

# WINTER GAMES

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3. Unmatch
4. Skate Around Silly
5. Group Charades

## Secondary

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9. Rollercoaster: DIY Prompts
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# PENGUIN OR POLAR BEAR

## (A SPIN ON THE GAME “MOOSE OR MOUSE”)

**Time:** 5 minutes

**Group Size:** Medium/Large



**Buy-In:** Low/Medium

**Materials Needed:** None

**Grades:** Any (K-6th)

**Overview:** A fun, interactive game where students mimic either a penguin or a polar bear to match the animal chosen by the leader.

### Directions:

1. Introduce the game by saying, **“This game is called ‘Penguin or Polar Bear.’ In this game, we’re going to pretend to be one of two animals. Let’s start by showing our penguin wings!”** Demonstrate a penguin waddling side to side with your arms straight down, flapping by your sides. 
2. Next, say, **“Now, everyone, show me your best polar bear.”** Demonstrate a polar bear by standing really tall with your arms raised high, making your hands like bear paws. 
  - **BONUS:** For an extra silly twist, invite everyone to make the noise of the animal they’re acting out! They can squawk like a penguin (“honk, honk, honk”) or grumble and roar like a polar bear (“Grrrr” or “Roar!”)
3. Explain, **“I’m going to turn around and count backward from three. While I do this, you will choose to be either a penguin”** (demonstrate waddle and wings) **“or a polar bear.”** (demonstrate standing tall with bear paws). **“While I’m turned around, I’ll also choose to be a penguin or a polar bear. Your goal is to try to match the same animal that I choose. Let’s try a practice round!”**
4. Turn around. Remind students to act out one of the animals before you see them, as practiced. You’ll then count down, **“3, 2, 1, penguin or polar bear!”** Turn back around towards the group, doing either animal impression.
5. Feel free to do another practice round if needed, then play as many rounds as you like. No one is 'out' if they don't match you; the goal is just to try to match each time.

# UNMATCH

**Time:** 5-10 minutes

**Group Size:** Any

**Buy-In:** Low

**Materials Needed:** None

**Grades:** 3rd-6th

**Overview:** Tap into your mind-reading skills and take a chance to see if you and your partner are thinking the same thing!

## Directions:

1. Introduce the game by teaching everyone the four actions listed below. Demonstrate each action as you explain it, and have everyone practice them together with you.



- **Penguin:** Waddle side to side with your arms straight down, somewhat close to your side



- **Narwhal:** Clap your hands together, then place them on top of your head to make a narwhal horn



- **Polar Bear:** Stand tall with your arms raised high, making your hands like bear paws



- **Walrus:** Use your two pointer fingers to make fake walrus tusks by placing one finger on each side of your mouth, pointing down.

2. Have everyone find a partner and stand back-to-back. Say, **“I’m going to count down, ‘3, 2, 1, Unmatch!’ When I say ‘Unmatch’, you and your partner will quickly turn around and act out one of the four animals we just practiced.”**

3. Explain that the goal of this game is for both partners to act out different animals. **“Since the game is called ‘Unmatch’, you do NOT want to pick the same animal as your partner. If you and your partner pick different animals, you’re still in the game! If you and your partner pick the same animal, both of you are out.”**

4. Lastly, explain the plot twist: **“If I shout ‘BLIZZARD’, everyone has to quickly find a new partner to stand back-to-back with. Let’s do a few practice rounds to get the hang of the game.”**

**Note:** It is helpful to have the entire group participate in 2-3 practice rounds to better understand the game. If you want to throw them for a big loop, calling “BLIZZARD” after the practice rounds can be fun, allowing everyone to enjoy the excitement of scrambling to find a new partner.

# SKATE AROUND SILLY

**Time:** 10-15 minutes

**Group Size:** Medium/Large

**Buy-In:** Low/Medium

**Materials Needed:** None

**Grades:** All (K-6th)

**Overview:** Gets people moving and encourages new partnerships!

## Directions

1. Form a circle and ask five volunteers to join you in the center to help demonstrate.
2. Start by saying, “**This game is called Skate Around Silly.** In a moment, you’ll all have the chance to stand up and join the fun, but first, our five volunteers will help show us how to play.”
3. “**When I say ‘Skate Around Silly’, you’ll do your silliest ice skating moves around the room.**” Show them the area they’re allowed to skate within, then say, “**During the game, we’ll all skate together, but first, let’s have our five volunteers show us how to do it.**” Invite your five volunteers to show off their silly skating moves and join in on the fun, too!
4. While they continue to ‘Skate Around Silly,’ introduce the three actions below that they’ll respond to during the game.
5. Say, “**While you skate, I’ll shout out one of three winter-themed actions, and you’ll quickly find the right number of people and do that action. Let’s go over each one.**”
  - **String of Lights! (3):** “**When I say, ‘String of Lights’, get in a group of three. You’ll stand side by side, link your arms together, and sway side to side like you’re a ‘String of Lights’ blowing in the wind!**” Help your volunteers gather into a group of three. Two students will be in need of a third person, join their group.
  - **Snowball Fight! (4):** **When I say, ‘Snow Ball Fight’, make a four person circle and pretend to throw snowballs at each other, ducking and dodging the invisible snowballs!**” Help the students gather into one group of four and one student will not be in the group. “**If someone hasn’t found a group yet, invite them to join yours; more people playing in the snow just means more fun!**”
  - **Sledding! (5):** **If I call out ‘Sledding’, get into groups of five, and stand in a line behind each other. Stretch your arms out straight in front of you, pretending to all be on one big sled together.**” Help the students gather to create their sled. Remind the students: “**Don’t forget, if there are people still skating around silly without a group, invite them to join you!**”
6. Once you’ve explained each action, review them briefly through a call and response. Remind students to stay in their groups until you say, “Skate Around Silly” again. “**Let’s do a practice round to get the hang of it!**”

**Note:** For older grades, you can make the game more competitive by having students who do not find a group sit out.



# GROUP CHARADES

**Time:** 10-15 minutes

**Group Size:** Medium

**Buy-In:** High

**Materials Needed:** Charades Prompts

**Grades:** 4th-6th

**Overview:** Get moving and have lighthearted team competition while individuals guess their team acting out prompts.

## Directions

1. Divide the group into two or three teams. Give them 1-2 minutes to come up with a team name and a quick team chant.
2. While teams are coming up with their name and chant, pull two or three chairs to the front of the space, facing an open space in the room.
3. Have each team share their team name and perform their team chant for everyone.
4. Let the teams know they will be playing charades, but with a twist. Instead of ONE person acting out the prompts, the whole TEAM will act out the prompt while one person guesses.
5. Each team will select one guesser to start. Have the guesser come sit in one of the chairs in front of their team.
6. You will stand behind the guessers so they can't see the prompt. Hold up the prompts for the teams to begin quietly acting this out.
7. When the guesser correctly guesses the prompt, *exactly word for word how it is written on the page*, tell teams to do their team chant!
8. For each correct guess, tally a team point, or just play for fun! Rotate guessers every 1-2 rounds.

## Rules

- Guessers cannot look at the prompt.
- Teams acting out the prompts cannot say words.
- Teams acting out the prompts cannot mouth words.
- No sounds.



# HUMAN BINGO: FIND SOMEONE WHO...

Look for different people who **like the activities** written in the squares below. When you find a match, introduce yourself and ask them to **write their initials** in that square. Each person you meet can **only initial one square on your board**, so keep talking to different folks! Try to fill the whole bingo card, and most importantly, have fun!

has made a blanket fort before	likes learning about different holiday traditions	has built a snowman* <small>*minus 2 points if you start singing Frozen (jk, but kinda not jk)</small>	starts playing holiday music in November	had a holiday gathering at the beach
knows how to make paper snowflakes	has a funny holiday sweater	likes mini marshmallows in their hot cocoa	likes to write holiday cards to others	has a favorite pair of fuzzy socks
has tried to catch snowflakes in the air	has seen snowy top mountains	<b>FREE SPACE</b>	has visited a local holiday market	has a holiday tradition with their Family/Friends
has a go-to winter activity to relax	loves putting up holiday decorations	thinks watching snowflakes or rain fall is peaceful	has a go-to holiday movie they play on repeat	knows how to say "Happy Holidays" in more than one language
enjoys baking holiday treats for others	always wears layers of clothes because they're cold all the time	has made a DIY holiday craft for themselves or others	celebrates more than one winter holiday or knows someone who does	would pick winter over summer whether



# HUMAN BINGO: CREATE YOUR OWN

Create your own bingo card by **writing fun prompts** in each square! Once your card is ready, start talking with different people to find **matches for your prompts**. When you find a match, introduce yourself and ask them to **write their initials** in that square. Each person can only initial one square on your board, so keep talking to different folks! Try to fill the whole bingo card, and most importantly, have fun!

		<b>FREE SPACE</b>		





# ROLLERCOASTER

## (YES PLEASE/NO THANK YOU)

**Time:** 5-10 minutes

**Group Size:** Any

**Buy-In:** Low

**Materials Needed:** None

**Overview:** Get everyone laughing and chatting by having participants weigh in on low-key, fun 'controversial' topics, using body movements to voice their opinion.

**Directions:**

1. This is a simple game where everyone gets to weigh in on a variety of low-key, fun 'controversial' topics or items. You may either love the things said, or not really prefer them; there's really no wrong answer!
2. The facilitator will call out a number of topics or items. If the topic is something you like, you'll raise your arms up in the air as if a touchdown was just scored or you're riding on a rollercoaster; this means, "Yes, please! I like this!"
3. If the facilitator calls out a topic you don't like, or it's a "No, thank you", you'll cross your arms to make a big X in front of your face.
4. Keep it light: Some topics may be silly, so feel free to have fun with it!

Check out some examples below, but feel free to use your own as well!

<b>WINTER EDITION</b>	
<ul style="list-style-type: none"> <li>• Hot chocolate</li> <li>• Candy Canes</li> <li>• Shoveling snow</li> <li>• Wrapping gifts</li> <li>• Watching the same holiday movie on repeat all day</li> <li>• Decorating for winter in early November</li> <li>• Listening to holiday music in November</li> <li>• Onesie pajamas</li> <li>• New Years resolutions</li> <li>• Yellow snow</li> <li>• Smelling like a bonfire</li> <li>• Watching sport on holidays</li> <li>• Mariah Carey</li> </ul>	<ul style="list-style-type: none"> <li>• Peppermint flavored candy</li> <li>• Driving around to look at holiday lights</li> <li>• Making Gingerbread cookies</li> <li>• Eating Gingerbread cookie</li> <li>• Holiday crafts</li> <li>• Movie marathons in your PJs</li> <li>• Building a snowman</li> <li>• Hearing people sing the song from Frozen, "Do you wanna build a snowman?"</li> <li>• Giving gifts</li> <li>• Receiving gifts</li> <li>• Building blanket forts</li> <li>• Scraping ice off of windows</li> <li>• Caroling in public</li> </ul>



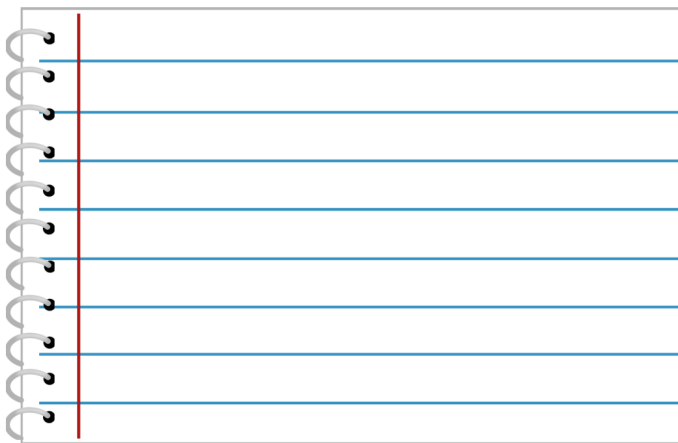
# ROLLERCOASTER: CREATE YOUR OWN!

## (YES PLEASE/NO THANK YOU)

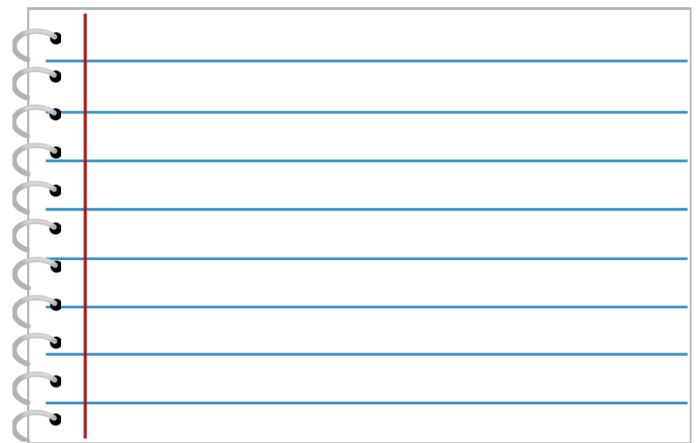
**Looking to increase Peer Leader ownership?** Start by modeling the game at a meeting, then challenge your Peer Leaders to brainstorm their own Rollercoaster prompts! Once they've created and shown you their list, give them the option to do one of the following:

1. Set a date for them to lead the game with their prompts at an upcoming meeting **OR**
2. Let them choose another Peer Leader or an Adult Advisor to facilitate the game using their newly created prompts

For any Peer Leader who jumps in to create their own Rollercoaster topics, be their hype team! Give them a shoutout for their generosity in facilitating the game and for bringing fresh, fun ideas to the team.



A template for a spiral notebook page, featuring a red vertical margin line on the left and five horizontal blue lines for writing.



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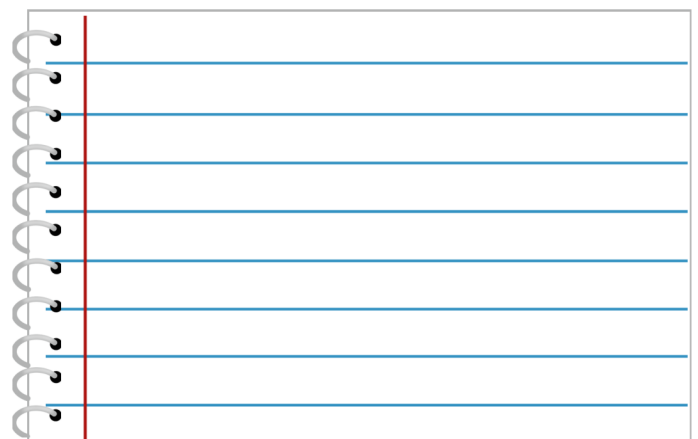
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# MATCH/UNMATCH

**Time:** 5-10 minutes





**Group Size:** Any

**Buy-In:** Low

**Materials Needed:** None

**Overview:** Tap in to your mind-reading skills and take a chance to see if you and your partner are thinking the same thing!

## Directions:

1. There are four actions everyone will need to know for this game. Teach each of the four actions below and have everyone practice them together:
  - 
    - **Penguin:** Waddle side to side with your arms straight down, somewhat close to your side
  - 
    - **Narwhal:** Clap your hands together, then place them on top of your head to make a narwhal horn
  - 
    - **Polar Bear:** Stand tall with your arms raised high, making your hands like bear paws
  - 
    - **Walrus:** Use your two pointer fingers to make fake walrus tusks by placing one finger on each side of your mouth, pointing down.
2. Have everyone find a partner and stand back-to-back.
3. Before each round, the facilitator will call out whether it is a “Match” or “Unmatch” round:
  - **If it’s a “Match” round:** When it’s time to turn around, each partner will act out the animal they think will match their partner. The goal is to turn around and have both partners acting out the same animal.
  - **If it’s an “Unmatch” round:** When it’s time to turn around, each partner will act out the animal they think will NOT match their partner. The goal is to turn around and have both partners acting out different animals.
4. Partners will stay back-to-back while the facilitator does the countdown.
5. The facilitator will countdown “**3, 2, 1, MATCH**” or “**3, 2, 1, UNMATCH**”. After the countdown, both partners will quickly turn around doing one of the four animal poses:
  - **If it’s a “Match” round:** Partners stay in if they both picked the same animal. If they’re not matching their partner, both people are out.
  - **If it’s an “Unmatch” round:** Partners stay in if they both picked different animals. If they’re matching their partner, both people are out.
6. If the facilitator shout “**BLIZZARD**”, everyone has to quickly find a new partner to stand back-to-back with.

**Note:** It is helpful to have the entire group participate in 1-2 practice rounds so they get the hang of the game. It can also be helpful to start the first few rounds with just calling out “Unmatch”, as more pairs are likely to stay in the game.

# WALK AROUND COOOOOL

**Time:** 10-15 minutes






**Group Size:** Medium/Large

**Buy-In:** Low/Medium

**Materials Needed:** None

**Overview:** Gets people moving and encourages new partnerships!

## Directions

1. Form a circle and ask five volunteers to join you in the center to help demonstrate.
2. Start by saying, “**This game is called Walk Around Cooool ❄️. When I say ‘Walk Around Cooool’, you’ll do your cooolest winter walk throughout the room. Maybe you’re skiing, maybe you’re walking fast because its cold, whatever you want your cool walk to be**”.
3. Invite your five volunteers to show off their best winter walks for Walk Around Cooool. Join them and show some fun, silly ways to walk around.
4. Have your volunteers continue Walking Around Cooool while you explain the five actions. “**As you Walk Around Cooool, I’ll call out one of five actions. You’ll need to form that action with the right number of people as fast as you can!**”
5. Call out each action and have your volunteers demonstrate what each of them looks like.
  - **Sledding (5)** - Five people in a line behind each other with their arms stretched straight out in front of them, pretending to all be on the same sled 
  - **Campfire (4)** - Four people stand in a circle, pretending to get warm by the fire 
  - **Ice Fishing (3)** - Two people stand next to each other, pretending they’re fishing together, while the third person pretends to be a fish swimming nearby 
  - **Frosty (2)** - One person stands with their arms down by their side. The second person stands behind them and stretched their arms out to the side, pretending to be the snowman/ snowperson's arms. 
  - **Yeti Sighting!! (1)** - Every person freezes in the exact position they were in: don’t let the Yeti see you move! 

**Note:** It is helpful to have the entire group participate in a couple of practice rounds so that people can get the hang of the game.

**Rules:** If you’d like to play competitively, which is optional, a person or group is out if:

- They’re part of the **last group** to form the action.
- Their group has the wrong number of people (too little or too many) or forms the wrong action (for example, if they only have 3 people in a group for 'Campfire' instead of 4).
- They did not find a group.



# GROUP CHARADES

**Time:** 10-15 minutes

**Group Size:** Medium

**Buy-In:** High

**Materials Needed:** Charades Prompts

**Overview:** Get moving and have light-hearted team competition while individuals guess their team acting out prompts.

## Directions

1. Divide the group into two or three teams. Give them 1-2 minutes to come up with a team name and a quick team chant.
2. While teams are coming up with their name and chant, pull two or three chairs to the front of the space, facing an open space in the room.
3. Have each team share their team name and perform their team chant for everyone.
4. Let the teams know they will be playing charades, but with a twist. Instead of ONE person acting out the prompts, the whole TEAM will act out the prompt while one person guesses.
5. Each team will select one guesser to start. Have the guesser come sit in one of the chairs in front of their team.
6. You will stand behind the guessers so they can't see the prompt. Hold up the prompts for the teams to begin quietly acting this out.
7. When the guesser correctly guesses the prompt, *exactly word for word how it is written on the page*, tell teams to do their team chant!
8. For each correct guess, tally a team point, or just play for fun! Rotate guessers every 1-2 rounds.

## Rules

- Guessers cannot look at the prompt.
- Teams acting out the prompts cannot say words.
- Teams acting out the prompts cannot mouth words.
- No sounds.



# BUILDING A SNOWMAN





# BUILDING A SNOW PERSON





# SNOWBALL FIGHT







# SLIPPING

# ON ICE





# SHOVELLING

# SNOW





# SKING





# MAKING

# SNOW ANGELS





# ICE SKATING





# DRINKING

# HOT CHOCOLATE





# SNOW

# DAY







# ELF





# PUTTING ON A WINTER GOAT





# WRAPPING PRESENTS





# SANTA'S NICE LIST





# SNOWBOARDING





# MAKING A FIRE





# CATCHING

# SNOWFLAKES







# MILK &

# GOOKIES





# YETI





# SLEDDING





# NORTH

# POLE





# FROZEN





# ELSA & OLAF





# WINTER

# OLYMPICS





**WRITE YOUR OWN CHARADE PROMPT BELOW**



**WRITE YOUR OWN CHARADE PROMPT BELOW**



**WRITE YOUR OWN CHARADE PROMPT BELOW**



**WRITE YOUR OWN CHARADE PROMPT BELOW**



**WRITE YOUR OWN CHARADE PROMPT BELOW**

