

Paper & Pen Games

Paper Telephone

Number of Players

- 3 or more

Materials Needed

- Paper for each player
- Pen (or pencil, crayon, marker etc.)
- Creative imagination

How to Play

1. Everyone gets a piece of paper and pen.
2. Follow the "Round" rules; allowing 2 minutes per round.

Round # 1:

- Draw a picture.
- Pass the paper to the person on your left.

Round # 2:

- Write a sentence describing the picture from round # 1.
- Fold the paper so you can only see the sentence you just wrote.
- Pass the paper to the person on your left.

Round # 3:

- Draw a picture off of the sentence from round # 2.
- Fold the paper so you can only see your drawing.
- Pass the paper to the person on your left.

Round #4:

- Write a sentence describing the picture from round # 3.
- Fold the paper so you can only see the sentence you just wrote.
- Pass the paper to the person on your left.

3. Continue with this pattern until you end up with your original paper.

4. Open the paper to see how your story unfolded.

5. Pass the papers around to see how all of the stories unfolded.

Alternative ways to play: write a sentence to start, or just 1 word. ☺



Monster Oh Monster

Number of Players

- 2 or more

Materials Needed

- Paper for each player
- Markers (crayons, pen the more colors the better)
- Creative imagination
- Timer

How to Play

1. Everyone gets a piece of paper and pen.
2. Follow the “Round” rules; allowing 2 minutes per round.

Round # 1:

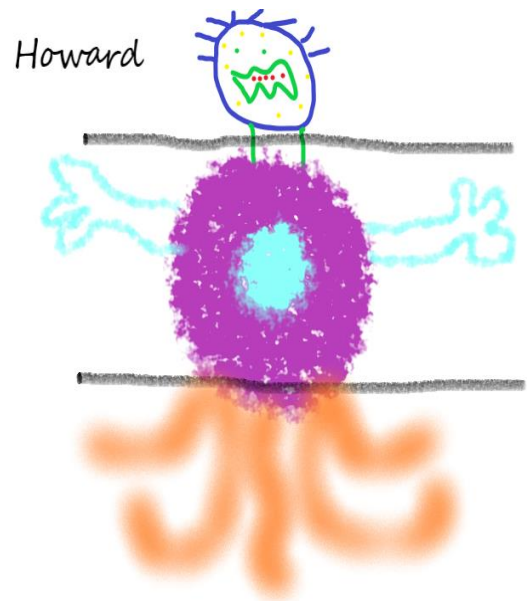
- Each player draws a head at the very top of their paper.
- Then draws a neck (two lines coming from the head).
- Then fold the paper over at the neck line (so you can't see the head).
- Pass the paper to your left.

Round # 2:

- Each player draws the top half of a body (mid-section/arms).
- Then fold the paper over at the bottom of the body (you don't want your neighbor to see it).
- Pass the paper to your left.

Round # 3:

- Each player draws the bottom half of a body (legs/feet).
- Pass the paper back to the person who drew the head (two people to your right).
- Open it up to see the “Monster Oh Monster” you have created & give it a name!
- Share everyone's works of art vote on a winner.
- Hang the winning monster on your refrigerator.



Doodling-Doo

Number of Players

- 1

Materials Needed

- Paper
- Pen



How to Play

1. Think of something simple to draw; such as a leaf, sun, heart, flower, tree, etc.
2. See how many variations you can create of the same thing.

Getting good at it? Take it a step further!

- Draw one large object and then fill it with various of the same object in different shapes, sizes, colors, etc.
- It's a perfect gift!

Eyes Closed Tight

Number of Players

- 1+

Materials Needed

- Paper
- Pen



How to Play

1. Think of something simple to draw; such as a leaf, sun, heart, flower, tree, etc.
2. Close your eyes and draw the picture without looking.

Too easy? Try these variations

- Put more detail into the picture.
- Choose something a little harder to draw.
- Put the piece of paper on your head and try to draw it.

Word Square

Number of Players

- 2+

Materials Needed

- Paper
- Pen



How to Play

1. Each player draws a four space by four space square on a piece of paper; while keeping the paper hidden from the other players.
2. Players will take turns calling out a letter.
3. When the letters are called out each player will decide which box they want to put them in.
4. The person to make the most words (horizontally, vertically and diagonally) once all 16 boxes are filled is the winner.

Examples:

Y	U	D	S
P	A	L	E
T	H	I	N
W	O	R	M

S	A	L	E
T	H	I	N
O	W	M	D
P	R	U	Y

Word Ladders

Number of Players

- 1 or more

Materials Needed

- Paper for each player
- Pen or pencil
- “Thinking Caps” for vocabulary words

How to Play

1. All players must write the same word on the top of their paper; suggest players start with a 3 letter word.
2. Players keep their own paper and write a new word below the first word that...
 - a. Has one letter changedOR
 - b. Has one extra letter added
3. Each player keeps going until they can't think of any new words changes.
4. The winner is the person who can achieve the biggest word possible.

Example: Start with Cat

- Cat
- Bat
- Fat
- Fate
- Late
- Later



The Long Word Game

Number of Players

- 1 or more

Materials Needed

- Paper for each player
- Pen or pencil
- “Thinking Caps” for vocabulary words
- Timer

How to Play

1. Players should agree upon one long word.
2. Each player writes that word at the top of the paper.
3. Setting a timer for 3 minutes, each player must write down as many words as possible, using ONLY the letters from the long word at the top of their page.
4. The winner is the person who comes up with the most words.

Example: Long word –Marshmallow

- | | | |
|-----------|---------|--------|
| • Mars | • Small | • Low |
| • Swallow | • Marsh | • Lash |
| • Mall | • Ash | • Mash |
| • Malls | • Shall | • Hall |



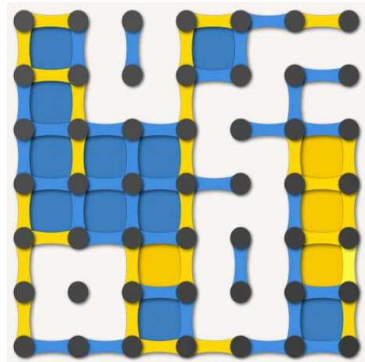
Dots & Boxes

Number of Players

- 2 or more

Materials Needed

- Paper & Pens/markers (different colors)
- Dry Erase Board & Marker are “greener”



How to Play

1. Make a grid of dots on a piece of paper (or dry erase board). Six-by-six is a good size for young kids, but the grid can be as big as you want.
2. Take turns with different colored pens drawing a single line between dots (horizontal & vertical lines only).
 - a. Goal: to complete a box while preventing other players from completing a box.
 - b. Once you complete a box put your initials inside the box.
3. The winner is the person with the most completed blocks.

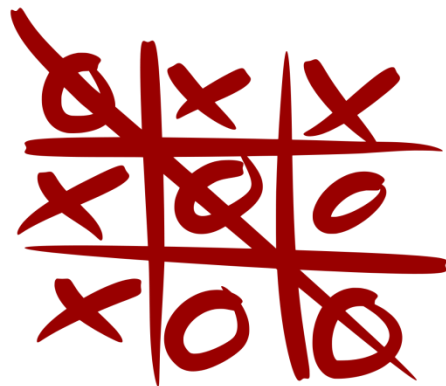
Tic-Tac-Toe: 3 In a Row

Number of Players

- 2

Materials Needed

- Paper & Pen
- Dry Erase Board & Marker are “greener”



How to Play

1. On the paper draw a hash tag #
2. Younger player goes first & decides if he/she is “X” or “O”
3. Take turns marking your symbol in a box; goal is to get three in a row.
4. Play 9 rounds; best 8 out of 9 win!

Connect 4 – Paper Style

Number of Players

- 2

Materials Needed

- Paper
- 3 different colored pens/makers etc.

How to Play

1. On a piece of paper draw the Connect 4 board (7 columns & 6 rows).
2. Each player gets a different colored marker.
3. Person whose middle name comes first in the alphabet goes first; using your marker shade in the box.
 - a. Remember: the first move(s) must be on the bottom of the board (like you “dropped” your piece in... no “floating” pieces.
 - b. Goal: line up 4 of your pieces either horizontally, diagonally or vertically.
4. Continue to take turns until someone gets “Connect 4”.
5. Play 5 rounds; winner is best 3 out of 5.



Pictionary

Number of Players

- 2 or more

Materials Needed

- Paper & Pen
- Dry Erase Board & Marker is “greener”
- Timer
- Creativity



How to Play

1. If a large group break up into teams.
 - a. If playing singles, the other people are trying to guess for a point.
 - b. If playing teams, your teammate(s) are trying to guess for a point.
2. Players decide on a theme.
3. Person whose birthday is next goes first.
4. Secretively think of a word to go with the theme.
5. Once you're ready set a timer for 2 minutes and start drawing.
6. Continue to do this until all teams/players go.
7. Each round change the theme; play for 5 rounds.
8. The individual/team with the most points after 5 rounds wins!

Theme Ideas:

Things with Engines, Nature, Things that Fly, Things that Crawl, Things in this Room, Things in a House, Things in a School, Things at the Youth Center, Movies, Animals (Pets, Farm, Jungle, Ocean), Food (Breakfast, Lunch, Dinner, Fruit, Vegetables, Dessert), Seasonal Items, Holidays, etc.!

Hangman

Number of Players

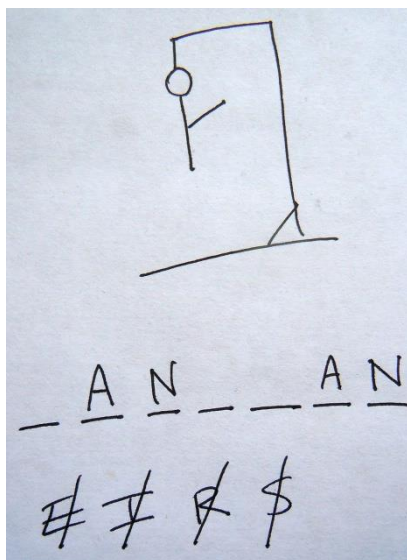
- 2+

Materials Needed

- Paper & Pen
- Dry Erase Board & Marker

How to Play

1. Create a team name.
2. Do Rock, Paper, Scissors to determine who will go first.
3. First person will put the # of spaces up on the board for the word or phrase they came up with. (The person who is putting the word or phrase is the "Host".)
4. The other player(s) will take turns guessing a letter.
 - a. If the letter is up there the person will have 30 seconds after the letter is filled in to guess the answer to the puzzle. The person only gets one guess.
 - b. If the letter is not up there the letter gets written to the side and a part of the hangman is drawn.



Ways to Win

1. The person who guesses the correct answer to the puzzle prior to the hangman being complete.
2. The "Host" wins if the full hangman occurs prior to the correct answer being guessed.
3. Place a tally next to the winning team's name to keep track. When you're done playing the team with the most tallies win!

Drawing The "Hangman"

- 1st: Wrong Answer: Draw a circle for the head
- 2nd: Wrong Answer: Draw a line for the body
- 3rd: Wrong Answer: Draw a line for the right arm
- 4th: Wrong Answer: Draw a line for the left arm
- 5th: Wrong Answer: Draw a line for the right leg
- 6th: Wrong Answer: Draw a line for the left leg
- 7th: Wrong Answer: Draw a right hand
- 8th: Wrong Answer: Draw a left hand
- 9th: Wrong Answer: Draw a right foot
- 10th: Wrong Answer: Draw a left foot and HOST TEAM WINS!

Scattergories

Number of Players

- 2+

Materials Needed

- Paper
- Pen
- Timer (2-3 minutes)
- Scattergories Categories (see next page)
- Letters A-Z in a jar to pull letter (or use online random letter generator)



How to Play

1. Gather materials.
2. Choose the lists you plan to play and make sure everyone has a copy or can see the list.
3. Choose a letter for the first list and set the timer.
4. Players attempt to create an answer that begins with the letter drawn for each of the categories on their list.
5. When the timer goes off the players put down their pencils.
6. Go around in a circle to read your answers for each number. Same answers should be crossed out.

Rules of Play

1. Articles (A/An/The) do not fulfill the beginning letter requirement. Instead, the word following the article will be the letter that counts. For instance, if the letter was "W" and the category was "TV Shows," The Walking Dead would count as an acceptable answer; however, the answer would be unacceptable if a "T" had been rolled.
2. Players cannot use the same answer twice in the same round, even if it would otherwise be acceptable.
3. Last names can be used first, for example "Bush, George" as an answer for a US President beginning with "B."

Scoring/Winning

1. Players score one point for each answer not crossed out.
2. Creative answers are allowed, but any player has the option of challenging an answer. If an answer is challenged, all players, including the player whose answer is being challenged, vote on the acceptability. Majority rules. In the event of a tie, the vote of the challenged player does not count.
3. The player with the highest score wins the game.
4. In the event of a tie, the tied players play a tie-breaker round.
5. Optional: Award extra points for alliteration. (Horrible spelling aside, Krispy Kremes would earn two points for a rolled "K" in the "Breakfast Foods" category).

LIST ONE:

1. A boy's name
2. A river
3. An animal
4. Things that are cold
5. Insects
6. TV Shows
7. Things that grow
8. Fruits
9. Things that are black
10. School subjects
11. Movie titles
12. Musical Instruments

LIST TWO:

1. Authors
2. Bodies of water
3. A bird
4. Countries
5. Cartoon characters
6. Holidays
7. Things that are square
8. In the NWT (Northwest Territories, Canada)
9. Clothing
10. A relative
11. Games
12. Sports Stars

LIST THREE:

1. School supplies
2. Things that are hot
3. Heroes
4. A girl's name
5. Fears
6. TV Stars
7. Colors
8. A fish
9. Fruits
10. Provinces or States
11. Sports equipment
12. Tools

LIST FOUR:

1. Breakfast foods
2. Gifts
3. Flowers
4. Ice cream flavors
5. A drink
6. Toys
7. Cities
8. Things in the kitchen
9. Ocean things
10. Nicknames
11. Hobbies
12. Parts of the body

LIST FIVE:

1. Sandwiches
2. Items in a catalog
3. World leaders/Politicians
4. School subjects
5. Excuses for being late
6. Ice cream flavors
7. Things that jump/bounce
8. Television stars
9. Things in a park
10. Foreign cities
11. Stones/Gems
12. Musical instruments

LIST SIX:

1. Nicknames
2. Things in the sky
3. Pizza toppings
4. Colleges/Universities
5. Fish
6. Countries
7. Things that have spots
8. Historical Figures
9. Something you're afraid of
10. Terms of endearment
11. Items in this room
12. Drugs that are abused

LIST SEVEN;

1. Fictional characters
2. Menu items
3. Magazines
4. Capitals
5. Kinds of candy
6. Items you save up to buy
7. Footwear
8. Something you keep hidden
9. Items in a suitcase
10. Things with tails
11. Sports equipment
12. Crimes

LIST EIGHT:

1. Things that are sticky
2. Awards/ceremonies
3. Cars
4. Spices/Herbs
5. Bad habits
6. Cosmetics/Toiletries
7. Celebrities
8. Cooking utensils
9. Reptiles/Amphibians
10. Parks
11. Leisure activities
12. Things you're allergic to

LIST NINE:

1. Restaurants
2. Notorious people
3. Fruits
4. Things in a medicine cabinet
5. Toys
6. Household chores
7. Bodies of water
8. Authors
9. Halloween costumes
10. Weapons
11. Things that are round
12. Words associated with exercise

LIST TEN:

1. Sports
2. Song titles
3. Parts of the body
4. Ethnic foods
5. Things you shout
6. Birds
7. A girl's name
8. Ways to get from here to there
9. Items in a kitchen
10. Villains
11. Flowers
12. Things you replace

LIST ELEVEN:

1. Baby foods
2. Famous duos and trios
3. Things found in a desk
4. Vacation spots
5. Diseases
6. Words associated with money
7. Items in a vending machine
8. Movie Titles
9. Games
10. Things you wear
11. Beers
12. Things at a circus

LIST TWELVE:

1. Vegetables
2. States
3. Things you throw away
4. Occupations
5. Appliances
6. Cartoon characters
7. Types of drinks
8. Musical groups
9. Store names
10. Things at a football game
11. Trees
12. Personality traits

LIST THIRTEEN:

1. Video games
2. Electronic gadgets
3. Board games
4. Things that use a remote
5. Card games
6. Internet lingo
7. Offensive words
8. Wireless things
9. Computer parts
10. Software
11. Websites
12. Game terms

LIST FOURTEEN:

1. Things in a grocery store
2. Reasons to quit your job
3. Things that have stripes
4. Tourist attractions
5. Diet foods
6. Things found in a hospital
7. Food/Drink that is green
8. Weekend Activities
9. Acronyms
10. Seafood
11. Christmas songs
12. Words ending in "-n"

LIST FIFTEEN:

1. Words with double letters
2. Children's books
3. Things found at a bar
4. Sports played outdoors
5. Names used in songs
6. Foods you eat raw
7. Places in Europe
8. Olympic events
9. Things you see at the zoo
10. Math terms
11. Animals in books or movies
12. Things to do at a party

LIST SIXTEEN:

1. Kinds of soup
2. Things found in New York
3. Things you get tickets for
4. Things you do at work
5. Foreign words used in English
6. Things you shouldn't touch
7. Spicy foods
8. Things at a carnival
9. Things you make
10. Places to hangout
11. Animal noises
12. Computer programs

LIST SEVENTEEN:

1. Honeymoon spots
2. Things you buy for kids
3. Things that can kill you
4. Reasons to take out a loan
5. Words associated with winter
6. Things to do on a date
7. Historic events
8. Things you store items in
9. Things you do everyday
10. Things you get in the mail
11. Things you save up to buy
12. Things you sit/on

LIST EIGHTEEN:

1. Reasons to make a phone call
2. Types of weather
3. Titles people can have
4. Things that have buttons
5. Items you take on a road trip
6. Things that have wheels
7. Reasons to call 911
8. Things that make you smile
9. Ways to kill time
10. Things that can get you fired
11. Hobbies
12. Holiday Activities

Battleship

Number of Players

- 2

Materials Needed

- Paper
- Pen
- Barrier (cardboard, book, etc.)



How to Play

1. Print the next page or copy the images on the next page onto your own paper. (Draw two grids with ten vertical and horizontal lines; mark horizontal side with numbers and vertical side with letters.)
2. Put a barrier between the two players so you cannot see each other's papers.
3. On "My Ships" grid mark off the placement of your fleet. Remember to place your ships either vertically or horizontally, NOT diagonally.
4. Players take turns calling out their "shots" (guessing the locations of the other person's fleet). Example: G7, A3, etc.
5. On "Their Ships" grid mark an "X" over the coordinates you guess which are misses and an "C" on the coordinate you hit.
6. Each time your opponent hits a piece of one of your ships, put a check mark in that box. Once all of the squares for one of your ships has been hit you have to say "you sank my battleship"
7. The player to sink their opponent's entire fleet first wins!

Battleships!

My Ships



A								
B								
C								
D								
E								
F								
G								
H								
	1	2	3	4	5	6	7	8

Aircraft Carrier

A	A	A	A	A
---	---	---	---	---

Battleship

B	B	B	B
---	---	---	---



Cruiser

C	C	C
---	---	---

Destroyers

D	D
---	---

D	D
---	---

Submarines

S

S

Their Ships



A								
B								
C								
D								
E								
F								
G								
H								
	1	2	3	4	5	6	7	8

Aircraft Carrier

A	A	A	A	A
---	---	---	---	---

Battleship

B	B	B	B
---	---	---	---



Cruiser

C	C	C
---	---	---

Destroyers

D	D
---	---

D	D
---	---

Submarines

S

S
