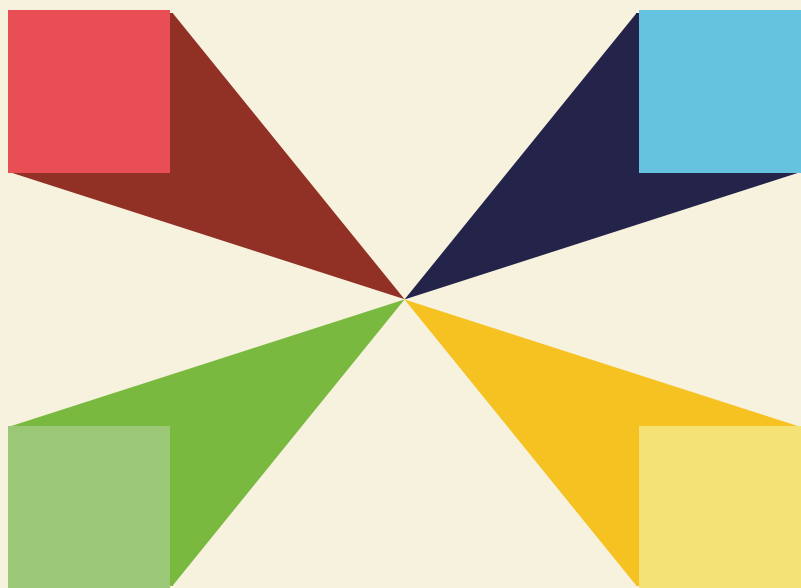


# PLAYFUL LEARNING

presents

BANDJES



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# 1

## Basic game

**During the game every player wears a headband with a light that can change color. The color of the light determines what they have to do or where they should go. However everyone can only see the color of the other players, not their own. Through communication and collaboration they can find out which color they are. When you know what color you are, you have to go to the checkpoint with the same color. The group wins when everybody is standing at the right color.**

# 2

## Forbidden word

The objective of the game is still the same, the players have to figure out what color they are by communicating with each other. Only now it is forbidden to actually say the colors, so the players have to use other ways, for example “the color of the sky!”, to help each other.

# 3

## N o m m u n i c a t i o n

**The objective of the game is still the same, however this time it is forbidden to speak at all! The players have to try to help each other in a non-verbal way.**

# 4

## Captain on deck

**The players pick one person who becomes the captain of the game. Only this player can talk, all the others have to stay silent. The captain has to make sure that everybody goes to the right color. When all the players are standing on the right checkpoint, then they have to help the captain to his or her own color.**

# 5

## Simon says

**This is a game for two players, both wearing headbands. At the start of the game, one of the headbands starts blinking a color-code (for example: red, blue, green, yellow) that the other player has to remember. After the code ends, the second player has to walk to the colored checkpoints, in the same order as the code. If the second player is successful, his or her band will start blinking the same code, but with one more color at the end (for example: red, blue, green, yellow, blue). Now the first player has walk to the right checkpoints, while the other can give tips. The game keeps switching until the players can't keep up.**

# 6

## Tag

**During this game every player wears a headband with a colored light. However this time everyone has the same color except for one player. He or she is “it”, and this player has to tag the others. The players can find out that they are the tagger, by looking at the reactions and colors of the other players. If everybody has the same color, then you are probably “it”. The checkpoints are safe zones where you can’t get tagged. But beware, the lights switch regularly, and the tagger could suddenly be standing next to you!**



# 7

## One is missing

**Four players start by wearing a headband and each get a color: green, yellow, red and blue. They can't speak or help each other but they have to figure out which color they are by looking at the other players and seeing which one is missing.**

# 8

## Hide your color

**This game is quite similar to One is missing, however this time every player wears their headband the other way around, with the light on the back. The goal of the game is to figure out which color you are, by looking at the other players. But this time, the fastest player wins! So you have to peek at the other lights, while protecting your own.**

# 9

## Turn the light out

**This game starts with all the players standing in the middle, facing each other. Every player is wearing a headband, with all the lights turned off. The goal of the game is to keep the lights off! You do this by going to the right checkpoint, when your light turns on. However because you can't see your own color, you have to work together and let each other know when somebody's light turns on. The longer the game goes on, the faster it will go. If all the lights are on at the same time, it's game over and you can start again.**