

## South London

## Puzzle time 1

## Household noises



## You will need ...

- A recording device such as phone or MP3 player


## What to do...

- Go around your home recording different sounds and noises. This could include the bath emptying, the dog chewing a bone, the dishwasher or washing machine operating, the iron hissing, the doorbell, the vacuum cleaner, the phone, the computer and any others you can think of.
- Play the sounds and noises back to your players and see how many they can identify


## Coin spin



## You will need ...

- Coins
- pins


## What to do...

- Carefully hold the coin between two pins, exactly opposite each other.
- Gently blow on the coin to make it spin.
- See who can make their coin spin the fastest.
- Once players have mastered the trick see if they can do it with other coins.

Make sure that the pins are put away safely when this activity is over and keep them out of the reach of younger children.

## Animal, vegetable, or mineral



## You will need ...

- Your imagination!


## What to do...

- The first player thinks of an animal (person, animal, insect), vegetable (fruit, vegetable or plant) or mineral (innate objects)
- Players can ask 20 questions to try and work out what you are thinking of
- Except for the first question, which is generally "is it animal, vegetable or mineral', all the other questions can only be answered with a 'Yes' or a 'No'.
- The person being asked the questions keeps track of the number of questions asked. If there is more than one person asking the questions, the first person to guess the answer on or before the 20th question has the next turn.
- If players are getting 'bogged down' by the questions, give them some clues until they begin to understand the game!

