



Covid-19
**GAMES
MANUAL**

Active TIC-TAC-TOE

Objective

To try and place three 'X' or 'O' pieces in a row.

Pieces can be placed to form a diagonal, horizontal, or vertical row.

How To Play

Our board is designed with different activities

Before you can put your piece down you have to follow the command listed on the square you wish to take.

Once you get the hang of it, make your own board and come up with your own activities to put in!

E.g.

5 Jumping Jacks	3 Burpees	5 Spin Around
6 Wall Push Ups	10 Disco Dances	10 Squats
8 Mountain Climbers	20 Bunny Hops	20 Seconds Wall Sit



Round The House Scavenger Hunt

Objective

Gather all the household items on this list as fast as possible

How To Play

Using this list of common households, children can gather each item from around the house in order to stay active. Parents can add or remove items from this list in order to better suit their environment.

You can change the way you move to find each item to make it more challenging (ex. crawl to the next item, bunny-hop to the next) and come up with your own activities to put in!

E.g.

'Round The House Scavenger Hunt'	
Rules: Try to gather these items from around the house as fast as you can! You must bring them back to the starting spot one at a time!	
1 pair of socks	Your pillow
1 Hat	Your favourite shoes
1 spoon	1 picture of you
1 book	Your favourite shirt
1 keychain	Something circular
1 coin	Something with wheels
1 hairpin or elastic	Something with a zipper
1 board/ card game	Something green
1 battery	Something 1 foot long
1 blue pen	Something that can float

Verb Charades

Objective

Without speaking, use your body and actions to describe the action word on the card you have picked.

How To Play

Players take turns picking a verb (action word) from the card pile. The player must act out the verb without speaking. The player who guesses correctly will be the next player to draw.

E.g.

Hiding	Reading	Eating
Skating	Dancing	Typing
Flying	Driving	Sleeping
Pouting	Jumping	Peeking

Swimming	Building	Shopping
Kicking	Climbing	Cheering
Surfing	Whispering	Running
Drinking	Cooking	Hopping
Crying	Digging	Painting

Ninja

Objective

In this traditional camp classic, the goal of the game is to hit/tap both arms of the other player. Attacking (swinging your arm) counts as one move, and dodging the attacker counts as 1 move. Once a player dodges or attacks, they are frozen in place until the next attack/dodge.

YOU ARE ONLY ALLOWED TO MAKE 1 ATTACKING/DEFENDING MOVEMENT AT A TIME

How To Play

Players start with one of their arms outstretched and touching the other players hand. On the count of three, the players yell "hiyahhhh" and take a big jump back. One player goes first and makes one action with their body toward the other player (can step, jump, slide, or move their arms. If the player attacking hits the arm of the defending player, that arm is eliminated and must be put behind their back. If the attacker misses the defenders arm, they must freeze in the position their attack ended, and the defending player must freeze in the position they dodged from. 1-8 players (circular shape recommended for mor people, attacking goes in a clockwise direction).



Mission Impossible Tangle

Objective

To design an web-like obstacle course and get through it quickly, and without touching any of the string/materials.

How To Play

For this game, you have to be creative and use string, tape, ribbon, yarn, or any long material. Using your material, you will make a maze between a narrow area of your house or backyard and try to sneak from one side to the other without touching any of the strings! If you can get across successfully, challenge your family to get through your course to see who can do it the fastest!

**MISSION:
IMPOSSIBLE**