

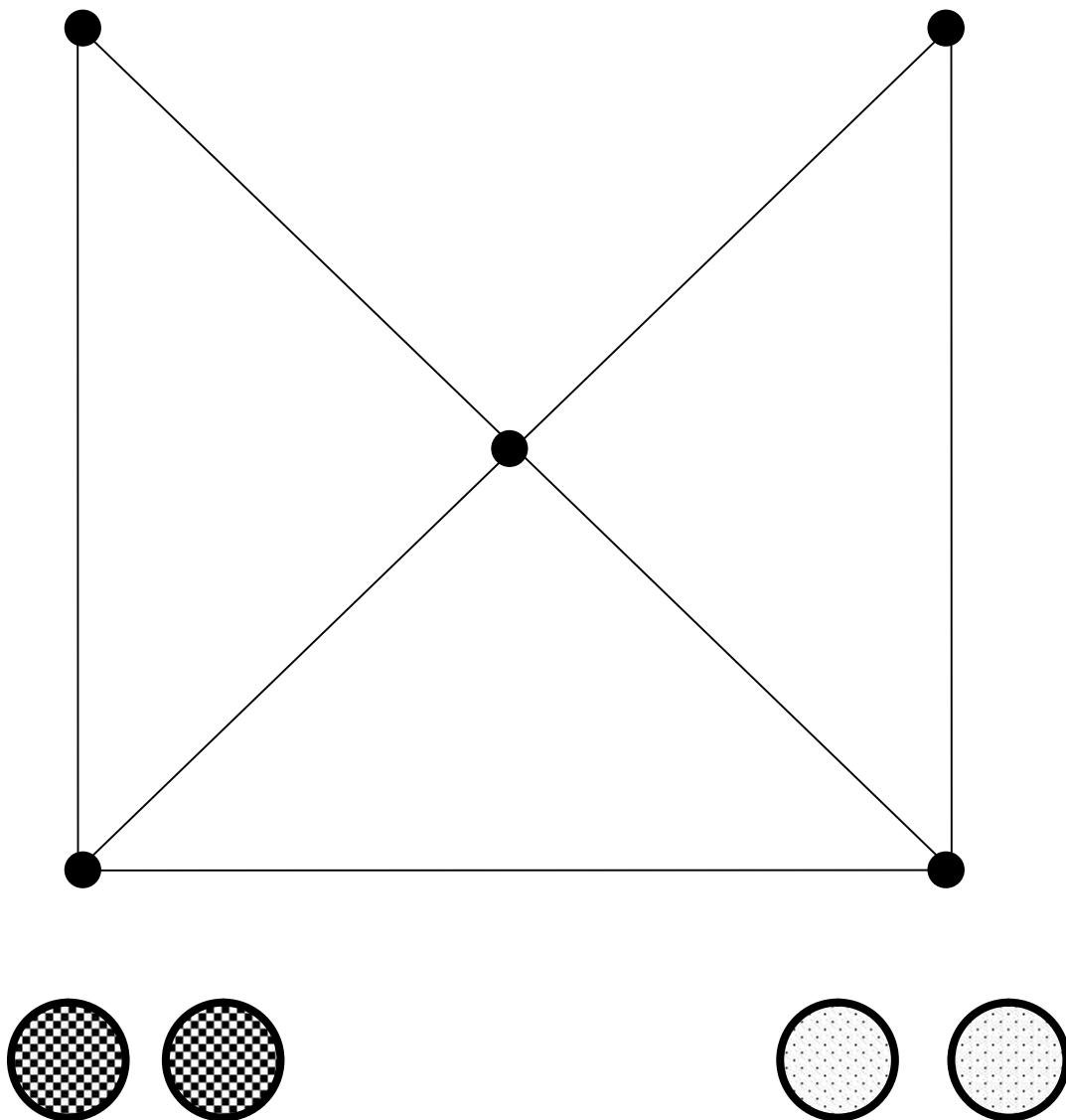
## Horseshoe

Each player has two tokens and they place them on the corners of the sides

Taking it in turns each player slides one of their tokens along a line into the vacant spot.

If a player cannot slide a token into the empty slot, then they lose.

(The tokens can be anything, two circles to be cut out are provided)



# Battleships

## Your Plan

	1	2	3	4	5	6	7	8	9	10	
A											Aircraft carrier 5 squares
B											Battleship 4 squares
C											Cruiser 3 squares
D											Destroyer 3 squares
E											submarine 2 squares
F											
G											Each ship occupies a
H											number of adjacent
I											squares on the grid,
											horizontally or vertically

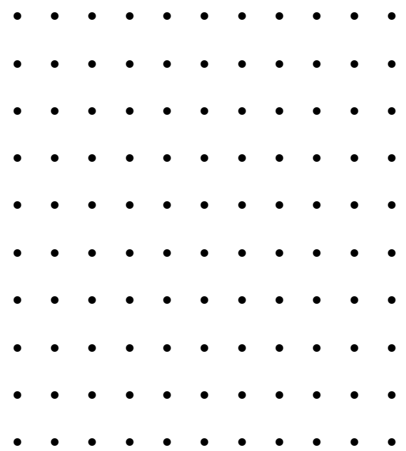
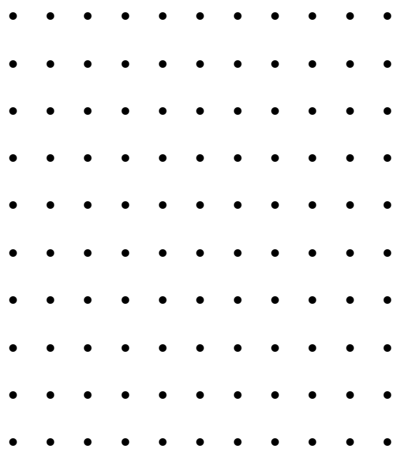
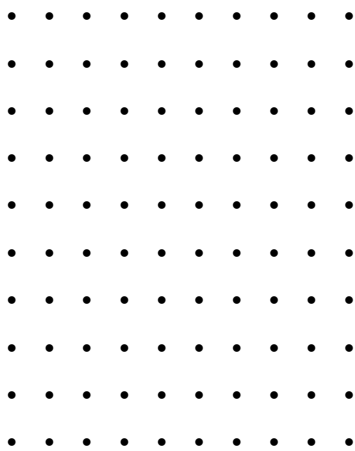
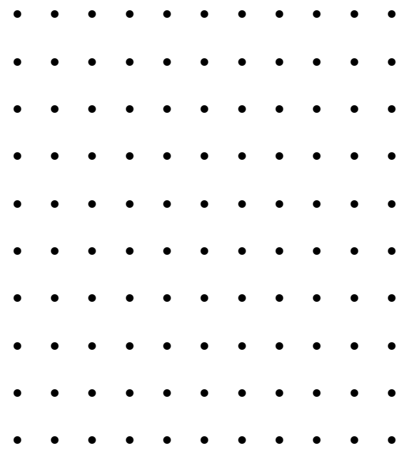
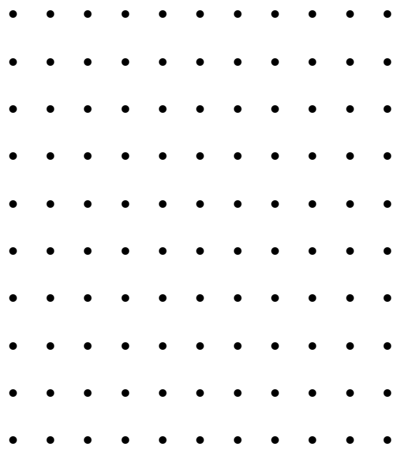
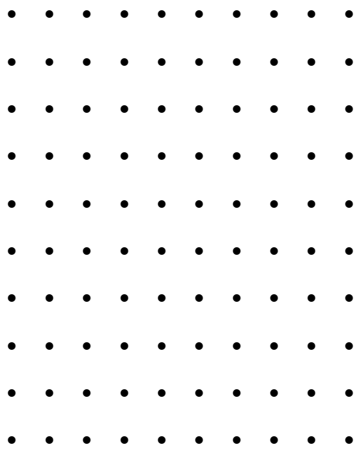
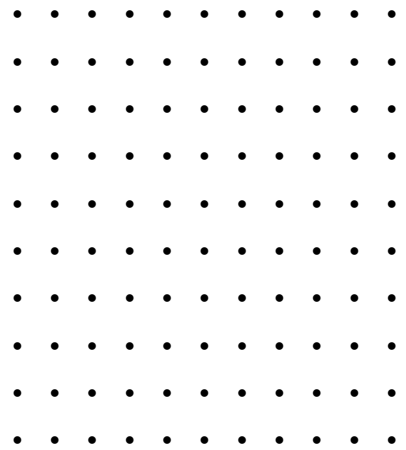
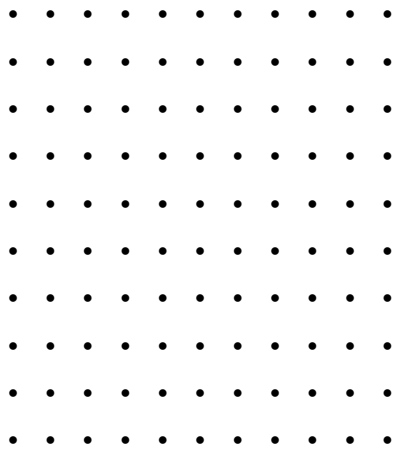
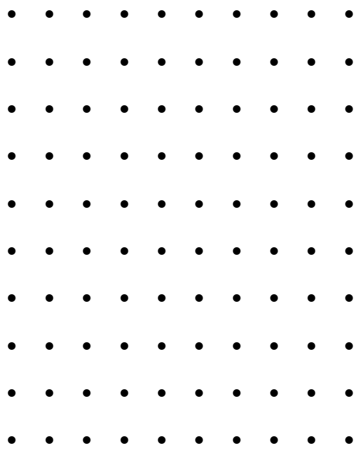
## Their Plan

	1	2	3	4	5	6	7	8	9	10	
A											A
B											B
C											C
D											D
E											E
F											F
G											G
H											H
I											I

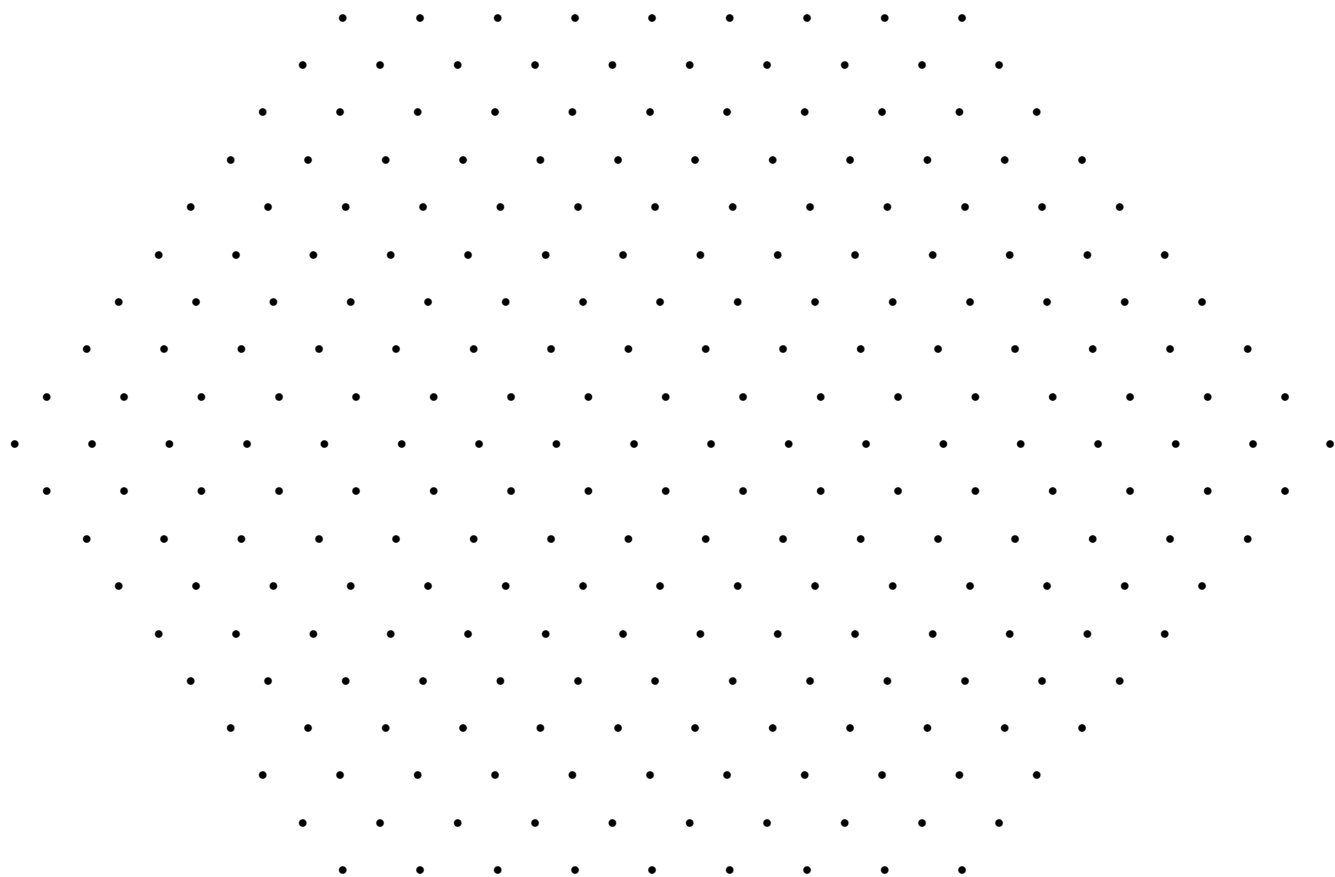
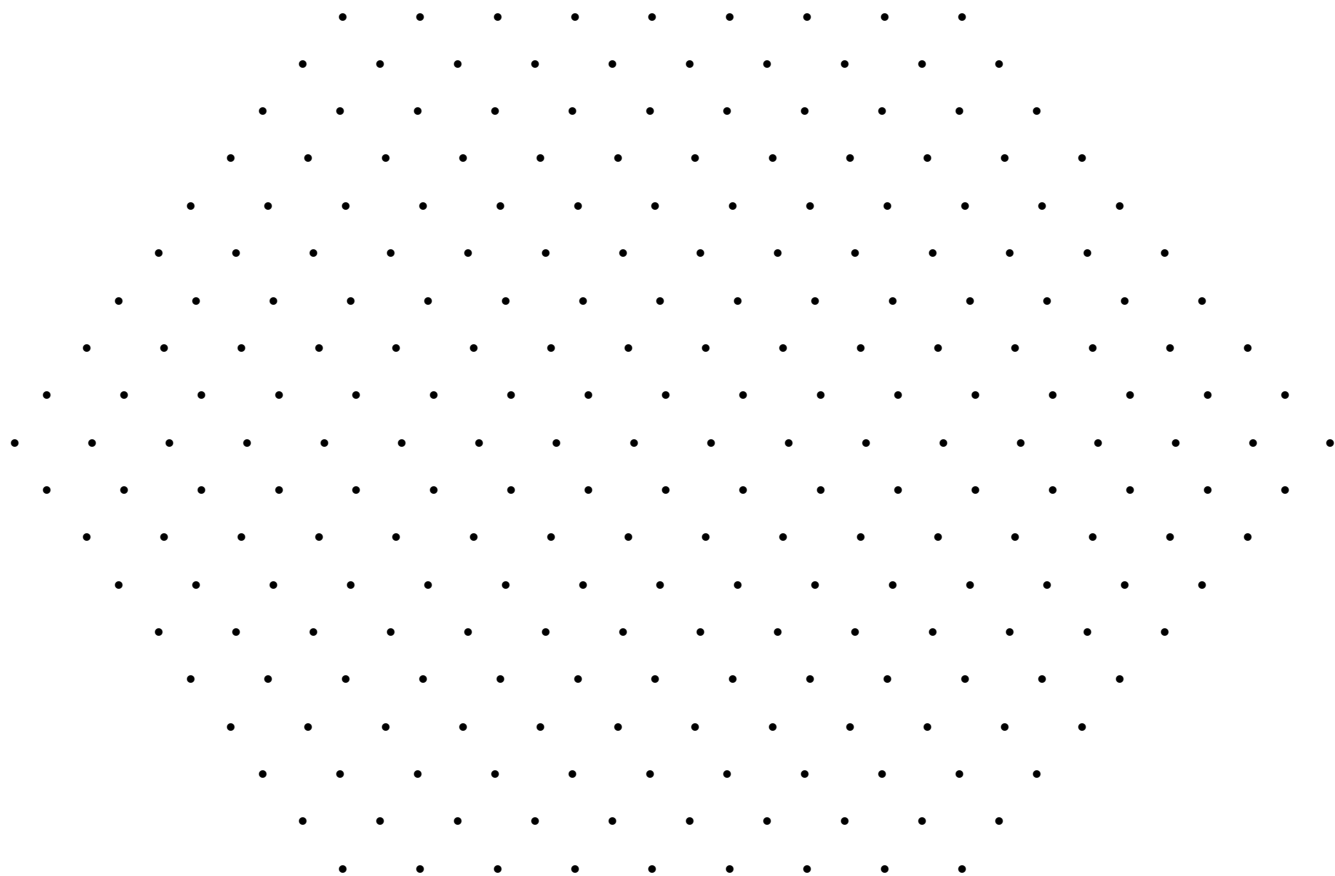
During play the players take turns making a shot at the opponent, by calling out the coordinates of a square (eg D5). The opponent responds with "hit" if it hits a ship or "miss" if it misses. If the player has hit the last remaining square of a ship the opponent must announce the name of the ship; eg "You sank my battleship".

During play each player should record their opponent's shots on the left-hand grid, and their shots on the right-hand grid as "X" for a hit and "O" for a miss:

## Worms/Squares



## Hex worms and Triangles



## Worms

The first player draws a line between two adjacent dots, either horizontally or vertically, this is the start of the worm. Then, each player takes it in turns to draw a line from the either end of the worm to the next empty dot, either horizontally or vertically.

The worm must not touch its own body. If a player cannot draw a line, then they lose.

Variation: each player draws in a different colour and draws their own worm. The worms cannot touch themselves or each other.

## Squares

For two to four players.

Each player takes a turn to draw a line between two adjacent dots, horizontally or vertically.

If a player completes a square they put their initials in the square and takes another go. They can keep control while they continue completing squares.

Once all the squares are claimed, the winner is the one with the most squares.

## Hex worms

The first player draws a line between two adjacent dots, this is the start of the worm. Then, each player takes it in turns to draw a line from the either end of the worm to the next empty dot.

The worm must not touch its own body. If a player cannot draw a line, then they lose.

Variation: Each player draws in a different colour and draws their own worm. The worms cannot touch themselves or each other.

## Triangles

For two to four players.

Each player takes a turn to draw a line between two adjacent dots.

If a player completes a triangle they put their initials in the triangle and takes another go. They can keep control while they continue completing triangles.

Once all the triangles are claimed, the points are calculated – 1 point for each triangle and a bonus of two for each group of triangles making a hexagon. The winner is the one with the most points.

## Sprouts

Start by drawing two or more spots on a piece of paper.

Players then take turns to make a move, according to the following rules:

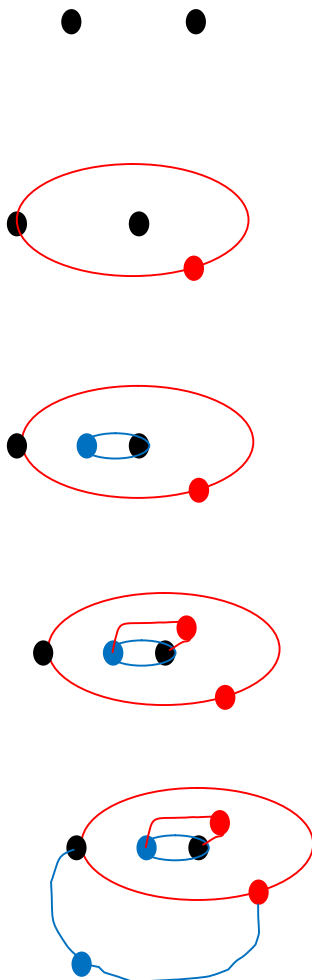
Draw a line joining two spots, or a single spot to itself. The line must not cross another line or pass through another spot.

Draw a spot on the new line.

No more than three lines can emerge from any spot.

The last player to be able to make a move wins.

Example with two dots- Red loses on the third go as there are no more valid moves



## Categories

Draw a grid on a piece of paper—a square filled with smaller squares. The number of squares can vary, depending on the attention span of your child.

Down the left side, put some letters of the alphabet (for example, you could spell out a child's name: Brian).

Across the top, write categories—for example: Boy's name, girls' name, flower, country, animal and colour.

You can make this harder or easier by your choice of categories.

Players take turns writing in words that fit the category and start with the letter in the left-hand column.

Give extra points for words that nobody else thought of.

	Boy's Name	Girl's Name	Flower	Country	Animal	Colour		
B	Bill	Brenda	Buttercup	Brazil	Bear	Blue		
R	Richard	Rhona	Rhodadren	Russia	Rabbit	Red		
I								
A								
N								





## Paper whispers

Take a strip of paper

Write a sentence

The next person draws a picture to represent the sentence and folds the paper so only the picture shows

The next person writes a sentence describing what they think the picture depicts and folds the paper so only their sentence shows.

This repeats until the paper gets back to the person who wrote the first sentence.