

# Games to Play in the Dark

## Games that rely on hearing

*These games can be played in the light too, but they are more fun in the dark. Please note that 'keys' and 'bat and moth' require low light levels rather than complete darkness.*

### Guess the Noise

**You need:** Sound clips of approximately 20 things. (You can often find suitable clips on the internet or using programs such as Word.)

**Preparation:** Divide into teams. Give each team a piece of paper, a pen and a torch. Turn the lights off.

**Game objective:** To be the team to correctly identify the most sounds.

### Keys

**You need:** A set of keys on a keyring or similar, a chair and a blindfold.

**Preparation:** Sit the children in a circle. Put a chair in the centre with a blindfolded volunteer. (Even with the lights off it is unlikely to be completely dark, so the blindfold is still needed.) Place the keys under the chair.

**Playing the game:** Gently tap approximately four people on the head. When you say 'go', these people should quietly stand up and creep around the outside of the circle. When they get back to their place, they should creep into the centre and grab the keys. Whilst this is happening, the blindfolded person should listen for any sounds. If they hear a sound they should point in it's direction. If they point at a person, that person must go back to sit in their place. The game leader's decision is final!

**Game objective:** The person to reach the keys wins. They will be the next blindfolded person. If all 4 people are caught, new people should be selected.

**Variation:** You can make this harder by placing pasta or something similarly noisy on the floor. This is difficult to avoid in the dark, so makes things much harder.

### Bat and Moth

**You need:** Nothing!

**Preparation:** Choose one child to be the bat. Send that child out of the room while you choose another child to be the moth. All other children are trees. The children stand spread across the room. Turn out the lights.

**Playing the game:** The 'bat' comes back into the room. When the bat says 'bat', anyone standing near to her should say what they are (e.g. tree or moth). The bat should move around the room searching for the moth. When she catches the moth, the moth becomes the new bat and play begins again.

**Safety note:** Make sure there are no tables, chairs etc in the play space.

**Explanation:** The bat is finding their food by Echolocation, just as a real bat would.

**Variation:** If playing in the light, blindfold the bat. If using a small space, allow the moth to 'fly' around the room.



## Games using a sense of touch

### Kim's Game (in the dark version)

**You need:** Several objects that could be identified by touch.

**Playing the game:** Sit the children in a circle. Turn the lights off and pass the objects round the circle. Take the objects out of site and turn the lights back on. Individually or in small groups the children should write down as many of the objects as they can remember.

**Game objective:** To guess/remember the most objects.

**Variant:** If the objects are still clearly visible, pass them under a sheet.

### Hunt the Material Squares

**You need:** Different types of fabric cut into squares.

**Preparation:** Hide the fabric squares around the play area, ensuring there are no sharp corners or obstacles in the space. Before play begins, let the children feel an example of each type of fabric.

**Playing the game:** As individuals or in teams, the players should hunt for a given number of a single type of fabric or one of each type of fabric.

### Sort the Pasta

**You need:** Bags of different shaped dried pasta. A large bowl for each team and small bowls (number of teams x different types of pasta).

**Preparation:** Mix equal amounts of the different pasta into a bowl for each team and hand them a small bowl for each type.

**Playing the Game:** Each team should sort the pasta into single types.

**Game objective:** To find as many shapes as possible.

**Making it easier:** With younger children let them see the pasta before they start and decide which bowl to put which type in.

**Making it harder:** Do not let them see the pasta before the lights are turned off. Do not let them talk during the exercise.

**Making it harder still:** Give them more smaller bowls than they need and do not tell them how many different types of pasta there are.

**Variant:** If you can't get the room dark enough, use blindfolds.

## Games using a sense of smell

### Guess the Smell (indoors)

**You need:** Strong smelling food (or other safe to smell items) and containers to put them in.

**Preparation:** Sit the children in a circle and turn off the lights.

**Playing the Game:** Pass the containers round the circle for the children to sniff. When one item has been passed, ask the children to guess what it was.

**Safety Note:** Check for allergies before letting the children sniff anything.



## Guess the Smell (outdoors)

**You need:** Strong smelling food (or other safe to smell items) and containers, bags or envelopes to put them in. The containers should be sealed or covered with small holes, so that the players can not see what is in them but can smell the contents.

**Preparation:** Place the smelly items on chairs (or another easily recognised location) scattered around the play area.

**Playing the Game:** Send the players out to sniff as many objects as they can find (ensuring they know the objects to smell are those of the chairs etc). When the time is up, the players should return to base and write down as many smells as they can remember.

**Safety Note:** Check for allergies before letting the children sniff anything. Risk assess the play space and ensure players know where they are allowed to go. Adults should guard the perimeter.

## Games using glow in the dark objects

### Hunt the Glow Shapes

**You need:** A bag or two of glow in the dark shapes (available from novelty stores, on-line, most party shops and larger supermarkets).

**Preparation:** Charge the shapes up by leaving them near a light source, then hide them around the room. Turn the lights off.

**Game objective:** To find as many shapes as possible.

**Variation:** Play in teams, hiding different shapes for each team.

### Glow Trail

**You need:** Glow in the dark paper, hama beads or similar.

**Preparation:** Make glow in the dark arrows from the paper or hama beads. Lay a trail of them to follow. For older players, trail signs could be made from glow beads.

**Game objective:** To follow the trail to an end destination.

## Challenges in the dark

### Draw a Picture

Give everyone a simple picture to draw, such as a house or flower. You might want to cover the tables if using pens.

### Send a Message

Use a torch to send a simple Morse code message to other players.

### Write something

This could be your name, a sentence or a paragraph. Can you write without being able to see?

### Learn how to read something in braille or say something using the deaf-blind alphabet

You could use the deaf-blind alphabet to play a much harder version of Chinese Whispers.

