



## Games

Help kids pass the time on long flights.

Children get bored easily. To help prevent that, we offer here some tips for fun and variety for them on long journeys. And you don't even need any materials. OK, here goes...

### Games for children aged from three

#### **I see something you don't see...**

This well-known and popular traditional game is bound to amuse your children, too. The first player chooses a nearby object and says: "I see what you don't see, and its color is red/green/yellow, etc." The other players have to guess what it is. The one who wins is given a piece of candy or some other small 'prize'.

#### **Hand 'painting'**

This game demands power of concentration and perception. A player closes his or her eyes, and the other uses a finger to draw a shape (such as a circle or square), or an object (such as the sun or a flower) on the palm of their hand. The 'painted' player must guess what it is. If they get it right the players swap roles.

Another small tip: the back also makes a great 'painting' surface.

#### **Suitcase game**

Each player describes an object in a suitcase or what on no account must be lacking on a vacation trip. Whoever is the first to get it right wins one point. And the one who at the end has the most points receives a small prize.

#### **Fairy tale 'mistake'**

This game is especially suited to creative minds. A player tells a fairy tale and makes a deliberate mistake. Such as Red Riding Hood visiting her grandma and encountering a fox instead of a wolf, or Hansel and Gretel being held captive in the woods by a magician instead of a witch. There are no limits to the imagination. The other players must spot the mistake. The ones who are fastest each win one point.



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### Games for children aged from six

#### Word 'snakes'

Any number of players can take part in this game. The first player begins with a compound noun, such as "summer vacation". The next player must form a new compound noun from the second part of the first, such as "vacation paradise". The 'snake' can go on. The player who can't think of a new word receives a minus point.

#### I pack my suitcase...

A good memory is required for this game. The first player thinks of an object and says: "I pack a toothbrush in my case." The next player repeats that sentence and 'packs' something else along with the first object, and all the other players have to do the same on their turn. As the game goes on it becomes more and more difficult to remember all the things that have been 'packed'. And whoever is the first to forget one of them receives a minus point.

#### I'm thinking of something that you're not thinking about...

This game is similar to "I see something you don't see." A player thinks of some object and reveals it to the other players bit by bit. At first, for instance, he or she describes only the color and shape of what they have in mind. Then their description gives more and more detail. The first player to guess what it is wins a point and takes a turn at thinking up a new object.

The game can also be played with persons or situations as the subject. In this case, the player begins by saying: "I'm thinking of something that you're not thinking about, and that was very embarrassing for you."

- A Walkman, Discman or MP3 player are great for listening to children's cassettes or CDs.
- An exciting story quickly banishes boredom.
- Colored pencils and a drawing book can keep a child occupied for hours.
- Magnetic games are also great for passing the time on big and long adventures.