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STOP BY AND SAY HI!



HOW TO PLAY CHARADES

Originating in France in the 18th century, the game of Charades evolved from a riddle-based game where participants described the individual syllables of a word along with a definition for others to solve. It was later adapted into the game we know today where titles and phrases are acted out without words.

Basic Rules of Charades

Begin with a bowl of phrases and/or titles. In turn, each player draws a slip from the bowl and acts out the phrase shown using hand signals and body motions but no spoken words.

Players then try to guess the title/phrase. The player giving the correct answer is allocated a point. You may wish to use a timer to keep rounds short and succinct.

When playing with a larger crowd, divide into teams before playing. If a team does not guess the acted phrase correctly within the time limit, the other team can try to guess the phrase and steal the point.

The player or team with the most points wins the game.

Main Categories of Charades

There are several standard categories and accompanying actions used in Charades;



Movie title: Pretend to be turning the reel of an old-fashioned movie camera.



TV show title: Draw a rectangle in the air with fingers to indicate a TV.



Song title: Draw your hand away from your mouth while pretending to sing.



Book title: Pretend to open a book by opening your hands.



Play title: Indicate a stage curtain opening by drawing hands apart.



Quotes & phrases: Make air quotes with fingers.

Hand Signals Used in Charades

When playing Charades, common hand signals can help players understand not only the category but also how many words and syllables are in the phrase being acted out.

Some of the most common signals include:

Number of words or syllables: Hold up fingers to indicate the number of words, the position of the word being communicated, and to break down individual words into syllables as needed. For example, hold up 3 fingers for a 3-word phrase, followed by 1 finger for the first word.

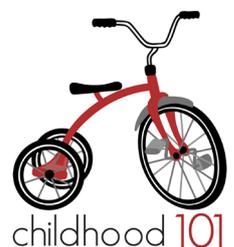
Word Length: Word length can be communicated by showing a "short" word length by spreading thumb and forefinger and a "long" word length by spreading your arms.

Sounds like: To indicate that a word is similar in sound to something you are acting out, cup your hand behind your ear.

Plurals: Link pinky fingers together to indicate a plural word.

Longer or shorter: To demonstrate that a phrase or word a longer or shorter version, stretch your hands or make a karate chop type action.

Correct guesses: Tap your nose and point to the person who made a correct guess to let them know they have it "right on the nose".



SPEED CHARADES INSTRUCTIONS

Speed charades moves fast and works well when acting out words or short phrases.

Using a time limit, players work in teams to get as many points as possible before times up.

Get Ready to Play

Start by dividing players into two teams and deciding which order team members will play in.

Then agree a time limit - limits may vary according to the age of players but less time makes things more fun and competitive. Two or three minutes per team is a great place to start.

Place printed charades cards face down in a pile on the table.

Time to Play

To begin play, set the timer for agreed time limit with team one ready to play.

Once the timer starts, the first team member jumps up, takes the first charades card from the pile and acts out the prompt as per regular Charades but as quickly as they can. Team members try to guess the prompt. Once successful, the team scores a point and the first player sits down.

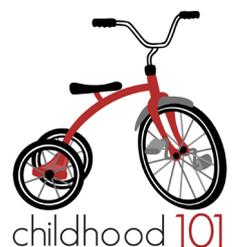
The next team member jumps up, takes the next charades card from the pile and the process repeats.

Play continues in this manner until the timer sounds.

The team's score is the number of successful prompts solved within the time period.

Then it's time for the second team to attempt to better team one's score.

Play can continue for as many rounds as you like. The team with the most points at the end of time is the winning team.



Breakdancing



Vogue



The Locomotion



Time Warp



Gangnam Style



Dab



Walk Like an
Egyptian



The Twist



YMCA



Macarena



Floss



Cha Cha Slide



Hokey Pokey



Conga



The Chicken
Dance



Thriller



Moonwalk



Limbo



Foxtrot



Tango



Charleston



Salsa



Square
Dancing



Monster Mash



Line Dancing



Krumping



Freestylin'



The Worm



Samba



Flamenco



Waltz



The Can Can



Jive



Belly dancing



Ballet



Contemporary



Tap dancing



Lyrical



Hip Hop



Cheerleading



Grapevine



The Nutbush



Air Guitar



The Swim



Arm Wave



The Robot



Street dancing



Dance-off

