

First Observe, Then Serve

Service Charades

Game Object: To identify ways, including anonymous actions, to serve various people we meet.

Players: 2+ This game can be played in teams, with each team taking turns acting out the charade while the other team guesses, OR with an individual acting out the charade while the remaining participants guess. Young children may need help thinking up ways to perform the charades.

Supplies:

- Prepared *First Observe, Then Serve* Game Cards
- Scissors (for preparing game cards)
- String or Ribbon (for preparing game cards), Optional
- A Small Christmas Tree or Other Display Item, Optional
- A Timing Device (cell phone, egg timer or watch)

Game Preparation:

- Print *First Observe, Then Serve* ornament cards, front and back using either your printer's double-sided printing option or by printing one side and then re-inserting the printed sheet into the printer and printing the other side. If you don't want to print the card backs, you can handwrite numbers from the charade list at the end of these instructions on the card backs.
- Cut out cards and determine how you will display them. You can spread them face down on a table or playing surface, or you can punch a hole in each ornament, thread them with string or ribbon and display them on a small Christmas tree or other display item.
- Obtain a timing device (cell phone, egg timer or watch).



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Game Play:

1. Determine if you will be using teams or having an individual act out the charades. Select a team or individual to go first. The remaining team/participants will be the guessers.
2. The team or individual selected to go first selects a card and takes a short time to plan their charade.
3. The time-keeping device is set. The amount of time can vary depending on the ages of the guessers, but one minute is suggested.
4. Without speaking or making noises, the person performing the charades uses gestures and actions to get the guessers to identify the needy person on the card.
5. Once the correct guess is made or the timer goes off, the person performing the charade reveals the needy person on their card. Then, the guessers must state ways to serve the person on the card. Focusing on anonymous service to that individual can be encouraged, but is not required.
6. The next team/individual selects a card and the game continues with charades, guessing and discussing ways to serve until the cards run out or a set time has elapsed.

Keeping Score:

You do not need to keep score, but if desired, teams/individuals performing charades that are guessed within the time limit can get a point. Remember, the real goal here is to get participants thinking about ways to serve.

