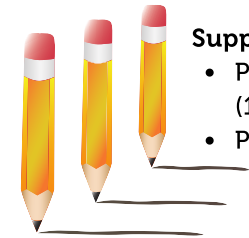


## Draw a Story Game



### Supplies:

- Piece of paper with write/draw on it (1 per player)
- Pencil

### Instructions:

- Everyone writes a sentence at the top of their paper and passes it to the person on their left.
- Everyone creates a drawing to illustrate the written sentence they received. When finished, fold the top of the paper over to cover the sentence so only the drawing is revealed and pass to the person on your left.
- Now everyone writes a sentence describing the illustration they received. When finished, fold the illustration over, so only the sentence shows and pass to left.
- Play until the paper is filled, then open the paper and share the story!

## Paper Pick up

### Supplies:

- 1 straw per person
- Colored paper cut into squares, the same amount of squares per person playing, 1 color per person.
- 1 container per person

### Instructions:

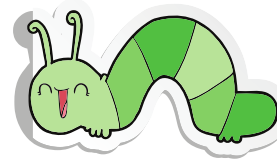
1. Place the paper squares in the middle of your playing area and mix them all up; each player chooses a color.
2. Using only your straw, you must pick up your squares from the center and move them to your container.
3. Play continues until one player has picked up all of their pieces, or, you can set a timer and whoever picks up the most pieces in the allotted time is the winner.



## Paper Caterpillar Racing

### Supplies:

- Colored paper 1.5x6 inches
- Straw
- Scissors



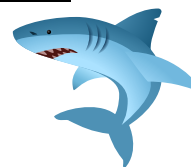
### Instructions:

1. Fold the strip in half to create a middle crease at the 3 inch mark. Open the paper.
2. Fold the left end of the paper to the middle crease.
3. Fold the right end of the paper to the middle crease.
4. Fold the strip again from the left side to the middle crease.
5. Fold the strip again from the right side to the middle crease.
6. Fold the two halves together.
7. Using scissors, trim all four edges to make them round.
8. Unfold the strip and use a pen, marker or crayon to draw a face.
9. Turn the caterpillar around and make a shape or design on the third segment.
10. Using a straw, gently blow at the marking you made on the third segment to make your caterpillar crawl.
11. The object of the race is be the first person to make your caterpillar crawl (not slide) from one end of a table to the other.

## Rescue the Shark

### Supplies:

- Shark Grids
- 2 Game Boards (1 per player)
- Crayons or Markers



### Instructions:

1. Each player draws their 5 sharks on the top grid ("My Animals"). Sharks can be placed vertically or horizontally.
2. Players take turns calling out coordinates attempting to "rescue" the sharks.
3. Record hits and misses on the bottom grid ("Their Animals") to track the sharks.
4. The player to find and rescue all 5 sharks is the winner.

# Family Game Night



# Family Game Night

Visit [facebook.com/wethersfieldlibrary](https://www.facebook.com/wethersfieldlibrary) to view Miss Brie's video for instructions!

## SKUNK



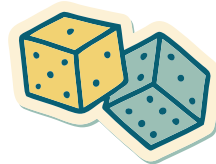
### Supplies:

- 2 dice
- 1 piece of paper per person
- 1 pencil per person

### Instructions:

1. Fold the paper into quarters by folding it in half, then in half again. In one square section draw 5 columns. Label the columns, S K U N K.
2. To start the game, everyone stands up and one person rolls the dice. Add the total of the dice; everyone puts that number in the S column. If a 1 is rolled, play is over for that round and all player's points for that round are wiped out as well.
3. If a 1 is not rolled, each individual player must decide if they would like to keep playing and risk losing their points for that round, or sit down and keep what they have accumulated already and not earn any more points.
4. Play continues until a 1 is rolled or everyone sits down. Then everyone can stand up again for the next round.
5. If a double 1 is rolled at any time, players not only lose the points in the current column but in all prior columns as well.
6. The player with the most points at the end of 5 rounds is the winner.

## Knock-Out



### Supplies:

- 2 dice
- 1 piece of paper
- 1 pencil per person

### Instructions:

1. On the score sheet create enough columns for each person playing and write their name at the top of their column.
2. Player one rolls, adds the points on their dice and adds it to their column; now it is the next player's turn.
3. If a player rolls 7, the knock-out number, they lose all accumulated points and have to start over on their next turn.
4. Play continues until everyone has rolled 10 times. Whoever has the highest score at the end of the game wins.



## Spoons

### Supplies:

- Deck of playing cards
- Spoons: 1 fewer spoon than you have people (ex. 4 players = 3 spoons)

### Instructions:

1. The goals of the game are: play as quickly as possible, get 4 of a kind, and don't spell "spoons"
2. Set the spoons in the center of the table. Dealer deals 4 cards to each player; dealer keeps the remaining cards in a draw pile to their right.
3. The dealer picks up one card from the draw pile, adds the card to their hand, then discards one of their cards to the left, where the next person picks it up.
4. Players decide as they pick up a new card whether to keep it or discard it. If they keep the card they picked up, they discard another card to their left; players are always holding 4 cards.
5. When a player gets 4 of a kind, they grab a spoon from the center. When one spoon is grabbed, all other players try to grab a spoon; whoever does not get a spoon earns a letter in the word "spoons"; the winner is the player who did not spell "spoons".
6. If anyone touches the spoon when they don't have 4 of a kind, the round ends and that player earns a letter.

## Cheat

### Supplies:

- Deck of playing cards

### Instructions:

1. The dealer deals the entire deck face down amongst players, as evenly as possible.
2. The player to the left of the dealer starts by placing a card face down in the center of the table and naming its value.
3. The next player must lay down a card and name its value. The card should be one number higher, lower or the same value as the card the previous player laid down; if the first player laid down a 5 then the next player should lay down a 4, 5, or 6. Players can play more than one card; if they lay down a 4 they would say two 4s.
4. If the player does not have a playable card, they must play another card and bluff.
5. If a player suspects that an opponent is bluffing and has laid a card that is not in sequence, he or she can accuse them of cheating and shout "cheat" and the played card or cards are revealed.
6. If the accuser was correct then the pile of cards on the table goes to the bluffer as punishment. If the call of "cheat" is wrong the accuser has to take all the cards in the center.
7. The player who gets rid of all their cards first is the winner.

## Too Big, Too Small, Just Right

### Supplies:

- Paper with the numbers 1-100 written on it
- Pencil
- Small piece of paper

### Instructions:

1. Have one player write a number between 1-100 on a small piece of paper, do not show it to anyone. Now the other players need to guess what number is on the paper.
2. Players will take turns trying to guess what the chosen number is. The player who chose the number will give only two clues to the guesser; too big or too small.
3. The first player to guess the number "just right" is the winner.

