

Summer of Fun

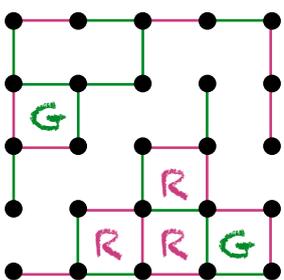
Games sheet

Primary/Secondary
Teacher instructions

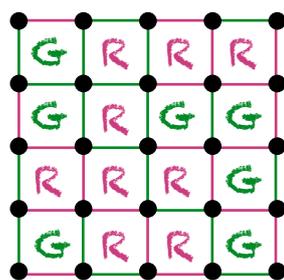
Fun times in the sunshine! * Pen and paper games

Dots and boxes

- To play dots, you need a square of dots on the page (start with 6x6 and challenge your kids to go up to 30x30 or more).
- Once the square is created, players (two or more) take turns with a different colour pen creating line segments between dots. When a player forms a square with their line, they may put their initial in that square and play again.
- The game continues until all the lines between the dots have been drawn and the winner is the player with the most claimed boxes.



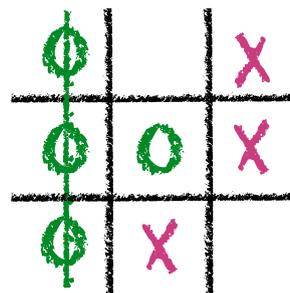
Players take turns to draw line segments and create boxes



Player 'R' wins as they claimed the most boxes

Noughts and crosses

- The simple game of noughts and crosses is a two player game of Xs and Os.
- Play begins with nine spaces on paper - see below diagram for reference. One player begins (take turns being the first player) by placing an X in one square. The next player draws an O in another square.
- The game continues until there are three Xs or Os in a row or all squares are filled - a draw game, also called cat's game.



*Sunshine not guaranteed, unfortunately.

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Battleships

- A two player game. Both players split their paper and draw two 10 x 10 grids, numbering 1 – 10 down the vertical and A-J across the top.
- Name one grid My Battleships and the other My Opponents battleships.
- Each player will then place the following ships on their battleship grid. A carrier (five squares), a battleship (four squares), a Cruiser (three squares), a submarine (three squares) and a Destroyer (two squares). The ships must be placed vertically or horizontally (not diagonally) and they must not overlap, players can shade in the areas where their boats are placed. Make sure that your grid is hidden from your opponent.
- Once this is complete players are ready to play the game.

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

My Battleships

- The aim of the game is to find and 'sink' your opponents battleships. After deciding who goes first the player blindly guesses a specific square on the grid, for example A4 or D7. Their opponent will check this square against their battleships grid and inform their opponent if a battleship was 'hit' or is it was a 'miss'.
- The player can then record this information on their 'My Opponent's grid'. Players also record their opponents guesses on their own grid.
- The other player then takes their turn and names a square and play continues in this way.
- When a player had hit all of the spaces of one of their opponents ships they have sunk that ship and must be informed of this and need to colour the spaces on their grid to highlight a sunk ship.
- The game is over when one of the players sinks all five of their opponents battleships.

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

My Opponents battleships

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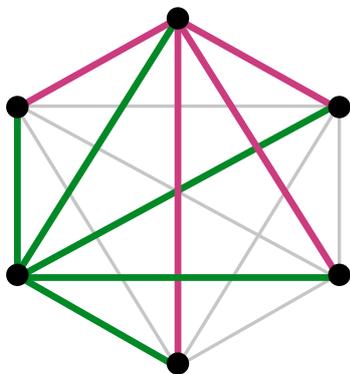
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Sim

- Draw six dots in a hexagon.
- Two players take turns drawing line segments between each dot in their own colour pen.
- The object of the game is to avoid drawing a triangle in your colour pen.



Pictionary

- Players secretly write down common phrases/objects on pieces of paper and fold them up.
- The first chosen artist randomly picks a phrase then must draw and get the others to guess the phrase without talking or drawing letters or symbols.
- Once guessed correctly, a new artist is picked. Variation: instead of common phrases, write books, characters/celebrities or films.

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Paper telephone

- Three or more people each begin with a piece of paper. At the top of the page, they all draw a picture and pass the paper to the next player.
- With this new piece of paper, each person writes a sentence below the picture then folds the top of the paper over so only the sentence can be seen. This piece of paper is then passed to the next player who will draw a picture to go along with the sentence.
- Each player again folds the paper, now so only the picture can be seen and passes it along.
- The game continues until there is no more room and every player can open up the paper and be amused.

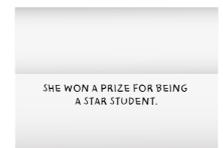
1. Draw a picture



2. Write a sentence



3. Fold over



4. Draw a picture



5. Continue the game until there is no more room.

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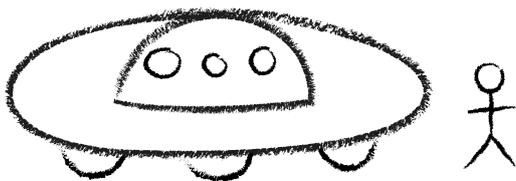
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Spaceman

- A word is thought of by a player and the other players have to guess it. For each wrong letter a part of the picture is drawn.

E H
B A
R F
T K
S W
G C

Wrong guesses



S A C E A

Word Square

- Two or more players draw either a 4x4 or 5x5 grid.
- Then each player takes it in turns to name a letter. As each letter is called out, the players must write it into one of the cells in their grid immediately.
- Players can choose any letter they like and letters can be repeated.
- When the grid is full the players add up their scores, which are based on the amount of words they achieved.

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

Scoring for 4x4:

Count total of 4 letter words, vertically, horizontally and diagonally.

S	O	L	V	E
O	N	I	O	N
L	I	M	I	T
V	O	I	C	E
E	N	T	E	R

Scoring for 5x5:

5 letter word scores 10 points
4 letter word scores 5 points
3 letters word scores 4 points

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Names in the hat game

- Any number of players can play this game. Split into teams of equal sizes.
- Every player writes down on separate pieces of paper the names of four famous people, they could be famous actors, politicians, characters in books, sports stars, historical characters (you get the picture!).
- These names are then folded up and all put into a hat/box/bowl. The team going first chooses which of their team will pick first, that person then has one minute to see how many names from the hat their team members can correctly guess from their description, providing they don't say the name they can describe the person how they want. They are just describing to their team and the other team must keep quiet if they have guessed the answer. They keep going until their minute is up. The team will hold on to the names they have correctly guessed.
- Play then passes to the next team and their minute starts, play continues from team to team until all the names are used up.
- At this point add up how many names your team has correctly guessed and keep a log of each teams score. All the names then folded and returned to the hat and round two starts.
- Round two is played in exactly the same way but when describing the person only three words are allowed to be used (remember all the names will have been heard once already – so pay attention during the first round).
- Play continues again until all names have been guessed and once again the scores are added up and logged. Names are returned to the hat and round three begins.
- In round three you can only use ONE word to describe the person, pick your word carefully so that your team can guess. Continue from team to team until all the names are guessed and again keep a record of the scores. The names are then returned to the hat for the final round.
- In round four players have to act out the person that they pick out of the hat.
- As before play continues until all the names are guessed. All teams add their correct guesses to their scores from the previous rounds and the winning team are those with the highest score.

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