

GAMES FOR WET DAYS



In this ideas pack are a number of popular games that can be played with pen and paper.

We suggest making them re-usable by printing the games onto paper or card and laminating them, providing the children with dry-wipe pens.

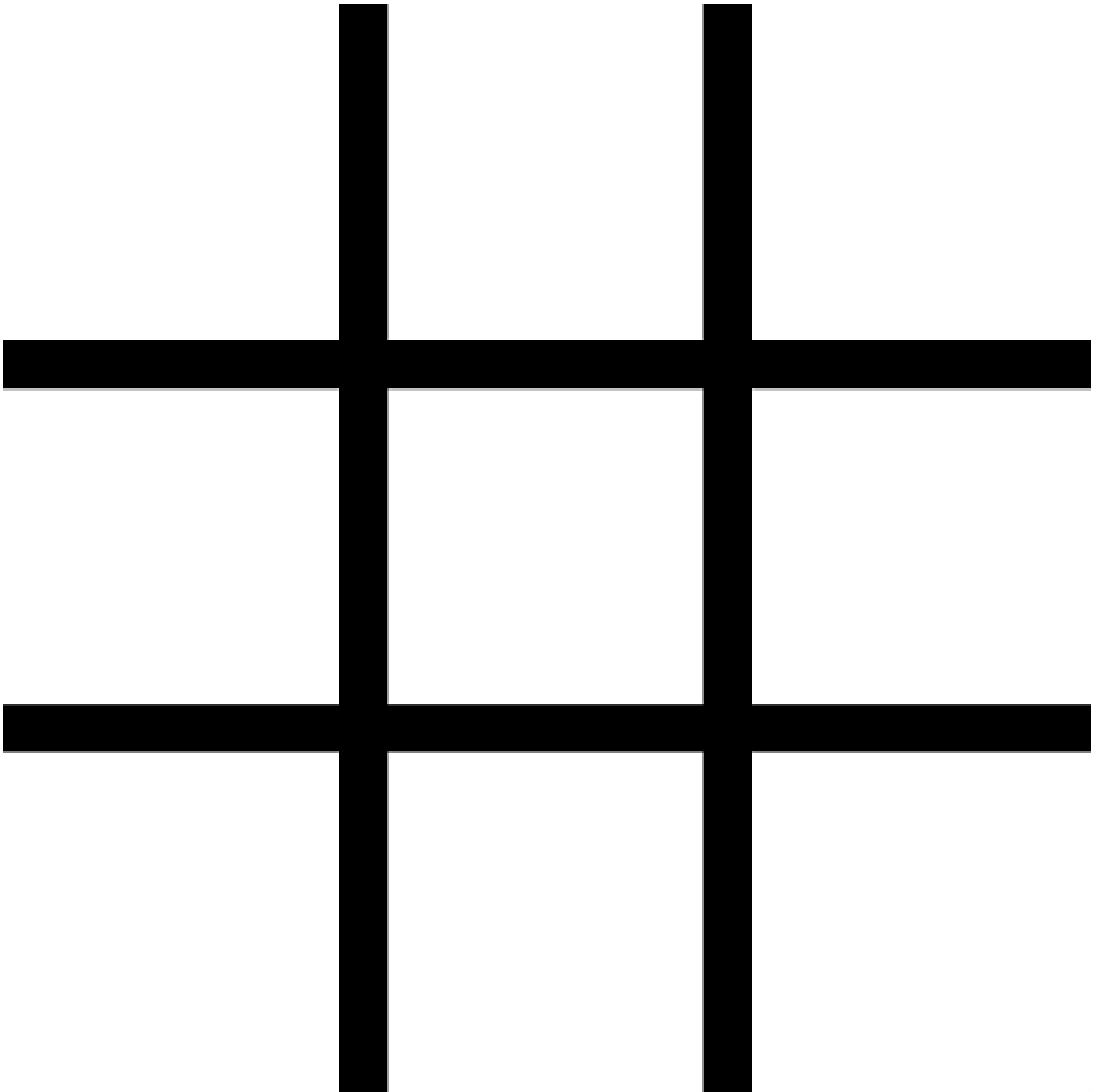
We have found that Partners the stationers sell good dry-wipe pens (79p each, June 2006) that work very well on laminating pouches.

Actually their laminating pouches are very reasonable as well... but this is starting to sound like an advert for them!

Have fun!

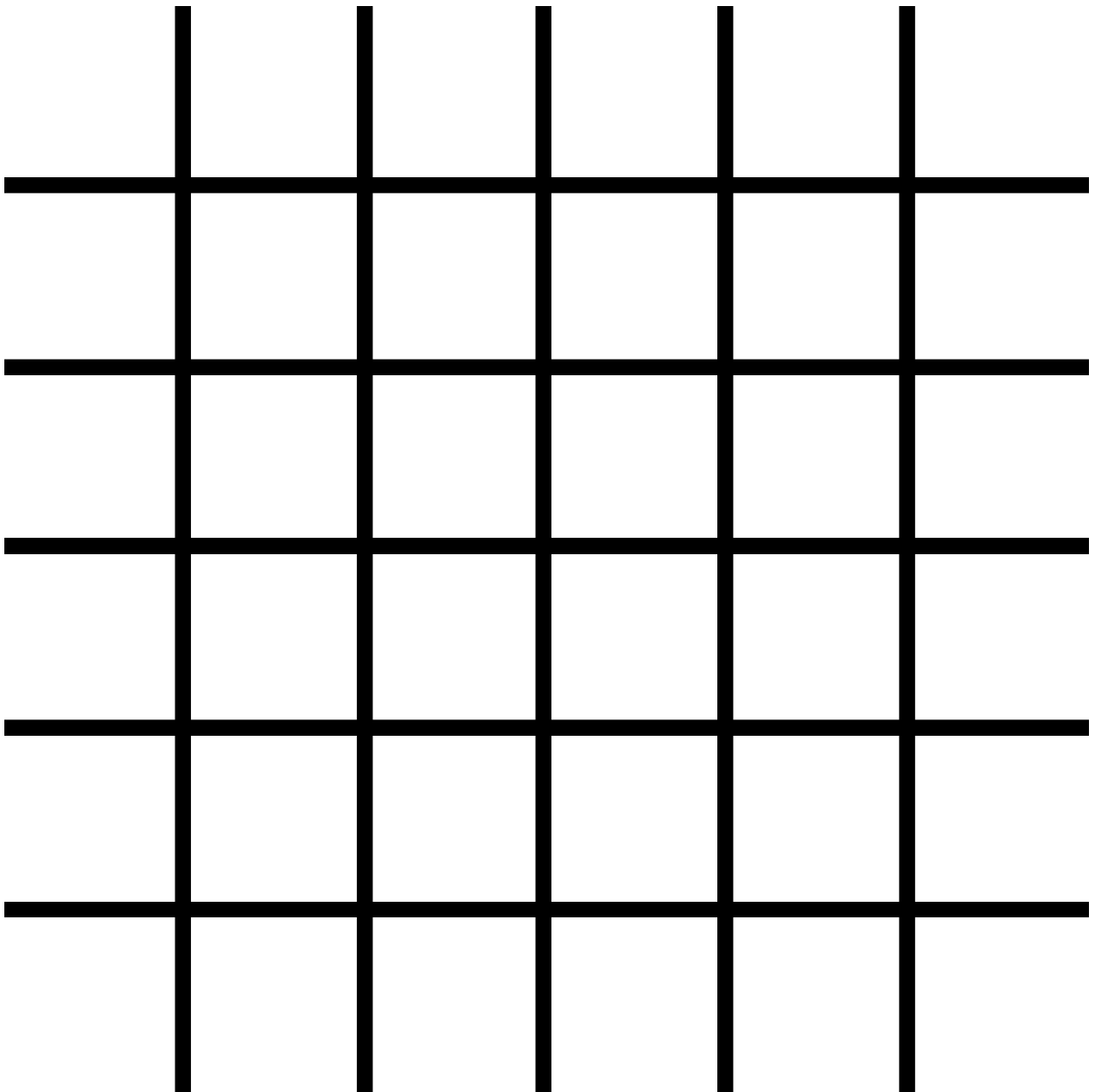
Noughts and Crosses

The first player puts an X in one of the squares. Then the second player puts an O in one of the squares. Players keep alternating like this until one player has 3 X's or O's in a row, either horizontal, vertical or diagonal. If the entire board is filled without either player getting a row, the game is a tie.

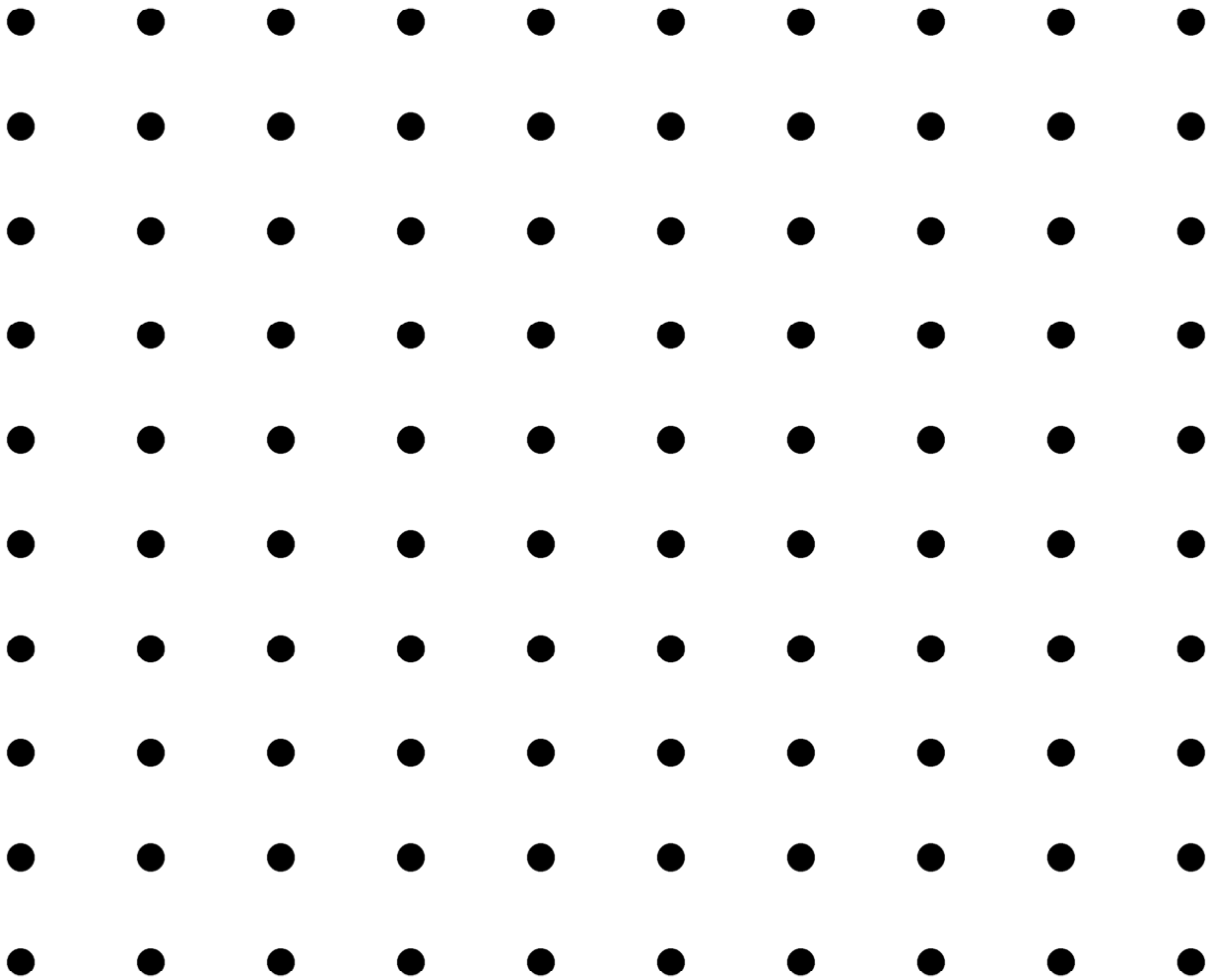


6-Lane Noughts and Crosses

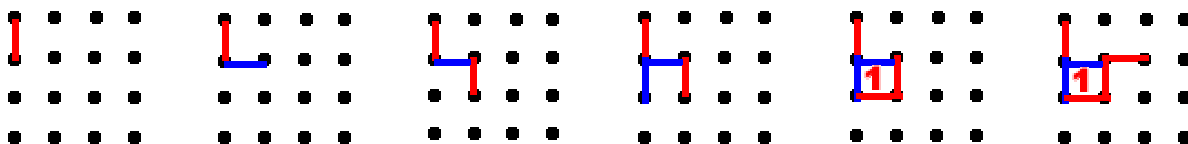
Here is a variation that provides hours of entertainment by adding two vertical and two horizontal lines to the board. The first player puts an X in one of the squares. Then the second player puts an O in one of the squares. Players take it in turns until one player has 3 X's or O's in a row, either horizontal, vertical or diagonal, when they are the winner. If the entire board is filled without either player getting a row, the game is a tie.



Squares



Squares (or Dots and Boxes, if you prefer) is another fun paper and pencil game that you can learn quite easily. This game is more complex than Tic-Tac-Toe, and provides more of a challenge to play. Strategy is definitely involved, especially at the end of the game. There are two main variations to the game. First, draw a board of dots. The number doesn't matter, but you should put the same number of dots across and down. Here is an example:



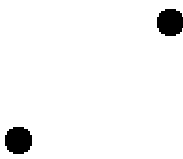
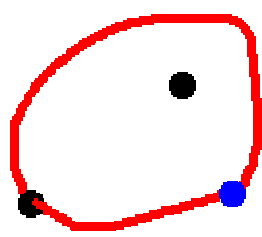
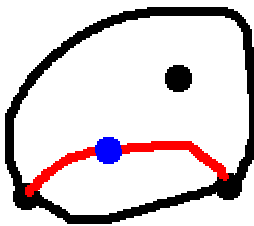
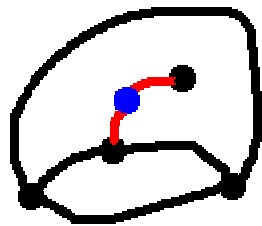
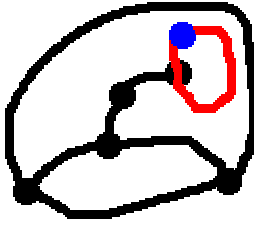
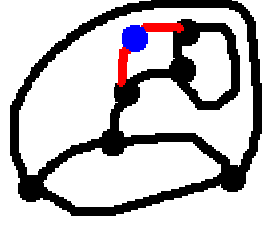
Notice that in the last move here, player 1 (red) gets to take another turn because they had created a box on the previous turn. The most important variation in this game involves whether or not you **MUST** create a box when one is available. This really changes the complexion of the game. If you do have to create a box, the game will usually go down to the end and be quite close. If you don't have to create a box, then one player will often win big by being the first to get a string of 3 boxes. Try it both ways and see which you prefer! Ps - mark boxes with an O or X to remember who they belong to.

Sprouts

The rules aren't that hard, once you get used to them, but the strategy is complex and by adding more dots at the beginning, you can make this a very difficult game. Here are the basic rules:

1. Start by drawing a set number of dots (try 2 to start with).
2. Each player takes turn drawing arcs from one dot to another, or from one dot to itself.
3. No dots may have more than 3 lines coming out of it.
4. No arc may cross another arc or another dot.
5. After drawing a new arc, place a new dot on the arc.
6. Victory is achieved when your opponent has no valid moves left.

Here is an example play:

 <p>Set up</p>	<p>Player 1</p>  <p>First move. The new dot is shown in blue.</p>
<p>Player 2</p>  <p>Second move.</p>	<p>Player 1</p>  <p>Third move.</p>
<p>Player 2</p>  <p>Fourth move.</p>	<p>Player 1</p>  <p>Fifth move. Player 1 wins because there is no legal move left for player 2. All dots except one have three lines coming out of them.</p>

Try adding more dots to start with when you get tired of this game!

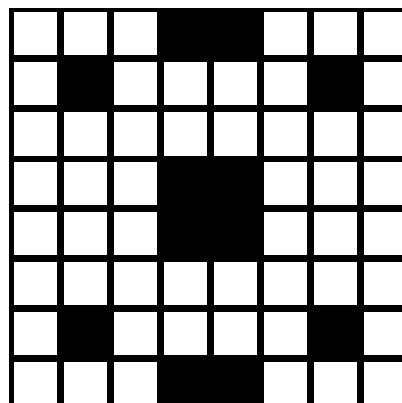
Othello

This is not the classic board game version of Othello, but a variation that works better for paper and pencil. Because it requires lots of rubbing out it is very suited to wipe-dry pens and laminated boards.

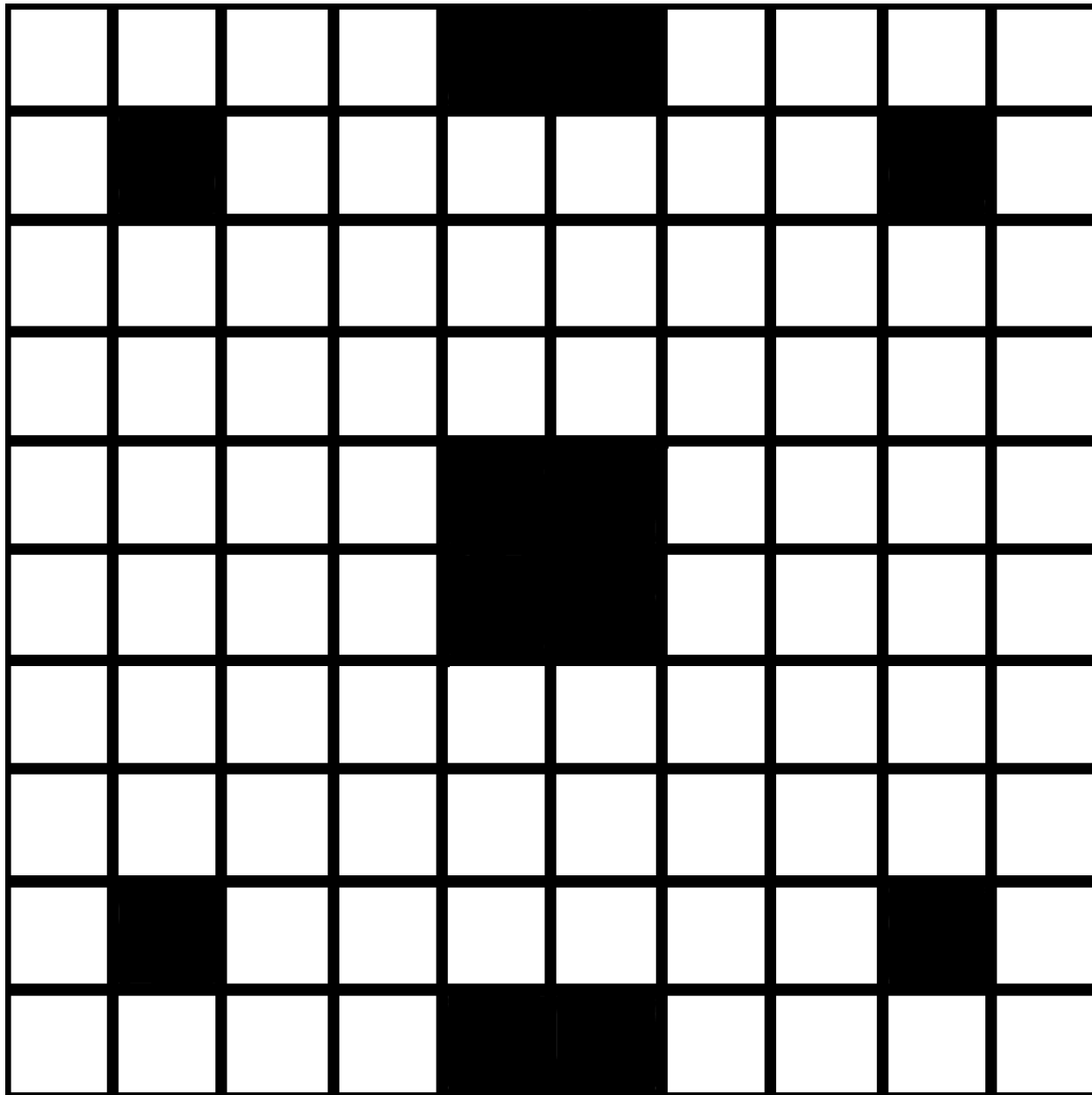
Start by putting a circle in both corner squares on one side of the board and an X in both corner squares on the other side of the board. Player one will be circles and player two will be X's. Player one begins by putting a circle in a square adjacent to where there is already a circle. If there are any X's in adjoining squares to where player 1 puts the circle, those X's become circles (erase them and make them circles). Then player two does the same with X's. The game is won if one player eliminates the other player entirely, or by having the most X's or circles when every square on the board is filled. Here is an example play (the board should obviously be made bigger than this):

<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td>X</td><td></td><td>X</td></tr> <tr><td></td><td></td><td></td></tr> <tr><td>O</td><td></td><td>O</td></tr> </table> <p>Set up.</p>	X		X				O		O	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td>X</td><td></td><td>O</td></tr> <tr><td></td><td></td><td>O</td></tr> <tr><td>O</td><td></td><td>O</td></tr> </table> <p>First move. By putting a circle into the middle square on the right side, player one turns the X in the corner into a circle.</p>	X		O			O	O		O
X		X																	
O		O																	
X		O																	
		O																	
O		O																	
<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td>X</td><td>X</td><td>X</td></tr> <tr><td></td><td></td><td>X</td></tr> <tr><td>O</td><td></td><td>O</td></tr> </table> <p>Second move. Player two puts an X in the middle square on the back row, turning both adjoining circles into X's.</p>	X	X	X			X	O		O	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td>O</td><td>O</td><td>O</td></tr> <tr><td></td><td>O</td><td>O</td></tr> <tr><td>O</td><td></td><td>O</td></tr> </table> <p>Third move. By moving into the middle square player one makes all X's into circles, thereby winning the game.</p>	O	O	O		O	O	O		O
X	X	X																	
		X																	
O		O																	
O	O	O																	
	O	O																	
O		O																	

To make the game interesting, the board needs to be at least 5X5 and preferably bigger. Make the board even more interesting by blacking out some squares like this:



Othello Board



Catagrams

Each player tries to guess a word by asking questions.

Description

One player, the Chooser, thinks of a four-letter word, and the other player, the Guesser, tries to guess it.

At each turn the Guesser says a letter of the alphabet. The Chooser must then reply with a word of at least three letters composed from the letters in the original word plus the new letter.

For example, if the Chooser thought of LOVE and the Guesser said T, the Chooser must make a word from the letters: L, O, V, E, and T, and could reply LET, LOT, or VOLE. The reply need not use all the letters, and it doesn't need to use the new letter.

Alternatively at their turn the Guesser can make a guess at the word.

As an example, here's a complete game:

Guesser: C - Chooser: HIS

Guesser: T - Chooser: SIT

Guesser: G - Chooser: FIG

Guesser: I think it's FISH!

Word Square

Players create word squares with the same letters, and the one with the most words wins.

Description

Each player draws a 4 x 4 grid. They then take turns in naming a letter. Players can choose any letter they like, and letters can be repeated. As each letter is named each player must write it immediately into one of the cells in the grid:

C	A	R	D
O	U	I	O
A	B	P	T
T	O	S	S

When the grid is full the players count up the number of four-letter words they have made reading across, down, or diagonally, and the one with the highest score wins.

One interesting aspect of the game is that you can either choose letters that help you complete words, or you can try to thwart your opponent's words.

Battleship

The game is played by 2 players using two boards each with squares in a grid identified by letter and number. One board is to record their shots on the enemy fleet: the other to record the enemies shots on their fleet.

Before play begins, each player arranges a number of ships secretly on one of their grid board. Each ship occupies a number of consecutive squares on the grid, arranged either horizontally or vertically. The number of squares for each ship is determined by the type of the ship. The ships cannot overlap (i.e., at most one ship can occupy any given square in the grid). The types and numbers of ships allowed are the same for each player. These may vary depending on the rules.

Number	Type of ship	Size
1	aircraft carrier	5
1	battleship	4
1	destroyer	3
2	cruiser	2 each

After the ships have been positioned, the game proceeds in a series of rounds. In each round, each player has a turn. During a turn, the player announces a list of target squares in the opponents' grid which are to be shot at. If a ship occupies one of the squares, then it takes a hit. When all of the squares of a ship have been hit, the ship is sunk. After the target list has been given, the opponent then announces which of his ships have been hit. If at the end of a round all of one player's ships have been sunk, the game ends and the other player wins. If all of both players ships are sunk, the game ends in a tie.

Each player has many shots as he or she has vessels afloat in each turn. Thus each time a player's ship is entirely destroyed, that player has one fewer shot on all subsequent turns. Below is a sample grid showing a players ships. The black squares are where the enemy has hit their ships. When every square on a ship is filled in that ship is sunk.

	1	2	3	4	5	6	7	8	9	10
A										
B		.								
C										
D										
E				.		.		.		
F			.							
G		.		.						
H										
I				.						
J										

Number	Type of ship	Size
1	aircraft carrier	5
1	battleship	4
1	destroyer	3
2	cruiser	2 each

A cruiser (2 squares – H1 and H2) is destroyed and a destroyer has taken 2 hits to squares F10 and G10.

Battleship Grid Player 1 – your fleet

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Number	Type of ship	Size
1	aircraft carrier	5
1	battleship	4
1	destroyer	3
2	cruiser	2 each

Battleship Grid Player 1 – your shots

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Number	Type of ship	Size
1	aircraft carrier	5
1	battleship	4
1	destroyer	3
2	cruiser	2 each

Battleship Grid Player 2 – your fleet

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Number	Type of ship	Size
1	aircraft carrier	5
1	battleship	4
1	destroyer	3
2	cruiser	2 each

Battleship Grid Player 2 – your shots

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

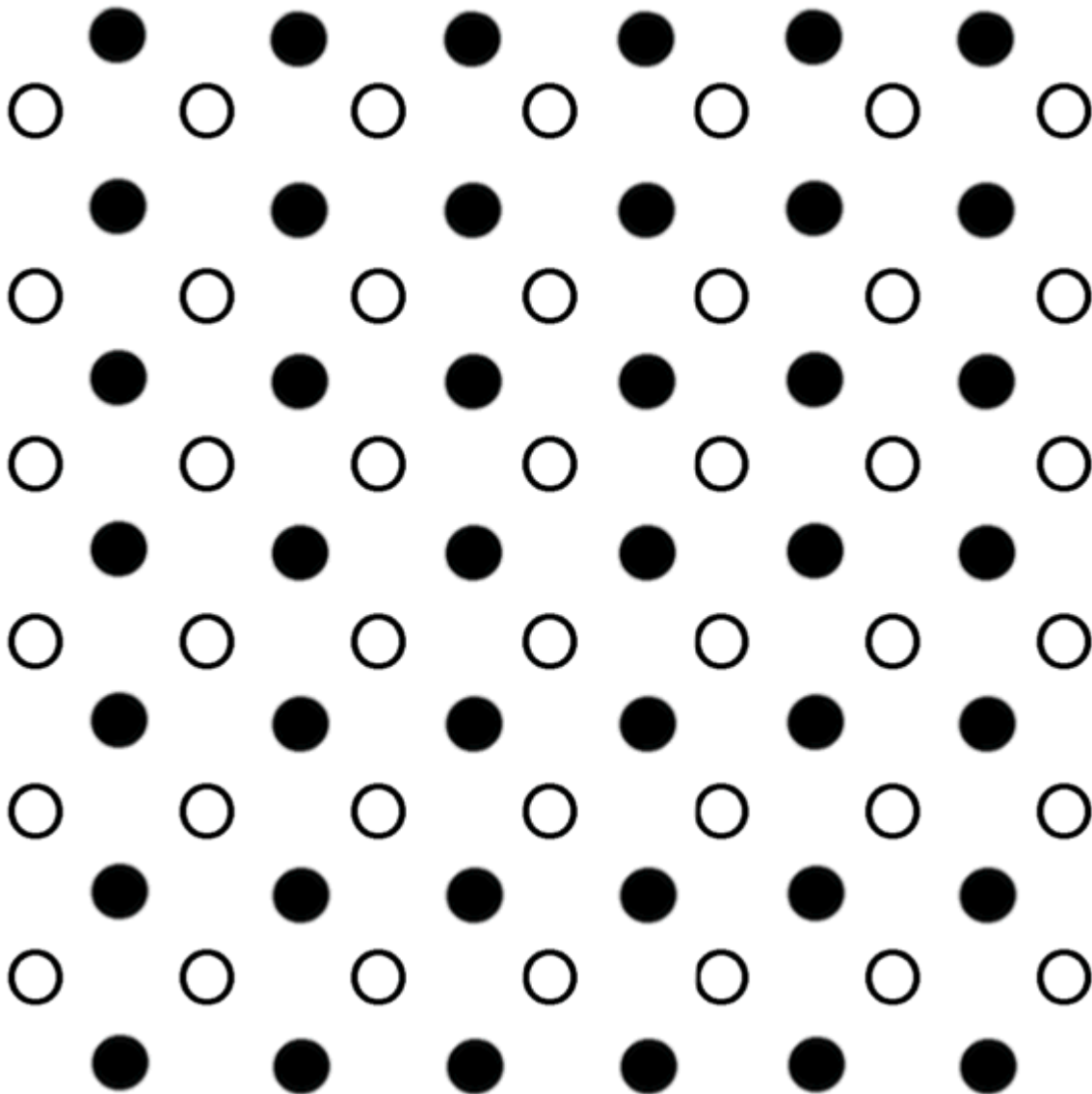
Number	Type of ship	Size
1	aircraft carrier	5
1	battleship	4
1	destroyer	3
2	cruiser	2 each

Pipelayer

Pipelayer is a game played with two grids of dots that are slightly offset from one another, as shown below. We will call them white and black dots. The rules are as follows:

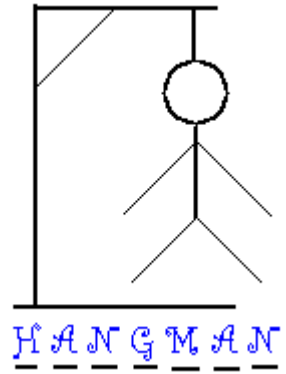
- One player is white, the other black.
- The players take turns moving by connecting two dots.
- A player can only connect dots that are adjacent horizontally or vertically and also only dots of his own colour. No move may draw across a line already drawn.
- To win a player must make a continuous connection from one side of the board to the other in the long direction for his colour of dots.

White goes this way to win ⇨



Black goes this way ⇨

Hangman



ABCDEFGHIJKLMNOPQRSTUVWXYZ

Word Search <http://www.sjbaker.org/wordsearch-o-matic/index.html>

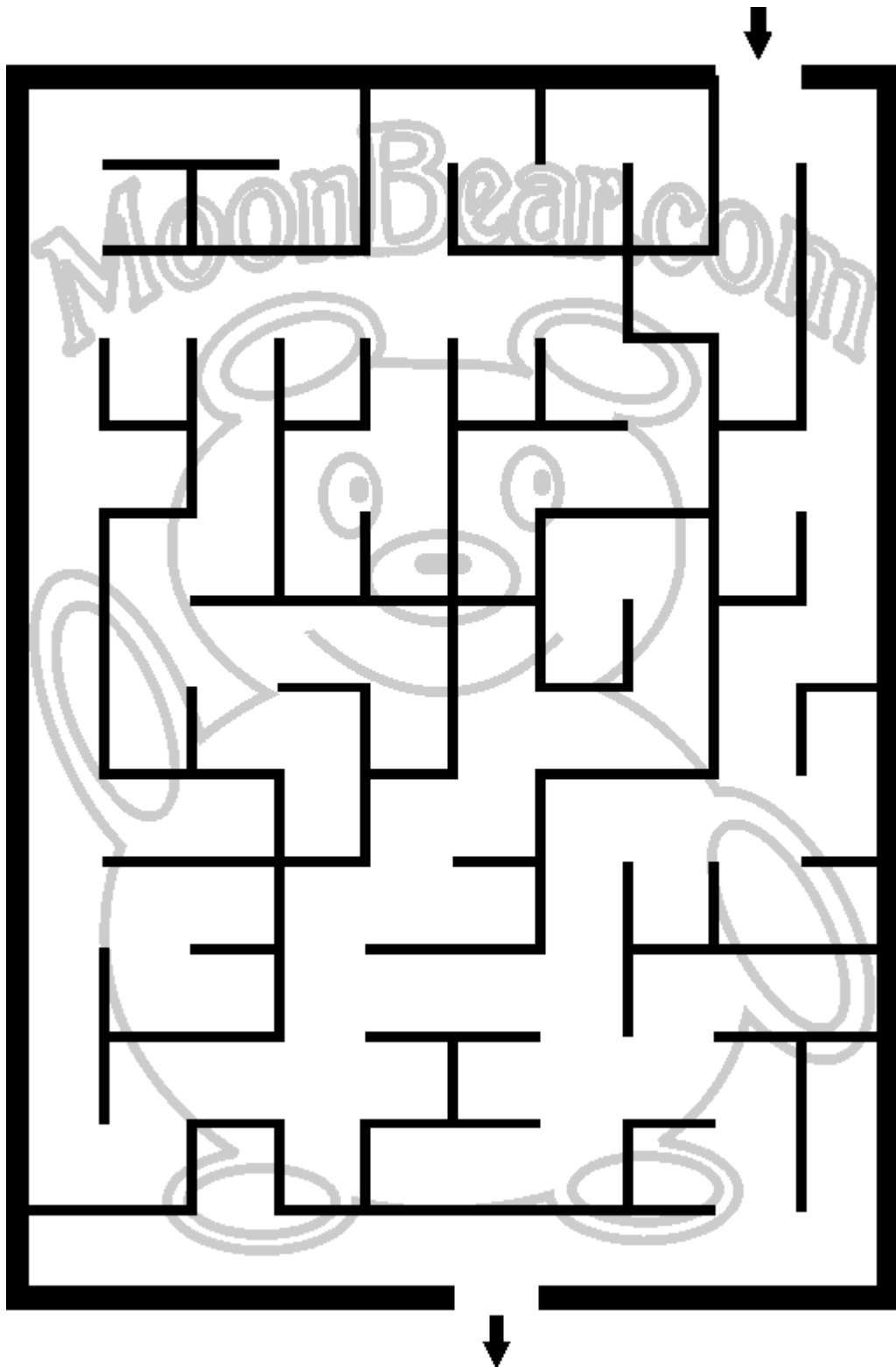
PLAYING, BALLS, SKIPPING, ROPE, PARACHUTE, CHALK, MARBLES, WHIP, AND, TOP, CLAPPING, GAMES, FRIENDS, HAPPY, CATCH, THROW, RUN, JUMP, HOP, CLIMB, PAINT, DRAW, LAUGH, SING, CHASE,

P S P P T J E S I U X I Q B M Z
K K K F C Q K P N L G O O P N E
P I C M L L Q Z H A Y S D Y Q P
H P A R A C H U T E K N V A O N
J P T H P R G D C H A S E F B W
J I C O P N B B R K D S Z H V X
S N H P I A T L V N L V G T Z P
H G B Y N F T L E P N U A T W T
A C A Z G W H I P S A D S F M C
P L L M X R R H J L U I I B X E
P I L X E F O V X Q D D N L R P
Y M S Z U S W P V G K Z G T B I
U B Z F J A M W E F O R B O Z G
C K H U R U N U C L Z X Q P X L
F A S D J R F O P W D L X C T G
F F J T N W I D C D G Y H D C F

Mazes <http://www.moonbear.com/maze/>

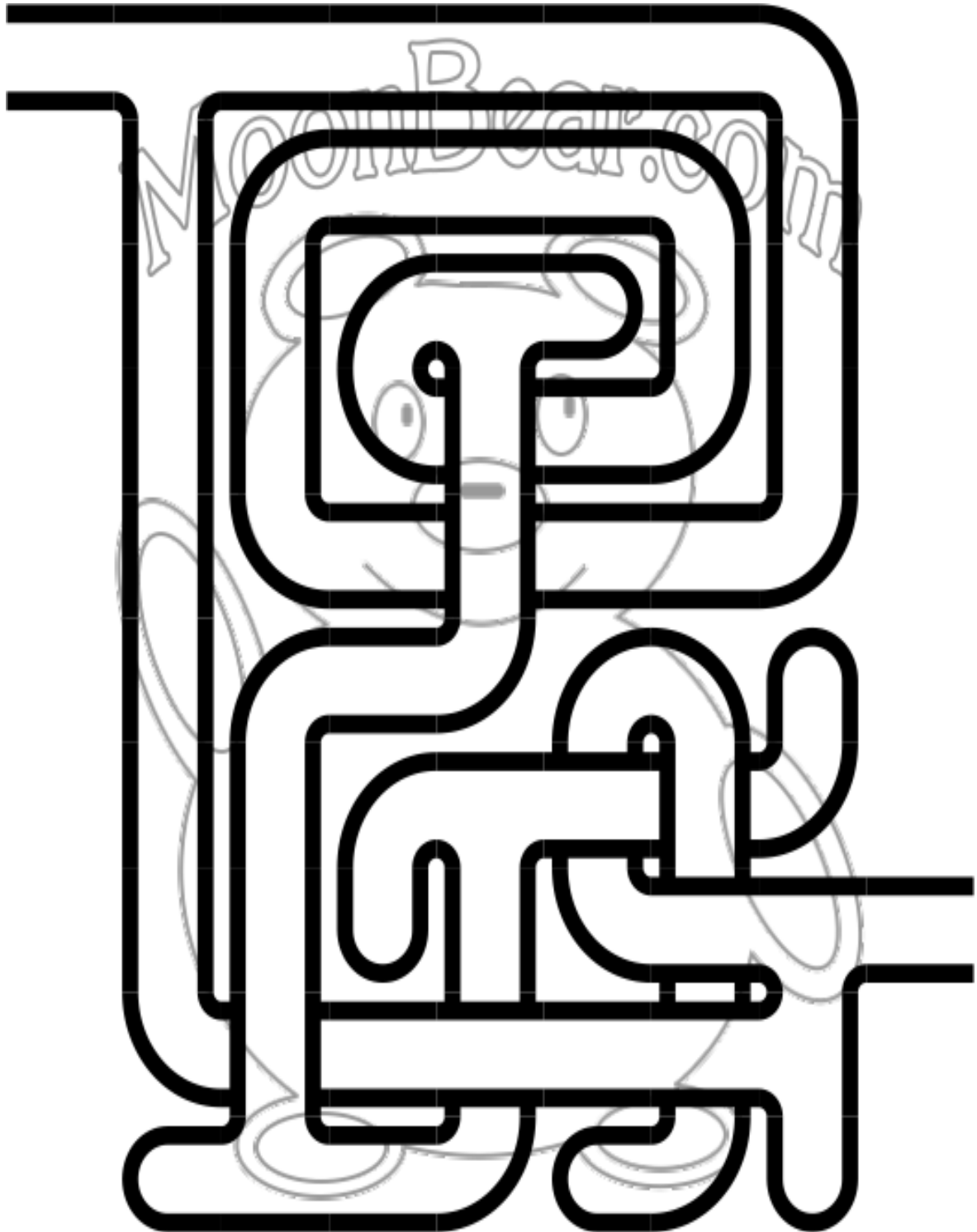


Fun and games for kids, and kids at heart!™





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PENCIL AND PAPER GAMES

Squiggles - *Any number of players, paper and pencil/pen.* One person draws a random squiggle. The other person must make a drawing out of the squiggle. Be creative!

Three-Part People - *3 players, paper and pencil/pen.* Fold the papers in thirds so that you only have the top part of the page to draw on. Without showing the other players, draw a head and face, ending the neck at the fold line. Draw the neck across the fold so the next player knows where to start. Hand them the paper with the head folded so they can't see it. That player draws the middle of a person, from the neck to the waist. Again, draw the lines of the waist across the fold so the next player knows where to start. The third player takes the paper without looking at the head or body, and draws the hips, legs and feet. When it's done, unfold the paper to see what kind of crazy person you've created!

Twin Numbers - *2 players, paper and pencil/pen.*

Setup: Write the numbers 1 through 20 all over the paper. Write the numbers a second time, but try to keep like numbers far apart. For example, put the two **2s** away from each other.

Player #1 circles the two **1s** and draws a line to connect them. Player #2 circles the two **2s** and draws a line to connect them, but cannot cross another line. Play goes back and forth with each player taking the next higher number. The first player who can't make a connection without going off the paper or crossing another line loses.

Word Mine - *Any number of players, paper and pencil/pen.* Take the name of the state you are travelling through and make as many other words as you can from its letters. Short named states may be hard, so use the name of the capital city instead.

Fishing Line - *2 players, paper and pencil/pen.* Draw a fishing pole and a fish on the paper. Don't draw them close together. Put the numbers 1 through 19 in random places around the pole and fish. Put the number 20 in front of the fish's mouth. Player #1 must draw a line from the end of the pole to the number 1. Player #2 must start continue the fishing line to the number 2. The fishing line may not cross itself, or the fishing rod. Play goes back and forth until someone cannot get to the next number without tangling the line.

Make a Flip Book - *tiny self-adhesive pads, or notepads, pencil/pen.* Draw a series of pictures so that when you flip all of the pages with your thumb, the characters seem to move. This is how cartoons are made! Each picture should be just like the last except for a small change. You could show a flower growing out of the ground, for example.

BRAIN GAMES

Pass-Along Story - *2 or more players*. Create a story, one sentence at a time. The first player starts the story by giving on sentence only, such as "It was a rainy day in Africa." The next player picks up with the next sentence. The story is passed along from person to person until a time limit is reached, or the story comes to an end. Everyone wins!

Names - *2 or more players*. Player #1 says a name. The next player must think of a new name that starts with the last letter of the first name. For example, Derek might be followed by Kevin, which could be followed by Nina, then Alison. Players win when an opponent can't think of an answer.

Ig-pay Atin-lay (Pig Latin) - *2 or more people*. Take each word in a sentence and remove the first consonant sound. Add it to the end of the word with "ay". Cat becomes at-cay, dog becomes og-day. It's easier to speak than to understand!

HAND GAMES

Cat's Cradles - *1 or 2 players and a loop of string*. There are lots of variations of this simple pastime. All of them start with a loop of string and 10 fingers. Visit <http://www.alysion.org/string.htm> for examples.

Palm Writing - *2 players*. Player #1 closes their eyes and lets the other player trace a word in their palm, one letter at a time. Player #1 must guess each letter to spell out the entire word. When the player guesses correctly, it is player #2's turn.

Rock-Scissors-Paper - *2 players*. There are 3 hand positions in this game. A flat palm represents paper. A closed fist represents a rock. Two outstretched fingers represents scissors. On the count of 3, each player puts their hand in one of the 3 positions. If both players choose the same position, the match is a tie. When the two hand positions are different, the winner is decided by remembering "Rocks break scissors, scissors cut paper, and paper covers rocks." So if one person is scissors and the other is rock, the rock wins, and so on.