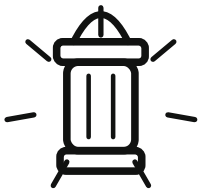
Lights-out game cards

Power cut, camping, or just a cosy evening? Cut out the cards, keep them with your torch, and pick one when the lights go out.

Torch I spy 01

With a torch, a grown-up lights up one thing at a time. ‘I spy something round…’ Who guesses first?



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Hum the song 02

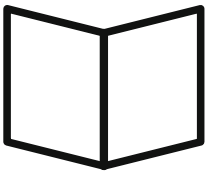
Hum a song everyone knows. No words allowed! Can the others guess it?



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Story chain 03

Each person adds one sentence to a story. Start with ‘When the lights went out…’



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Kind circle 04

Go round the circle. Say one thing you like about the person on your left.



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Animal sounds 05

Make an animal sound in the dark. Everyone else guesses the animal.



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Twenty questions 06

Think of something sunny. Others ask yes-or-no questions to find out what it is.



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Safety first: use torches or battery lanterns, not candles, and keep a grown-up close.

Lights-out game cards (2)

Power cut, camping, or just a cosy evening? Cut out the cards, keep them with your torch, and pick one when the lights go out.

Whisper chain 07

Whisper a silly sentence to your neighbour. Pass it on. What comes out at the end?



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Star spotting 08

If it is a clear night, look out of a window together. Who can spot the first star?



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Slow-motion race 09

Who can walk across the room the slowest, without stopping? Careful steps!



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Counting sheep 10

Lie down, close your eyes, and count sheep together very quietly. Who is still awake?



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Clap the rhythm 11

One person claps a short rhythm. Everyone copies it. Make it longer each turn.



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Thank-you sun 12

Name three things the sun did for you today. Light? Warmth? Lunch from the garden?



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