

HAND JIVE!

The object of this game is to act out charades by using just your hands, fingers and thumbs.

Divide into two to four teams of roughly the same size. Write the team names at the top of a sheet of paper for scoring purposes. Alternatively keep track of the scores on a smartphone.

Shuffle the cards and place them in a stack, either green or pink side face-down, within easy reach of all the players. The team with the oldest player goes first. This team selects their first Hand Actor who takes the top card from the stack, turns it over and looks discreetly at the four mimes on the card. The mimes are split into four different levels of difficulty, from 1 (Easy) to 4 (Difficult), and are worth either 1, 2, 3, or 4 points respectively. The Hand Actor announces the difficulty level they are going to attempt and passes the card to another team so that they can check if any guesses are correct.

The Hand Actor now has 30 seconds (timed by another team) to act out the mime to the other members of their team using JUST their hands. No other parts of

the body and no props may be used. The Hand Actor must not: mouth words or letters, give verbal clues, draw letters in the air, sing, hum or cheat! If the Hand Actor is caught breaking any of these rules their turn is immediately over.

Note: we suggest that you should be lenient with the answers given, but feel free to set your own parameters. For example: pocket watch vs. watch... which do you accept? Remember it could be your turn next!

If the mime is guessed correctly before the time is up, the team scores the value of the charade, either 1, 2, 3 or 4 points. Enter this score under their team name on the score sheet.

If the time runs out without the mime being guessed, nobody scores and play passes to the team on the left. The card is returned to the bottom of the stack and the team to the left takes the next turn.

Play continues with teams taking turns hand acting and guessing mimes. The role of Hand Actor should be rotated each time a team plays so that everyone gets a chance to take part.

Keep a tally of the scores with the first team to reach 20 points winning the game.

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