Charades Championship

The vibe: three loud, hilarious team games of acting and guessing, fully indoor, near-zero materials (scrap paper + pencils + a bowl). Act it out, together. Character trait today: **Relationship Skills** (teamwork, communicating without words, and making sure everyone gets a turn).

1 · Team Charades (6–21 min) — actor mimes, team guesses

Cues Fingers = number of words, then which word; chop forearm = syllables; hand cranking by ear = "sounds like"; hands apart = longer, together = shorter; tug ear / thumbs-up = "close, keep going." Teach in 60 seconds.

Play One actor pulls a slip (movie, animal, action, phrase), acts it silently, team guesses on a 60–90 sec timer. Point per correct guess, rotate actors so everyone acts. Run as a bracket or round-robin to a champion team.

Diff 6-8: shorter timers, visible scoreboard, lightning round for bonus. Simpler/mixed: easy animal/action prompts, more time, teammate can help, skip the bracket.

2 · Reverse Charades (21–36 min) — whole team acts, one guesses

Play Flip it: one teammate guesses while the WHOLE team acts out the prompt together, silently, on a 60 sec timer. Clear as many slips as you can, then swap the guesser. Most guesses wins. Great for shy kids, nobody is alone on stage.

Coach Keep prompts simple and physical. Have teams spread out so the guesser sees everyone, and try different angles instead of all doing the same move. Rotate the guesser every round for the hero moment.

Diff 6-8: shorter timer, no-repeat-motion rule, score against squads. Simpler/mixed: allow sound effects, easy prompts, no timer pressure.

3 · Fishbowl (36–50 min) — 3 rounds, same slips

Play Everyone writes 1–2 slips into the bowl. R1: describe freely (no saying the word). R2: one word only. R3: charades only. SAME slips every round, so memory + teamwork compound. Teams alternate on a 60 sec clock, score per round, highest total wins.

Coach Guard the slips and reuse the exact same ones each round. Screen out inside jokes only a few kids know. Build the hype, the same slip going from ten words to one gesture is the magic, call it out.

Diff 6-8: add a sound-only Round 4, keep the scoreboard tight so the last round decides it. Simpler/mixed: play just 2 rounds, easy well-known slips, keep a backup set.

4 · Finale + Wristband (50–60 min)

Crown the champion team, the Best Actor, and the **"Team Player"** who made sure everyone got a turn. Tally squad points if used, then one group cheer.

Award the **Relationship Skills** trait wristband to kids who cheered teammates on, communicated clearly without words, or included a quieter kid.

Bank If a game stalls or the room is tight: Celebrity / Hat Game (famous-names Fishbowl), Sound Charades (sound effects only, fast energizer), Act-It-Out Relay (silent visual telephone down a line). Near-zero materials.

Today's one line (say it together before you start): "We win like a team, we read each other, and everybody gets a turn in the spotlight."