

SEATED N' SILLY

FAMILY DINNER TABLE GAMES #1



PRE-K TO 1ST GRADE

1. SEATED HIDE AND GO SEEK

A simple fun game to play for younger children is a seated version of hide and go seek using a small object like a checker, chess piece, or even a classic small plastic “army man”.

Start off your meal having the object already hidden. Once your meal has begun, tell your child/children that you are going to play a quick game of “seated hide and go seek”. Using a cellphone timer or egg timer allow the players 30 seconds to gently and neatly seek out the hidden object.

The person who finds the object first is the new “hider”. Everyone closes their eyes (no peeking) and as you slowly count to 20, the person must hide the object on, under or near the table.

The game continues throughout the meal or as long as you like.

2. FUNNY FACE, FACE-OFF

This simple, silly game requires no supplies, only faces. The object of the game is to match the silly face of the “leader”. If the players match the leader’s silly face, they get a point.

Start the game by explaining and demonstrating 3-4 funny faces. Here are a few suggestions, but you are welcome to create your own:

- Kissy Face: Puckered up lips
- Clown: Tongue out, eyes crossed
- Blow Fish: Cheeks puffed up
- Cheese: Big cheesy smile

Start the game by everyone closing their eyes, including the leader (parent). Count to 3 and everyone opens their eyes. Everyone matching the leader’s funny face gets a point.

Switch leaders and allow everyone to get a turn.

2ND GRADE TO 5TH GRADE

3. SPECIAL DINNER GUEST

This is a guessing game for the whole family to play while they enjoy a meal. The simple object of the game is to guess your family's imaginary special dinner guest that will be showing up soon.

Here are some suggested guests:

- People you know: relatives, teachers/principal, church leaders, friends...
- Celebrities: favorite musicians, actor/actresses that you children will know
- Movie/TV/Book Characters

Parents go first to start off the game, thinking of a special dinner guest. Going around the table, each person gets to ask one question to be answered and then takes a guess.

Allow every person to take a turn being the leader and choosing a special dinner guest for others to guess.

4. MEAL TIME MATH MADNESS

This is a game to have some fun while also practicing some quick mathematic skills. The object of the game is for players to be the first to add up the fingers everyone is holding up.

Start off by allowing everyone around the table to hold up one hand, revealing 1 to 5 fingers. Everyone around the table places their hands under table. On "Go!" everyone holds up their hand revealing their fingers. As quickly as possible everyone must add or count all the fingers around the table. The first person to come up with the correct total of fingers is the winner of the round.

As the game continues, take the game to the next level by allowing everyone to choose if they want to hold up 1 or 2 hands and reveal 1 to 10 fingers.

Keep track of the points and reward the winning player some extra dessert or something special at the end of the meal.

5. FORK-SPOON-KNIFE

This is a dinner time, seated version of the classic paper-rock-scissors. The object and game play is similar with players revealing 1 of 3 things with 1 beating another and a point being given to the winner(s) of each round.

Here are the rules:

- Fork beats Spoon
- Spoon beats Knife
- Knife beat Fork

Make sure everyone has a place setting of a fork, spoon and knife. Pair everyone off. If there are an odd number allow one person to wait until the next round. Have everyone secretly in their mind choose which utensil they will be holding up. On "Go!" everyone should grab and hold up their utensil. The winner continues or gets a point. If you "tie you die", or get no points.

6. TAP-TAP TAPPING

This a simple and fast paced game to play around the dinner table after dinner is over. Set up the game by having everyone place both hands on the table directly in front of them.

Starting off the game, each person will tap the table once in front of them in order clock-wise around the table. After everyone has gone once explain a "single tap" continues the direction and order, but a double tap reverses the direction and order.

Continue the game for a couple times around the table before speeding up the game starting "elimination". Elimination happens when a player taps out of order or misses their turn. Only one hand is eliminated at a time. If both hands are eliminated the player is eliminated as well.

Play until only one player remains!