# CHARADES
# Ready to host

## QUICK RULES + GESTURES

Suggested house rules for a friendly game. Agree on the rules together before starting; different groups play differently.

### 1. Set up

Use four or more players for two teams, or alternate acting and guessing with two people. Pick familiar words and put them face down or show them only to the actor.

### 2. Agree on a round

Try 60 seconds, one point for each correct answer, and unlimited passes. Give teams the same number of turns. Decide whether pointing and props are allowed.

### 3. Act silently

No speaking, mouthing the answer or spelling it in the air. The actor uses movement; their team calls out guesses. Skip a word that does not fit the group.

### 4. Swap and score

Record the score, rotate the actor and pass to the next team. On a shared phone, tap Hide word, draw the next word, then let the next actor tap Show word.

| Signal | Agree on this meaning |
|---|---|
| Hold up fingers | The number of words |
| Open your palms like a book | A book title |
| Crank an imaginary camera | A film title |
| Cup a hand behind your ear | Sounds like another word |
| Wave the guessers closer | The guess is close |

Play instantly: cardyard.ai/play/charades. English classic words and your own lists have no daily play limit. AI ideas use the normal generation allowance.

# KEEP THE SCORE

Write team names below. Use only the columns you need. Give every team the same number of turns.

| Round | Team 1: _____ | Team 2: _____ | Team 3: _____ | Team 4: _____ |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| **TOTAL** | | | | |

Our round length: _____ Pass rule: _____

Play until: _____ Tie-break rule: _____

A cooperative version: work together to beat the group's previous total. Players can pass without explaining why.

# MAKE IT YOURS

Write one familiar word or short phrase on each card. Cut along the lines, fold the cards and place them in a bowl. Leave out private information.

| | | |
|---|---|---|
| WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ |
| WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ |
| WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ |
| WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ | WORD / PHRASE<br>_____<br>_____ |

Prefer a phone? Open Custom Theme > Use my own words in the generator. Paste 2 to 300 prompts, one per line or separated by commas. The list stays in that tab and clears when you reload.

# A 15-MINUTE CLASSROOM ROUND

A suggested activity plan from CardYard, not a classroom-tested lesson. Review the words for your learners, and adjust the pace and movement to the group.

## Before you start

Pick 12 words the group already knows. Everyday actions, animals or a current vocabulary topic work well. Put learners in pairs or small groups so several rounds can run at once.

## 0-2 minutes | Model it

Show one word privately to a volunteer or demonstrate it yourself. Act it silently. Explain that a player may pass, use a partner or act while seated.

## 2-4 minutes | Practise together

Pairs try two words with no timer. Ask what gesture helped them guess. Keep the first examples familiar and concrete.

## 4-12 minutes | Six short turns

Run six 60-second turns, allowing about 20 seconds between turns to swap actors. Rotate the performer each time. Keep score only if it helps the group enjoy the activity.

## 12-15 minutes | Reflect

Ask each pair to explain one clear gesture and use a guessed word in a sentence. Note confusing words and replace them before the next session.

## Make participation flexible

Offer seated acting, partner acting, extra thinking time or an untimed round. Let learners observe or pass without explaining why. A written or drawn clue can be an agreed alternative when movement is not accessible.

Free to print for your class, game night or community group. More words and printable kids cards: cardyard.ai/how-to-play-charades