

CHRISTMAS Activity Game

There are 7 different categories
of cards in the **CHRISTMAS
Activity Game**.

❖ **Act it** ❖



Plays just like charades. Standard charades signals may be used. Visit www.outsetmedia.com/charadesignals for a list of common charades signals.

❖ **Draw it** ❖



Using a pencil and paper, the player who selects this category draws the word or phrase for teammates to guess.

❖ **Describe it** ❖



Describe the items on the card in any order. Teammates guess what is being described. The describer cannot use any parts of the words on the card, or use “rhymes with” or “sounds like” or “starts with the letter ___”.

❖ **Find it** ❖



(ALL PLAY)

It's a race! Everyone hunts for the object on the card. The first player to spot the object calls it out and wins the card for their team.

❖ **Hum it** ❖



Do your best to hum this Christmas tune for everyone on your team to guess!

❖ **List it** ❖



The player who drew the card reads the category heading aloud. Teammates now shout out words associated with the category, hoping to match the words on the card.

❖ **Move it** ❖



(ALL PLAY)

EVERYONE gets up and moving for this category. Just follow the instructions and have a blast!



❖ **BEFORE YOU START** ❖ If this is your first time playing, shuffle the cards. Place the cards in a pile at the center of the table. You will need a timing device. You will also need a pencil and paper for the *Draw It* category. Divide into two teams.

❖ **HOW TO PLAY** ❖ The team with the most Christmas spirit goes first. One player from this team selects the top card from the pile, and does what is indicated on the card.

For *Act It*, *Draw It*, *Describe It*, *Hum It*, and *List It*, the other players on the team now try to guess the word (or phrase) printed on the card (30 second time limit). *Find It* and *Move It* are all play cards, so everyone participates (no time limit).

❖ SCORING ❖

- For *Act It*, *Draw It*, and *Hum It*, if a teammate correctly guesses the word (or phrase) printed on the card, the team keeps the card. If not, the card is placed to the bottom of the pile.
- For *Describe It* and *List It*, if teammates correctly guess half the words on the list, the team keeps the card. If not, the card is placed to the bottom of the pile.
- For *Find It*, the team that finds the object first keeps the card.
- For *Move It*, everyone participates, and the team that selected the card keeps the card.

Regardless if the card is won or not, play moves to the next team.

The team with the most cards after 10 rounds is the winner.

❖ ADDITIONAL RULES ❖

- Make sure that all players have the opportunity to draw a card, so it isn't always the same player that gives clues to their teammates.
- If playing with younger ages, feel free to make the time limit longer (or have no time limit at all).
- If there is a category you don't like, simply remove those cards before the start of the game.
- If you don't feel like being competitive (it's the holidays after all) simply play as one big team, and don't keep score. Make sure everyone takes turns selecting a card.

