



Here's a Thought...
It is our choices that
show what we truly
are, far more than our
abilities.
~ Albus Dumbledore

12 Downloads of Christmas

Resource

5 Minute Filler Fortune Teller

You will need:

To make your fortune teller:

- Template (see following pages)
- Printer (colour optional)
- Plain printer paper
- Scissors

To use your fortune teller:

- 5 minutes
- Yourself
- A group of people (your unit)

Leaders:

Got 5 minutes spare at the end of the meeting? Struggling to decide which game to play or what to do? Then you're in luck! Our 5 minute filler fortune teller is here to save the day the only fair way!

A little bit of light-hearted fun to help you fill those spare moments and ease those tough decisions. We've even included a blank so you can add your favourites.

Instructions:

To make your fortune teller:

1. Print the template on to your plain printer paper and cut out the square.
2. Coloured side down, fold the point of each corner into the centre.
3. Flip over and repeat, folding the point of each corner into the centre.
4. Insert your index fingers and thumbs under the squares on the back.

To use your fortune teller:

1. Ask someone to pick one of the words on the 4 squares.
2. Move the fortune teller back and forth for the number of letters in the word.
3. Ask someone to pick one of the numbers now exposed.
4. Move the fortune teller back and forth for the number selected.
5. Ask someone to pick one of the numbers exposed.
6. Lift the number selected and play chosen game. Directions for each attached.

Template

5 Minute Filler Fortune Teller



5 Minute Filler Fortune Teller

- Everyone plays individually.
- The aim of the game is to be the last one in.
- You need one person to be the caller, everyone else finds a space.
- The caller should call out an action and the last person to do the action is out.

- Green- run around the space
- Amber- walk around the space
- Red- stand still like musical statues
- Flashing amber- jump up and down on the spot
- Zebra crossing- lie down on the floor, arms close to your body, legs together
- Pelican crossing- hop on the spot
- Policeman coming- say, "Hello, hello, hello, what's going on here then?"
- Taxi in 2's (caller may change the number)- those left in must get into pairs/groups of the same number called.

- Everyone sits in a circle with a chair placed in the centre.
- Place a set of keys under the chair.
- One person is chosen to sit on the chair, blindfolded. This is the Queen.
- Leader picks the first person to have a go.
- Once chosen, that person must get up, walk around the outside of the circle back to their space, enter the circle and pick up the keys. Once they have the keys they should return to their space and sit down with the keys hidden behind their back.
- During this time, the Queen has 3 chances to point at the thief. 3 incorrect guesses- swap turns.
- If the thief gets all the way around and back to their seat, the Queen should remove their blindfold and guess who the thief is.

- Everyone stands in a circle with one person at the centre.
- The player standing in the middle of the circle is the 'splatter'.
- The splatter randomly points to someone and shouts "SPLAT!"
- The player pointed to must duck down; then the two players on either side of the "ducker" must "splat" each other by pointing to the other and saying "SPLAT!"
- The last one to splat sits down, and the player ducking stands back up.
- The game continues until there are two players left.
- Back to back in the centre the last two players take 3 steps away from each other on the splatter's count.
- When the splatter shouts "SPLAT" for the last time, the remaining 2 players turn around and 'splat' each other. The fastest one wins and becomes the new splatter.

- In teams or as one big group, sit in a circle.
- Each person takes it in turns to name something starting with the next letter of the alphabet. The first person names something beginning with 'A', the next person 'B' and so on.
- If you wish, time yourselves to see how fast or race against each other in teams.
- Variations: boys names, girls names, items from a supermarket, animals, etc. Pick any category of your choice!

Activity Directions

5 Minute Filler Fortune Teller

Bring Me

- Split the group in to teams.
- Each team must sit in a small group at one end of the room.
- The caller sits at the opposite end of the room.
- The caller shouts for the group to “Bring me...”.
- The groups must then find the requested item and run it as fast as they can to the caller.
- The first group to bring the requested items wins a point for their team.
- If you wish make it fairer by sitting the groups in a line and then take it in turns with the person at the front being the only one allowed to run up to the caller.

Suggested items/examples:

- Bring me something GREEN/BLUE/BROWN/GREY.
- Bring me something with a RAINBOW ON IT.
- Bring me FIVE FEET AND THREE HANDS.
- Bring me SOMEONE WEARING YELLOW/GREEN/BLUE.

Giant's House

- Split the group in to teams (4-6 work well).
- The leader/caller names a room in the giant's house, then each group must make something from that room using only their bodies. Their item may have moving parts which can be demonstrated to the leader.
- Allow groups 2-3 minutes for each round, after which the leader should go round and award a winning group.
- At the end of the game the group with the most points wins.

Suggested rooms/examples:

- Living room.
- Dining room.
- Kitchen.
- Garden shed.
- Garage.
- Alternatives: theme park, farm, school, library.

Cup Grab

- Place a plastic/non breakable cup on a table in the centre of the room. Leader stands next to the table.
- Split the group in to 2 teams.
- One at a time, each group presents one person to stand at the table.
- Leader/caller says a set of random instructions (like ‘Simon Says’) before saying, “Grab the cup”.
- The first team to grab the cup gets a point.
- At the end of the game the group with the most points wins.

Example:

- Touch your nose, touch your ears, touch your toes, spin around, grab the cup!
- Wave your hands, touch the ground, take 3 steps back, grab the cup!

1 Minute

- Everyone stands in a line facing away from the clock.
- When the leader says go everyone must count a minute in their head and when they think 60 seconds has passed, sit down on the floor.
- The person closest to 60 seconds wins.

Template

BLANK

5 Minute Filler Fortune Teller

