

WINTER GAMES

Fanning the Kipper

The kipper is a piece of tissue paper cut into the shape of a fish. Competitors each have a kipper and a rolled up newspaper. They race to fan their kipper with the newspaper across the room and the first one across wins.

Hotter, colder

This is a hiding game. Someone/1 from each team goes out of the room and an object such as a cork is hidden. They then come back into the room and as they get closer to the hidden object they are told by the others that they are getting hotter. As they move away from the object they are told that they are getting colder. If they get very close they are "burning", if very far they are "freezing". If in teams, might need to decide on codes for "burning" & "freezing".

Blow football

All you need for this popular game is a table, drinking straws and a ping-pong ball. You will also want something like four books or matchboxes to create goal posts. It can be played by two people, or by two teams if there are more. The aim is to score goals against the opposite side, as in a normal football game. The only difference is you move the ball by blowing it through the straw.

Hunt the Slipper

All but one of the players sit in a circle. One sits in the middle, he closes his eyes and puts his hands over them. The players chant the following words:

"Cobbler, cobbler mend your shoe,
Have it done by half past two."

During this chant the circle pass round a slipper behind their backs.

The centre player then chants:

"Cobbler, cobbler tell me true,
Which of you has got my shoe?"

When the last word is chanted the circle stop passing the slipper and the player who has it makes sure it is hidden behind their back. The central player opens his eyes and has to guess who has the slipper just by looking at their faces. If he fails, he changes places with the person who holds the slipper.

Tiddlywinks

For this game of course you need some plastic tiddlywinks (although some small coins such as 5 pences or 1 pence pieces and two larger ones such a 2 pence or 10 pence will do) and a cup or bowl.

You take it into turns to flip your small winks. To do this hold the shooter piece (the larger tiddlywink) between your forefinger and thumb and press down on the edge of the smaller piece. The aim is to be the first one to get all your winks in the bowl.

Simple isn't it? But it can get quite complex. In fact grown-ups have tiddlywink championships - there is even an Oxford University Tiddlywinks Site!

Once you get used to simple tiddlywinks, add these rules. If a tiddlywink lands on top of another, the bottom wink cannot be used until the top wink is played again. So you can stop your opponent from winning by landing on them. If a tiddlywink is leaning against the bowl or cup, it can't be played until it is knocked down.