

Stuffin' Party™

SUGGESTED GAMES AND ACTIVITIES FOR KIDS

1. I Spy (ages 3 to 10)

To play, one person chooses an object that is in view of all the players and says, "I spy, with my little eye, something that is _____." The blank is filled in with the name of a color. For example, if the object is the leaf on a tree, the player would say, "I spy, with my little eye, something that is green." The other players now try to guess the object. Each takes a turn naming something green until the mystery is solved. The player who guesses right is the winner and gets to choose the next object.

2. Wrong! (ages 4 to 10)

Wrong! is similar to the old children's challenge What's Wrong with This Picture? But instead of trying to find the inconsistencies in a picture, players must listen carefully to discover flaws in a story that is told to them. This game can be tailored to the age and ability level of the players, with obvious errors being put in for young listeners and subtle ones for older, savvier players. Before the game begins, a short story is made up that is filled with errors of common sense. Most storytellers will want to write down the tale. The storyteller may stick in blatant errors and say, for example, "Last summer, in the middle of a terrible blizzard . . ."; "I picked the bluest apple on the tree," etc. Or the storyteller may make the errors harder to detect - for example, "The curtains on my windowsill are yellow and white," or "I went to the library and bought three books." The storyteller tells the story while the children listen carefully and shout "Wrong!" every time they hear an error.

3. Going on a Picnic (ages 6 to 12)

The game begins with the first player reciting the sentence, "I'm going on a picnic and I'm bringing _____." The player must fill in the blank completing the sentence with an appropriate word or short phrase beginning with the letter A, such as "apples" or "American cheese." The second player must repeat the sentence just as the first player said it and add an item that begins with B. For example, "I'm going on a picnic and I'm bringing apples and bread." The game continues, around and around, with each player repeating the complete list of items and then adding something that begins with the next letter of the alphabet. (If the players agree beforehand, the letters X, Q and Z, can be left off the list.) If a player makes a mistake, we move to the next player.

4. Associations (ages 7 to 14)

The first player starts out by calling out a word. The next player must immediately say the first word that comes to mind. For example, if the first word is "dog," the second might be "house," "bone" or "cat." If the second word is "house," the third word might be "plant," "home" or "igloo," and so on. Completely unrelated words don't count. For instance, to follow the word "dog" with the word "bread" would be considered unacceptable by the other players unless the person who said it could prove it was associated in some way. A majority vote decides a word's acceptability.

5. Who Am I? (ages 7-14) (For smaller birthday parties.)

Kids love this game because it's a group effort - all the players except one know the secret identity. It's also fun to hear all the different impressions a group of players can have about the same person. One player leaves the area (or covers his/her ears) while the rest of the group agrees on a well-known person who may be real (Shaquille O'Neal) or fictional (Aladdin), living (Tom Cruise) or dead (Cleopatra). The personality must, however, be someone who will be recognized by everyone participating. The player then returns to the group and asks everyone "Who am I?" Each of the other players in turn makes a statement giving a clue to the mystery person's identity. For example, if the person is Abraham Lincoln, one clue might be "You have a beard." Another might be "You are from Illinois." A third could be "You worked as a lawyer at some point." The clues should be accurate and informative enough to give the guesser a chance at figuring out who the person is. But they should not be too obvious (unless the players are very young). After each player has given one clue, the guesser has three chances to name the correct person. If the guesser is stumped, the other players claim victory. Play should go on long enough to give each person a chance to play the guesser.

6. 20 Questions (ages 8 - 14)

The game begins with one player thinking of an object - any object - that can be classified as animal, vegetable or mineral. The object can be very general (apple, for instance) or very specific (a cocker spaniel). The word chooser declares whether the object is animal, vegetable or mineral and then the other players ask yes-or-no questions to try to identify the mystery object. Altogether the players are allowed to ask only 20 questions. "Is it bigger than a lunchbox?" might be a good first question. Players take turns asking questions, or confer first and then decide on a question, with the inquiries getting more and more specific as the game goes on. Questions must be answered truthfully; if "yes" or "no" doesn't fit as an answer, though, "sometimes" and "sort of" are acceptable. At any time, a player may guess the object, but that counts as a question, too. The player who correctly guesses the mystery object wins the round and gets to choose the next Teddy Bear Stuffers™

object. If the object is not guessed in 20 questions, the word chooser reveals the answer and gets to choose again.

7. Magic Wand (ages 3 - 6)

Take a magic wand. Give the wand to the birthday child and have him/her say:

Abracadabra

Ziggety Zee

You can be a _____.

She points the wand to one child and tells him/her what to be. He/she acts out what he/she is told. Suggest that it is often fun to tell someone to be an animal.

8. Changing Voices (ages 3 - 6)

Pick a phrase like "I like ice cream" and say it several different ways:

Hold your nose as you talk

Cup your hands around your mouth as you talk

Say the phrase loudly

Say the phrase softly

Pucker your lips as you talk

Put your hand over your mouth as you talk