**CHRISTMAS GAME NIGHT**

**Game 1: Christmas Categories**

 Each team choose one player. On your team's turn, your player will sit with his back to the screen. No peeking! Team members will give their player items in the category WITHOUT saying any part of the listed word or phrase. The player may guess the category at any time throughout.

 There are 25 total categories, worth 1 points each. Each team will take one-minute turns until all categories have been guessed.

**Game 2: Snowball Blowout**

 There are two cups taped to the far end of the table. Teams, line up on the opposite side of the table. Each player is given a cotton ball (aka, a snowball). Timer will be set for 2 minutes.

 One at a time, players must blow their snowball across the table and into their team’s cup. Players may NOT touch their snowballs with anything; only blowing! If they miss and their snowball falls off the table, they can pick it up and go to the back of their team’s line to try again.

 At the end of the timer, both teams get 2 points for every snowball successfully blown into their cup.

**Game 3: Roll a Snowman**

 Both teams will receive one dice, one paper, and one pencil. The timer is set for 30 seconds.

Teams, roll your dice and try to get enough numbers to build an entire snowman. The first team to roll all six numbers and draw an entire snowman shouts, “Done!” and is awarded 3 points. If neither team finishes their snowman in the time, both teams win .25 points for each completed snowman body part.

**Game 4: Candy Clues**

 There will be 10 pictures of the insides of candy bars. Teams will provide one player at a time to guess. If they guess correctly, they get 4 points. If they guess incorrectly, play moves to the opposite team and the next player in line may guess. Play until all 10 pictures have been correctly guessed.

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| 1. Kitkat
2. Hershey's Cookies and Cream
3. Almond Joy
4. Milky Way
5. Twix
 | 1. Crunch
2. 3 Musketeers
3. 100 Grand
4. Snickers
5. Baby Ruth
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**Game 5: Deck the Halls!**

Each team select a stocking-holder. The rest of the teammates line up with the stocking-holder at the end of the line.

Both teams will be given 3 ornaments. The first player must pick up the ornament using only his/her elbows and pass it to the next, again, only using elbows. All ornaments must be passed to all players by only touching elbows, and then finally put into the stocking at the end of the line. The first team to put both ornaments in their stocking wins 5 points.

**Game 6: Carols Charades**

 On each of these 34 slips of paper is written one famous Christmas carol (put the paper slips into a Santa hat or stocking to use). Teams will take one-minute turns during which their charade-er will act out as many carols as he/her can. Rotate charade-ers for each one-minute turn. Continue taking turns until all carols have been acted out and guessed.

 6 points for each correctly guessed carol.

**Game 7: Christmas Phrase Unscramble**

 18 common Christmas phrases have been scrambled. Whoever can correctly guess and shout the phrase wins their team 7 points. Continue until all phrases have been correctly guessed.

**Game 8: Stocking Stuffers**

Each team select one stocking-holder. All other players will be runners. Stocking-holders must always keep both hands on the stocking at all times. The remaining teammates get one spoon; line up against the opposite wall as the stocking holder.

 Set the timer for 3 minutes. When the time starts, one at a time, a runner will scoop a spoonful of candy and walk it to his/her stocking-holder to add to their stocking. Dropped candy cannot be retrieved. Then return to the candy bowl and pass your spoon to the next player.

At the end of the three minutes, count the number of candies in your team’s stocking. The winning team gets 8 points for every candy piece *more* than the losing team.

**Game 9: Christmas Timeline**

 Teams will each receive an envelope. DO NOT OPEN it until the timer has started, which is set for one minute. When the timer starts, open your envelopes and arrange the contents in order from earliest to latest. When you think you have the correct order, shout, “Done!” and the host will check. While checking, the other team may continue sorting.

 If either team gets the entire order correct before the time runs out, that team will be awarded 9 points. If neither team finishes before the time runs out, both teams will be awarded .5 points per correct item.

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| It's a Wonderful Life 1946Miracle on 34th Street 1947Rudolf the Red-Nosed Reindeer 1964How the Grinch Stole Christmas 1966Mr. Krueger's Christmas 1980 | A Christmas Story 1983Home Alone 1990The Santa Clause 1994Elf 2003The Polar Express 2004 |

**Game 10: Crack the Carol Code**

Teams will receive one worksheet and one pencil. Do not look at your worksheet until the timer starts. The timer will be set for 3 minutes.

 When the timer starts, work together as a team to crack these codes and decipher the hidden Christmas carol.

 At the end of the timer, the host will reveal the answers. Tally up your correct answers. Teams earn 10 points per correct answer.

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| 1. Bleached Yule
	1. White Christmas
2. Castaneous-colored Seed Vesticated in a Conflagration
	1. Chestnuts Roasting on an Open Fire
3. Singular Yearning for the Twin Anterior Incisors
	1. All I Want for Christmas is My Two Front Teeth
4. Righteous Darkness
	1. Oh Holy Night
5. Arrival Time: 2400 Hours – Weather: Cloudless
	1. It Came Upon a Midnight Clear
6. Loyal Followers Advance
	1. Oh, Come All Ye Faithful
7. Far Off in a Feeder
	1. Away in a Manger
8. Array the Corridor
	1. Deck the Halls
9. Small Male Percussionist
	1. The Little Drummer Boy
10. Monarchial Triad
	1. We Three Kings
 | 1. Nocturnal Noiselessness
	1. Silent Night
2. Jehovah Calm Down the Happy Tender Males
	1. God Rest Ye Merry Gentlemen
3. Red Man en Route to Small City
	1. Santa Claus is Coming to Town
4. Frozen Precipitation Commence
	1. Let it Snow
5. Proceed and Enlighten on the Pinnacle
	1. Go Tell it on a Mountain
6. The Quadruped with the Vermillion Proboscis
	1. Rudolph the Red-Nosed Reindeer
7. Query Regarding Identity of Descendant
	1. What Child is This
8. Delight for this Planet
	1. Joy to the World
9. Give Attention to the Melodious Celestial Beings
	1. Hark! The Herald Angels Sing
10. The Dozen Festive 24 Hour Intervals
	1. The Twelve Days of Christmas
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**Game 11: Defend Christmas!**

 Both teams choose a Builder. All other players are Attackers. Builders are given 15 mini Christmas cups, one with a star drawn on it. Attackers are given a ping pong paddle and one ping pong ball apiece.

 Builders begin constructing their 15 cups into a Christmas tower with 5 cups on the bottom, then 4, 3, 2, and the star cup on the top.

 Meanwhile, Attackers try to knock down their opponent’s tower before construction is complete. They may hit their ping pong ball toward the opposing tower to try to knock it down, then pick up their ping pong ball again and continue firing. Ping pong balls may not be thrown at cup towers in any other method other than hitting them with the ping pong paddle.

 The first Builder to successfully build their cup tower wins their team 11 points.