure without alerting the Pirate becomes the new Pirate.
- Play “**Flashlight Scavenger Hunt.**” Call out different objects, colors or other clues for the players to find. The first person or team to shine a flashlight on the object wins that round.

