Ready, Set, Play!

Games for Two, Four, or More

Ali Haroon

Ages 7–11



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12 games for home, school, and outdoors

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Written by Ali Haroon

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GAME FINDER

Pick a Game

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GET READY

Before You Play

Count your players

Use the game finder to choose a game for the group you have. If a game needs four players, an extra player can help call turns.

Check your space

Clear bags and chairs out of walking paths. Pick a table game if the room is crowded. Ask an adult where your group can play.

Agree on the rules

Read the whole game once. Decide who goes first, where players start, and when the round ends.

Give everyone a turn

Swap jobs after a round. If someone wants to stay seated, try the table version or let them call the moves.

Mirror Moves

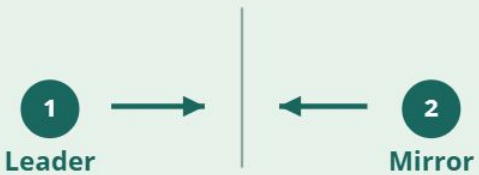
Can you move like someone's reflection?

Players: 2 **Indoors or outdoors**

You'll need: Nothing



1. Face your partner while standing or sitting. Leave enough space to stretch your arms without touching.
2. Choose a leader. The other player is the mirror. The leader makes three slow moves, one at a time.
3. Copy each move as it happens. If the leader lifts the hand you see on your left, lift your left hand.
4. Switch roles. Try moving so smoothly that a watcher can't tell who is leading.



Face your partner. Leave room to move.

Try a New Round

Slow motion

Make each move last long enough for your partner to follow it.

Straight face

Add a silly expression. Can the mirror copy it without laughing?

Make a pattern

Repeat three moves in the same order twice. Swap roles and try the pattern from memory.

Write or draw three moves for your next round.

Move 1	Move 2	Move 3

Paper Path Race

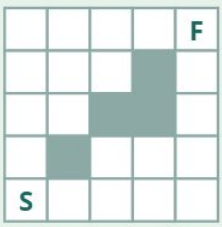
Can you find the shortest route around the blocked squares?

Players: 2 **At a table**

You'll need: Paper, pencils, and a ruler



1. Draw a 5 × 5 grid for each player. Use the sample below to mark the same start, finish, and blocked squares on both grids.
2. At "Go," draw a route from S to F. Move between squares that share a side. Skip the shaded squares and never move diagonally.
3. Stop when both players finish. Count the moves on each route. Moving to a new square counts as one move.
4. The player with fewer moves wins. If both counts match, it's a tie. The first player to finish gets to design the next board.



Sample board • S = start • F = finish

Try a New Round

Swap maps

Make a fresh board for your partner. Test it yourself first to make sure a route exists.

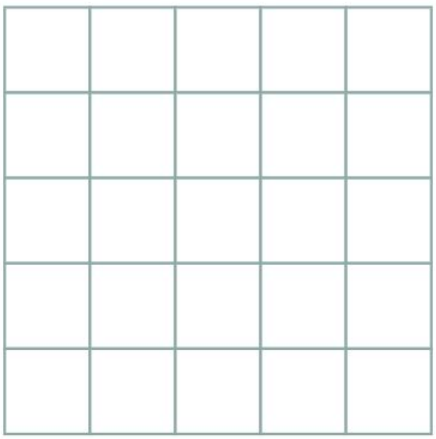
Add a checkpoint

Both players must pass through one marked square before reaching F.

Compare routes

Can two different routes have the same length? Draw both to find out.

Design a new 5 × 5 board. Mark S, F, and three blocked squares.



Target Toss

How many soft socks can you land in a basket?

Players: 2 **Clear open space**

You'll need: Basket, 3 rolled socks, and tape



1. Put a basket on the floor away from people and breakable things. Mark a throwing line about three big steps away.
2. Both players stand behind the line. One player tosses all three socks underhand, one at a time. A sock counts if it stays in the basket.
3. When all three socks have landed, collect them. Give the other player three throws from the same line.
4. Play three rounds. Give one point per sock that stays in the basket. Add the three scores. The higher total wins.



Keep both players behind the throwing line.

END OF FREE SAMPLE

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