

Indoor games

1 - Make-up competition

- 3 kids and more
- 1 make-up box for children

- ✓ While waiting for all the guests to arrive, each kid finds a partner to make up as best as possible.
- ✓ As the guests arrive, each guest finds a partner to make up and vice versa...
- ✓ When all the children are made up, the prettiest, the funniest, the scariest, etc. are nominated...

2 - Searching for Winnie the Pooh

- From 4 players

- ✓ For this game, you will have to be quiet, so don't behave like Winnie and don't laugh too much!
- ✓ Draw lots to know who will be Winnie the Pooh. The player designated will then dash to hide while his/her blindfolded friends count to 50 out loud. No cheating, no looking!
- ✓ The first to find Winnie the Pooh will join him in his hiding-place until another finds them and joins them... The idea is to make some space, to huddle and to try to remain quiet so that no one is spotted!
- ✓ The last to find all the players together will then take the place of Winnie the Pooh and the game can start again!

3 - Arthur said...

- From 4 players

- ✓ Arthur, the game leader, gives orders to the Minimoys.
- ✓ He stands in front of the other kids (the Minimoys) and orders them to make a gesture, for instance "Arthur said to clap your hands three times" or "Arthur said to jump up and down".
- ✓ As long as the order starts with "Arthur said", the Minimoys have to comply. But if Arthur only says "jump up and down", they don't have to obey.
- ✓ The one that makes a mistake, or forgets to comply, is eliminated and goes to stand next to Arthur.

4 - Eeyore scatterbrain !!!

- From 4 players

- ✓ Do you know Winnie the Pooh's donkey? Of course, it's Eeyore!
- ✓ If, like him, you are scatterbrained then you will like this game!
- ✓ Form a circle with your friends. One of you stands in the centre and says, for example, to the friend of his choice: "it's my ear" touching his knee. The designated player then has to tell him very quickly "it's my knee" touching his ear.
- ✓ If he makes a mistake, he passes his turn or receives a forfeit. If he succeeds, he is the one that has to stand in the centre and the game continues.
- ✓ So listen carefully or watch for forfeits!

5 - Princess or Prince: who are you?

- From 4 players
- 1 scarf

- ✓ Name a Princess or a Prince who will stand in the middle of the room, blindfolded.
- ✓ The other players form a circle around him/her without moving.
- ✓ The blindfolded Princess or Prince turns on himself three times, then goes and touches another player. He or she has to guess who it is.
- ✓ If she or he succeeds, the one that has been discovered, in turn blindfolds himself. Otherwise, start again!

6 - Dora goes to the market

- 4 kids or more

- ✓ Sit in a circle with your friends. The kid that you will have named as Dora will start.
- ✓ He or she starts by saying what he will buy at the market, for example "Dora goes to the market to buy bread".
- ✓ The next kid has to repeat what the first has bought then add 1 thing, for example: "Dora goes to the market to buy bread and butter". The third does the same and so on.
- ✓ The one who forgets something, or lists the articles in the wrong order, is eliminated.
- ✓ The kid who remembers everything in the right order for the longest time has won!
- ✓ You can vary the game by saying "Dora is going away on a trip": in that case, you will search for different objects to pack in a suitcase! Let's start!!

7 - Snow White's magic apple

- 4 kids and more
- 3 apples per kid in a salad bowl

- ✓ The players stand in line, on their knees.
- ✓ Place, in front of each of them, a salad bowl containing three magic apples.
- ✓ The mean witch gives the starting signal, careful! The kids have to pick up the three apples with their teeth and put them next to you, without their hands!
- ✓ The winner is the one who is the fastest to succeed...
- ✓ Don't worry, those apples are not poisonous!!

8 - Contact'

- 4 players and more

- ✓ Form a circle... start the current discreetly by pressing the hand of your right hand side neighbour in a particular manner that only you will know, for example, a long pressure followed by two short pressures.
- ✓ In turn, your neighbour has to repeat that gesture discreetly until it has gone round the full circle.
- ✓ Once you've come full circle, check that your signal is still the same... otherwise start again.
- ✓ If the signal is the same: next one!!!

9 - The race to the glass slipper!!

- From 4 players

- ✓ Like Cinderella find your slipper before the others... But your journey could be more complicated than hers, so hurry up!!
- ✓ Draw a starting line and a finishing line. Before departure all the competitors take off one of their shoes and place it on the finishing line in a pile with the others' shoes.
- ✓ Fire!! The idea is to hop as fast as possible to the finishing line so as to find your slipper...first!
- ✓ The competitors put on their slipper and tie their shoelaces before going back to the starting line running on both feet! The first to arrive is the winner!

10 - Spiderman and the ball duel

- From 4 players
 - 2 soup spoons
 - 2 wooden spoons
 - 2 soft balls
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- ✓ Just like Spiderman, confront your opponent face to face. On guard!
 - ✓ On the one hand, you put a soup spoon in your mouth on which you place a ball, which must not fall!
 - ✓ On the other hand, you hold the wooden spoon, which you will use as a sword to defend yourself and to try to knock down your opponent's ball...
 - ✓ Will you be as skilful as Spiderman? Here's your chance to prove it!

11 - Greedy Winnie the Pooh!!!

- From 4 players
 - 1 pack of large soft sweets
 - 1.50 m of roast string
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- ✓ Like Winnie with his honey, treat yourself!
 - ✓ Attach a soft sweet at the end of a thin string.
 - ✓ Two greedy kids facing each other put the other end of the string in their mouth and their hands behind their back.
 - ✓ Go! Pulling up the string with your teeth, be the first to get to the sweet and you will win! YUMMY!!

12 - Arthur and the carpet dance

- From 6 players
 - 1 carpet or a large sheet of paper
 - music
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- ✓ Form a circle with your guests! You, Arthur you stand in the centre of the Minimoy and you hold the carpet.
 - ✓ The game leader starts the music and the circle of Minimoy starts turning, singing, jumping and dancing...
 - ✓ As soon as the music stops, choose a Minimoy and place the carpet at his feet.
 - ✓ Kneel together on the carpet and give each other a kiss!
 - ✓ The music starts again, it is the lucky girl/boy's turn to stand in the centre with the carpet and the game continues!

13 - Who is it?

- From 4 players
 - 1 piece of paper per player
 - 1 note pad
 - 1 pencil
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- ✓ Write down your name on a piece of paper that you will then fold and put in a hat or a basket. Form a circle and introduce yourselves in turns.
 - ✓ Each player draws a paper and mimes the name on it. If the name is impossible to mime, mime an attitude characteristic of his owner.
 - ✓ To mime a name, use the complete name (Roman, Lily, Rose ...) or divide the name in syllables that you can mime successively (Caroline: car – oh – line).
 - ✓ The first to guess scores a point. You can draw lots to decide who is next. The player, who has not guessed any name, is given a forfeit.

14 - The little sick cat

- From 5 players
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- ✓ Form a circle and name whom the cat will be. The cat has to stand in the centre of the circle.
 - ✓ You will turn while singing: “alone by the fireside, the cat moans, the cat moans, alone by the fireside, the cat moans and says it’s raining”.
 - ✓ At the end of the song, the cat chooses someone and goes to him while moaning.
 - ✓ If it is you, you must say to him while petting his head: “poor little sick cat!”
 - ✓ Beware, because the cat’s aim is to make you laugh with his tomcat funny faces and grimaces; if he succeeds in making you laugh, you will have to take his place. Otherwise, he will have to try with someone else.

15 - The bursting balloon

- From 4 players
 - equipment: 1 balloon per player
 - some string
 - scissors
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- ✓ Blow the balloons and tie their end to close them.
 - ✓ With a piece of string, everyone attaches a balloon to their ankle so that it drags on the floor. When everyone is ready, the balloon hunting may begin!
 - ✓ The aim is, of course, to burst the others’ balloon while protecting your own balloon!
 - ✓ No holds barred: pinching, scratching, jumping on the balloons with your feet together... But careful! The attack is on the balloons only.

16 - Dora and the mysterious screen

- From 4 players
 - equipment: 1 white sheet
 - 1 lamp
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- ✓ Stretch a sheet on a string or in the doorway. Behind, place a light about 1.50 metres away and turn all the other lights off.
 - ✓ Sit in front of the screen. The show is about to begin!
 - ✓ One of you needs to stand in profile behind the sheet and mime an activity: sleeping, drinking, playing the violin, smelling a flower, going up the stairs, tossing a pancake...
 - ✓ The others have to guess what you are miming!
 - ✓ The winner in turn goes behind the screen to play the actor.

17 - Crossing the river

- From 4 players
 - equipment: 2 phone books
 - 1 stopwatch or a timer (optional))
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- ✓ Delimit a space representing the river to cross. A few metres will do. To cross the river, place a "brick" (a phone book) in front of the other and put a foot on each brick.
 - ✓ Then, balancing on the brick ahead, grab the brick behind and place it in front of the first brick in order to make another step.
 - ✓ Start again as many times as necessary to cross the river without falling in the water!!

18 - Musical chairs

- From 5 players
 - equipment: as many chairs as there are players, minus one
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- ✓ Place, in a circle, as many chairs as there are players, minus one. The game leader starts the music and everyone turns running or dancing around the chairs, without touching them!
 - ✓ Suddenly, the game leader stops the music and turns the lights off. Quick, quick, everyone gropes around for a chair to sit on!
 - ✓ The lights come back on. The player who hasn't found a chair is eliminated!
 - ✓ Another chair is removed and the game starts again until there are only 2 players and 1 chair left. The first to sit down when the music stops is the winner!
 - ✓ You can replace the chairs with hats (caps or bonnets) that you will pile up at the centre of the circle! At the end of each round, one hat is removed!

19 - Dora's party

- From 5 players
- equipment: music

- ✓ While the music is playing, all the players run, dance and jump all over the place.
- ✓ The game leader stops the music by pressing the "pause" button. The kids must then immediately sit down.
- ✓ The last kid to touch down is eliminated. He or she stands apart and, at the next round, helps you spot who was seated last.
- ✓ The last remaining player wins!

20 - The mailman and the Minimoy

- From 5 players
- equipment: 1 envelop, one scarf or one handkerchief

- ✓ Place all the Minimoy in circle, seated on the floor. Name a player who will stay outside of the circle: he is Arthur. Give him a scarf (handkerchief) which symbolises the letter of the mailman.
- ✓ The kid runs or dances around the circle while reciting, if he wants to, the lyrics of a nursery rhyme.
- ✓ Once the nursery rhyme is recited, the kid walks or skips around the Minimoy's circle until he decides to "lose" the letter dropping it on the floor behind one of the kids' back.
- ✓ That kid leaps up and the two kids race in opposite direction to be the first to arrive at the empty spot and sit down. The kid who is left standing turns around the circle with the "letter" and the game starts again.

21 - The refractory beans

- From 4 players
- 1 handful of dry beans
- 4 cups or beakers
- 1 straw per player

- ✓ The players stand in 2 parallel lines. The 1st player in each line kneels down with 2 cups placed in front of him/her. The left cup contains 10 dry beans while the right cup is empty!
- ✓ At the signal, the players have to transfer the beans of the left cup into the right cup by sucking them up with their straw.
- ✓ The winner is the player who is the first to succeed. Each team's points are counted in order to name the winners...

N.B. : Forfeits for losers!

During the preparations of your party, write down each forfeit on a small piece of paper that you will fold in 4. Put all the forfeits in a hat or a bin, and at the end of each game... OUCH! The loser draws a paper, reads it out loud, and complies in front of the other players:

- Sing a song
- Tell a funny story
- Say 4 words in French
- Invent a disgusting recipe
- Draw an apple with your eyes closed
- Pull the most horrible face
- Hop around the room
- Neigh 3 times!
- Etc...

N.B. : Small gifts for your guests...

They reward the winners, console the losers and can be brought home as souvenirs!

- No need to spend a fortune, buy cheap gifts in discount stores or bazaars: transfers, tattoos, inflatable balloons, whistles, marbles, yo-yo, small toys or characters, lapel badges, key rings, badges, hair slides, scrunches, samples, etc.
- Don't forget sweets: lollies, sweets...