READY TO USE GAMES

# Sit-down games

Not every child or young person loves running around, and not every context lends itself to a noisy and active game. So, for all those times, here’s a range of ‘sit-down’ games you can play if space is at a premium.

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## Lego building

**You will need:** Lego bricks and bases (or similar); stiff cardboard

Put the children or young people into pairs. Give each player a Lego base and some bricks. Get the players to sit opposite their partner across a table and stand a large enough piece of stiff cardboard in-between them so that they can’t see one another.

Encourage one player in each pair to build a simple model from the Lego. This player then has to describe to their partner how to make that model, using only words. Give the pairs enough time to complete the challenge and then see which pair has been most successful in recreating their model.

Alternatively, if your Lego supplies aren’t enormous, make a model before the session and place it somewhere out of sight (in a corridor or behind a cupboard). Invite one in each pair to look at the model, then go back to their partner. They have to describe the model while their partner builds, following their instructions.

## Celebrity bingo

**You will need:** pre-prepared bingo cards; bag; bingo dobbers or similar; small prizes

Before the session, prepare some bingo cards using celebrities’ faces instead of numbers. Make sure you use celebrities that your group will recognise. Create the cards so that they are all different. Put a picture of each of the celebrities you have used into the bag.

Give out the cards and bingo dobbers (you can use felt-tip pens if you don’t have any dobbers). Draw out the celebrities’ faces one by one and announce their name. If a player has that celebrity on their card, they should cross them off.

The first aim is to get the celebrities that appear in each corner of their card, the second is to fill a whole line. Finally, players should fill their whole card. Award small prizes for the player that achieves these goals first.

You can tailor your bingo card to fit the theme of your session. Use Bible characters or books of the Bible to tie the game into your spiritual programme.

## Doctor, doctor

Choose one or two children or young people to be the doctor(s) and send them out of the room. The rest of the group sits in a circle and decides on a comedy affliction that they are suffering from. This could be something such as they believe they’re Ronald McDonald or they can suddenly only speak French. Once decided, invite the doctor(s) back in. They have to try to ‘diagnose’ the rest of the group by asking them questions. Once they have successfully diagnosed the group, play again with different doctors.

## Beetle

**You will need:** pens; paper; dice; tables and chairs

This traditional game is easy to set up and fun for children to play. Put the children into groups of four and sit each four around a table. Give every child a pen or pencil and a piece of paper. The aim of the game is to draw a whole beetle by throwing a dice. When a player throws the following number, they should add the corresponding body part onto their beetle: 1: eye; 2: antenna; 3: leg; 4: wing; 5: head; 6: body. Each player throws the dice once before drawing on the appropriate body part and passing the dice onto the next player.

Each player must get a body by throwing a six before they can add any other parts. To win, the player must have one body, one head, two eyes, two antennas, four wings and six legs.

For a longer game, have a beetle drive. The first player to finish their insect shouts: “Beetle!” This stops all the games. The player with the most complete beetle in each group moves onto the next table and play begins again.

## Make a word, make a story

**You will need:** Scrabble or Bananagrams tiles; pens and paper

Give the children or young people a number of letter tiles from a word game such as Scrabble or Bananagrams. Encourage them to make words out of those tiles. (Make sure any players with dyslexia get any help they need to play.)

Once everyone has used all the tiles that they can, get the players into groups of four and give each group a piece of paper and a pen. Challenge the groups to put all the words they have created into a very short story. Circulate around the groups to give any help and to ensure that everyone’s ideas are heard.

When everyone has completed their story, read them out. You might want to award prizes for the most inventive, the story that includes the most of the group’s words etc.

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