



Charades

Can you guess what your friends and family are trying to tell you without spoken words in this timely game?

Time: +30 min

Required Number of Players: 4+ people

Materials and Preparation:

- Space to play
- A hat or a small bucket
- Paper slips and pens- write out your own clues- movies, books, characters. These can be modern or Victorian
- A timer (one on a phone will work)

Steps to Play:

- Place all the slips into a hat or a small bucket and split the group into two teams.
- Choose which team will go first and then choose someone from that team to go up first. Every person in the group will get a turn. When it is your turn you will grab a slip from your own bag/basket and read what's on it, but do not tell anyone!
- Pick a certain time frame that everyone has to use and set the timer. 45 seconds is an average amount of time.
- Now it is your job to get your own group to guess what your slip of paper says but you cannot speak or make any sounds.
- Before you begin acting out, give your family a few clues to start.
 - Drawing a box with your fingers means movie/TV show
 - Opening an imaginary book means book
 - Cupping ear means phrase/ word

Further hints might include:

- Holding up a certain amount of fingers to show how many words are in the title/phrase you are acting out.
- Nodding or shaking head if they get a correct word of the title or phrase
- Now it is time to act out what is on the paper. Remember to only use actions and not sounds. You can act out the entire phrase/title, one word at a time, or even break up the words, depending what the paper says.
- If your team guesses what you are acting out before the timer is up, your team gets a point. Then it's the next team's turn to guess.





The Sculptor

Everyone gets a turn to unleash their inner artist in this Victorian-style game that turns family members into 'clay' and the only rule is that no one can laugh.

Time: +30min

Required Number of Players: 3+ people

Materials and Preparation:

- Space large enough for all players to stand with their arms out, not touching each other

Steps to Play:

- Gather in your designated space and choose one person to become 'the sculptor'. Once this person is chosen, everyone else must spread throughout the room, make sure that everyone is at least at an arm's length from each other.
- The sculptor now must go around to each person and 'mold' them into a pose. Be as silly as you want (make sure that person can still keep their balance somewhat, as they need to hold this pose).
- While the sculptor is sculpting, everyone must hold the pose they are put in and there is no laughing (only by the sculptor).
- Once everyone is sculpted, the sculptor can try and make everyone laugh without touching their creations anymore.
- The first person to laugh or lose their pose/ move then becomes the sculptor and the game restarts.

*** Tip:** Get creative with the poses, use fictional characters or stories for inspiration if you are stuck!





Thus Says the Grand Seignior

This Victorian version of the modern game 'Simon says' will be sure to keep players laughing and on their toes.

Time: +30min

Required Number of Players: 3+

Materials and Preparation:

- Space large enough for all players to stand at an arm's length from each other.

Steps to Play:

- This game is very similar to the game 'Simon Says' except it is not Simon, it is the Grand Seignior. It's also Victorian and very proper so we do not say "The Grand Seignior says..." we say, "Thus says the Grand Seignior..."
- Choose someone to be the Grand Seignior. They will say "Thus says the Grand Seignior..." followed by a movement or series of movements that everyone must copy and continue to do until they are told to stop by the Grand Seignior who says "Thus says the Grand Seignior stop" or if they are told to do another movement.
- Players should only copy movements that follow the phrase "Thus says the Grand Seignior". If the 'it' person says "So says the Grand Seignior; stop; Do this; the Grand seignior says; etc." then those who follow are eliminated from the game.
- The last person left in the game will become the next Grand Seignior.





Kim's Game

(Virtual)

Can you remember what you just saw in this Victorian memory game?

Time: +10min

Required Number of Players: 1+

Materials and Preparation:

- Pen or pencil
- Paper
- Computer device to view these next photos on
- Timer

Steps to Play:

- Do not look at the photos yet. Each photo is one of a tray holding a random array of small items. [Image 1](#). [Image 2](#). [Image 3](#).
- When the photo is revealed, you will have 10 seconds to memorize what is on the tray. After 10 seconds, take the photo away and you will have 20-30 seconds to write down what was on the tray. If you want a different challenge, offer a bit more time and draw out what you saw in the right order.
- One point is awarded for every item that was correctly recorded item.

Variation:

Set up the Kims game on your own! Gather 8-10 random small objects from around your house and set them on a tray. Cover the tray and gather some people you would like to challenge! Once you set the timer, remove the tray cover and repeat the steps from the virtual game.

Kim's Game

Image 1



Kim's Game

Image 2



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Kim's Game

Image 3





Pass the Slipper

Use your best poker face in this entertaining Victorian parlour game to keep everyone guessing where the slipper is.

Time: +30min

Required Number of Players: 6+ people

Materials and Preparation

- Space large enough for all members to sit closely in a circle
- A slipper or a clean shoe (everyone has to touch it)

Steps to Play:

- Gather all members and make sure that they stand or sit in a big circle with enough room between them to pass the slipper easily (do not need to be shoulder touching shoulder but close enough that people aren't reaching for the slipper).
- Choose a person to be 'it' this person will stand in the middle of the circle and will close their eyes.
- Everyone else around the circle will pass the slipper behind their backs discreetly while watching the person in the centre.
- The person in the centre can open their eyes when they like and when they do, everyone must be discreet in continuing to pass the slipper (while the 'it' person's back is turned).
- If the 'it' person is watching the person holding the slipper closely they do not have to pass it right away.
- The 'it' person will then guess who is holding the slipper. (That person must be touching the slipper at that moment). If guessed correctly, the holder will move to the centre and switch places with the 'it' person. If wrong, start the game again.
- If the slipper is dropped and the 'it' person opens their eyes, have them re-close them and start the game again.





Reverend Crawley's Game

This fun Victorian game will definitely have the whole family tied up!

Time: +15min

Required Number of Players: 5+ people

Materials and Preparation:

- Space large enough to play

Steps to Play:

- This game is very similar to the human knot game. Everyone will stand closely in a circle, facing each other.
- Everyone will reach their hands into the circle and grab onto random hands, best to just do it fast and not look. Do not grab the hands of people beside you and try not to grab the same persons hands.
- Once everyone is holding hands, do not let go until the game is over.
- The goal is to untangle yourselves without letting go. This means that you will have to twist, turn, duck, and step over peoples arms to get untangled.
- Once you are all untangled, the game is over and you can let go.
- The key to untangling yourselves is communication!





Fictionary

Word games were very popular in the Victorian era and games like fictionary always involved laughter and heaps of creativity.

Time: +30min

Required number of people: 3+ people

Materials and Preparation:

- It is preferable to have a dictionary but if that is not available then pull up a mobile device or a computer and search up a dictionary site.
- Slips of paper (big enough to write a sentence or 2 on)
- Pens or pencils (one for every player)

Steps to Play:

- Have everyone gather around and hand the dictionary/mobile device to one person.
- This person, if holding a physical dictionary, is going to flip through the book and find an obscure word that people probably would not know the real definition of. They will read this word out loud (do not read the definition!). For people on a computer or mobile device, most dictionary sites have 'words of the day' on their homepages. Use those. Some also have 'trending words' lists, regular word lists, and similar tabs. If you start running out of words as the game goes on just start typing letters into the search bar and see what comes up!
- Once everyone hears the word, they will all write down a made up definition in the form that a dictionary would sound. (Remember you want people to guess your option so do not go too far off!)
- At this time, the person holding the dictionary/mobile device will quickly copy down the definition onto a slip of paper (skip the parts that say noun, verb, etc.)
- Everyone will place their slips into the centre and the person with the dictionary will shuffle them up and read them out loud. The rest of the players then must guess which one is actually the correct definition. Players whose slips are chosen as 'correct' get a point. Players who guess the actual definition get a point.
- The person holding the dictionary will reveal the correct answer and the points before passing it off to the next person.

