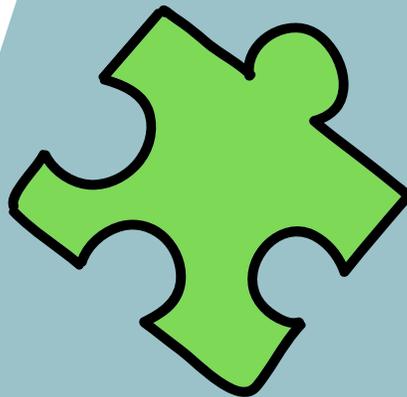
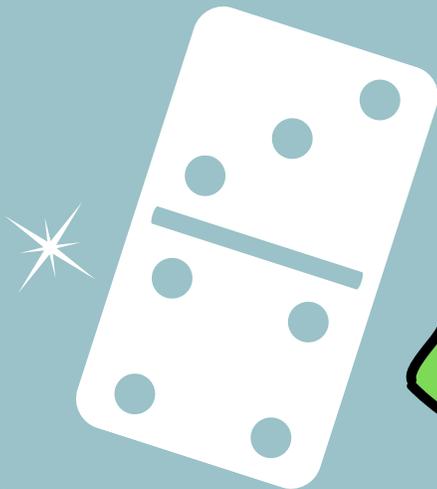
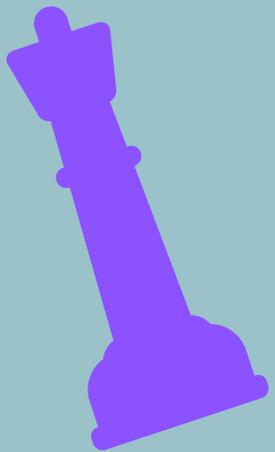
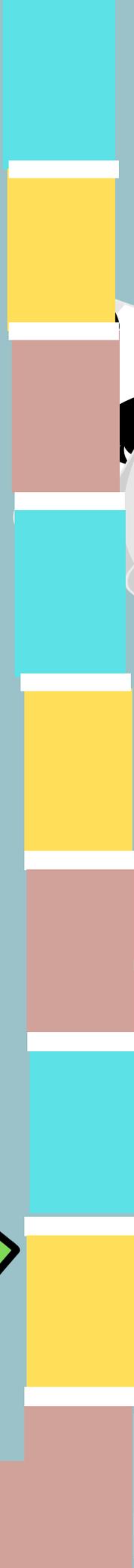




Family

**GAME
NIGHT**



PenMet Parks
Gig Harbor, Washington

Pictionary!



How to Play

You'll need a dry erase board or paper and something to write with

1. Divide players into two teams
2. Designate the first picturist on each team
3. Draw a word (use scraps of paper and put them in a bowl)
4. On "go" each picturist has 1 minute to sketch
5. Whichever team guesses correctly first gets a point!

Words!

Igloo

Zombie

Slide

Lobster

Treasure

Magic Carpet

Sand Castle

Zebra

Alligator

Circus Tent

Pop Star

Solar System

North Pole

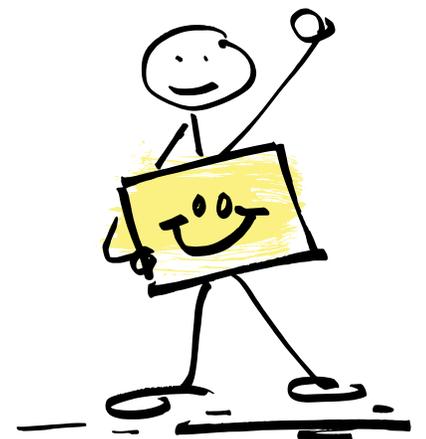
Alien

Monopoly

Blizzard

Ocean

Elsa



Disney Charades!

How to Play

The main rule is no talking!

1. Split into two teams
2. One person selects a card or slip of paper, secretly reading their clue.
3. Then they must act it out using gestures. Sometimes people use hand motion symbols to give additional clues such as the category or how many words in a phrase.
4. One member of the team gets 1 minute to act out the clue
5. Correct Guesses get one point.
6. Team with the most points win!

Words!

Finding Nemo

**Trying to find
your shadow**

Frozen

**Losing your
glass slipper**

Dumbo

Moana

**Walking with
Legs for the
First Time**

Rubbing a Lamp

**Eating a posion
apple**

The Lion King

**Watching a
Disney Movie**

**Flying with an
Umbrella**



**Alice in
Wonderland**

Pinocchio

**The Jungle
Book**

**Swinging from a
vine**

**Walking 101
Dalmations**

**Princess and
the Frog**

Minute to Win It!



Tea Party

Supplies:

- Baseball Caps
- Tea Bags

Participants will receive a baseball cap with two tea bags taped to the side of each cap bill. Players must swing their head to get both tea bags safely on both sides of the bill.

Dizzy Mummy

Supplies:

- Toilet paper or streamers (1 per team)

Two teams. Participants will hold the end of a roll of toilet paper and spin in a 360-degree circle and wrap themselves in toilet paper. Whichever team runs out of toilet first wins.

Sticky Situation

Supplies:

- Peanut Butter
- Bread
- Ping Pong Balls

Set up a podium with a slice of bread with peanut butter spread on it. Participants will bounce a ping pong ball on the ground and onto the slice of bread. Once a ping pong ball sticks to the bread, you win!

Stick the Landing

Supplies:

- 10 partially filled water bottles

Players must toss a partially filled water bottle 360 degrees (back-flip motion) and have the bottle land upright on the designated landing spot. The participant has 10 attempts to complete this challenge.

Defying Gravity

Supplies:

- 3 Balloons

A two-man team (or one) must keep three balloons in the air for 60 seconds without letting them hit the ground and using only one hand.

Shoe Fly Shoe

Supplies:

- Table
- Pile of Shoes

Stand 9 feet away from a table. Player must launch the shoe off their foot and have it land flat on the table.

Suck It Up

Supplies:

- Candy or Mini Marshmallows
- Straw
- Two Plates

Take two plates. On one plate pour out about 50-60 pieces of candy. In 60 seconds, try to suck up and move candy from one plate to the other as fast as you can. Person with the most candy wins.

Cookie Face

Supplies:

- Cookies

One member of your team must use their facial muscles to move a cookie from their forehead to their mouth without using their hands.

Puddle Jumper

Supplies:

- Cups filled with water
- Ping pong balls

Prior to game start, place the full cups of water in pairs at a slight distance apart. When the clock begins, the player places a ping pong ball into the first Solo cup and attempts to blow it onto the Solo cup across from it. To complete the game, blow a ping pong ball onto each of the full Solo cups within the 60 second time limit.

Card Games!

Memory

Need 2-4 players

Deal out all the cards face down on the table. Players take turns to flip over 2 cards. If they flip over a pair that matches, they win the pair and get to have another go. If not, the next player takes a turn. If you are playing with a standard set of cards, you can either allow matching the same number and same color card or just the same value. At the end, the player with the most cards wins.

Snap

Need 2-4 players

Deal out the cards around all the players so each player has a pile of cards which they place face down. The first player turns over the card at the top of their pile and starts a pile in the center. The next player to their left turns over the card at the top of their pile and adds it to the center pile, and so on. If there are two cards that match, the first player to yell 'Snap!' wins the cards in the middle. If a player runs out of cards, they lose.

Old Maid

Need 3+ players

Take out the queen of clubs. Deal out all the cards one by one to each player. Players keep their hands secret but match up any pairs in their hand and place them face down on the table. With a standard pack of cards, pairs are cards which are the same value and the same color. The first player offers their cards to the next player on their left by spreading them out in a fan. The player chooses a card. If it matches a card in their hand, they place the pair on the table. The next player to the left takes a turn, and so on. Once a player has no cards left in their hand, they are out of the game. Play keeps going until one player is left with the single Queen of Spades or Old Maid. The player who gets this card loses.

Slapjack

Need 3-6 players

Deal out the whole pack to the players. Each player takes a turn to flip over the top card on their pile, creating a new face-up pile of their own on the table. If any player turns over a Jack, each player tries to be the first to put their hand over the pile with the Jack and yell 'Slapjack!' The player who is first to 'slap the Jack' wins the pile. They pick up all the cards in the pile, shuffle them, and add them to the bottom of their pile. If a player accidentally puts their hand over a card that is not a Jack, they must give a card to the player whose card they slapped. Play continues with each player taking a turn. If a player runs out of cards, they have one chance to get back in when the next Jack is played, or else they lose. The winner is the last player left in the game.

Snip Snap Snorem

Need 2-10 players

The pack of cards is dealt out to the players. The first player plays a card of their choice face up in the middle of the table. The next player tries to match this card. If they can, they call out 'Snip!' If the next player after this can match the card again, they call out 'Snap!' and then if a fourth player can match the card, they call out 'Snorem!' This player starts the next round. The player who runs out of cards first wins.

Crazy Eights

Need 2-5 players

Deal 5 cards to each player. Place the remaining cards in a stack in the center, and flip over the top card to create a face-up card pile. Each player takes a turn to play either the same suit or same number on top of the face-up card—or an 8. An 8 can be played on any card, and the player playing it chooses what suit the next player has to play. The first player to get rid of all their cards wins.

