

INSTRUCTIONS

Print out the words/phrases, cut and fold them, and place them in a container. Choose a player to start the game. The player then pantomimes the word or phrase he's chosen to the other players.

Here are some common clues used in charades:

- To indicate a book, pretend to read a book.
 - To indicate a song, pretend to sing.
- To pantomime a word that rhymes with the word you want players to guess, first tug on your ear to say "sounds like."

The first person to guess the word or phrase gets a point.

If you like, divide into teams before playing.

Players from each team take turns pantomiming for their teammates. The first team to guess the word or phrase gets a point.

Keep track of the points earned by each player or team. The one with the most points at the end of the game wins.





