



# Nightline

8 participants, plus  
an accompanying  
adult

## Team Games

**Safety  
Note:**



Always ensure that your playing area is well defined and safe underfoot. At all times blindfolded players must hold one outstretched arm in front of them to prevent head injuries from walking into walls, trees or other players.

### Animal Escape

Length: 5-10 mins

Resources: blindfolds

This blindfold game works well early on in a session as an introduction, an icebreaker or an activity to form teams.

- 1) Divide the group into teams of two.
- 2) Give each team an animal type.
- 3) Ask everyone to mingle together and then find their own space.
- 4) Players put on blindfolds on at this point.
- 5) Signal to the players to make the sound of their animal to find their animal partner. Only animal noises are allowed to be used as their guide.
- 6) The team that finds each other first wins.

### Robot Test Walk

Length: 5-10 mins

Resources: blindfolds

This blindfold game works well early on in a session as an introduction, or an icebreaker and can be used as a training game for the games Minefield and Robot Battle.

- 1) One person is the blindfolded robot, and their partner is the sighted mechanic. The players take turns.
- 2) The mechanic takes the robot on a test walk. Communication between the robot and the mechanic is reduced to contact only with one finger and/or verbal communication only.
- 3) The sighted mechanic is there to provide safety and creative instructions, e.g., walk in a straight line, sit down, stand up, turn 90 degrees clockwise, jump, robot dance moves, etc.



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### Minefield

**Length: 10-15 mins**

**Resources: blindfolds, cones, shuttles, beanbags**

- 1) Create a minefield in an open space by laying out a few obstacles on the ground e.g., cones, shuttlecocks, bean bags.
- 2) Divide the group into teams of two.
- 3) The sighted player (mechanic) must direct the blindfolded player (robot) across the minefield to the other side without touching any of the mines (items).
- 4) The robot can't talk, and the mechanic can only guide the robot using verbal instructions only.
- 5) Start a timer when the robot starts moving. If the robot steps on a mine, their team is out of the game until the next round. If the robot makes it to the other side, record the time. The team with the shortest time is the winner.

### Robot Battle

**Length: 10-20 mins**

**Resources: blindfolds, cones, shuttles**

- 1) Mark out a battle zone of about 5m by 5m on grass with cones or rope. (Alternatively use the big chess board next to the games hall.)
- 2) Group members are paired up. One is the robot and the other is the mechanic. The robot is blindfolded in the battle zone and the sighted mechanic stands outside the battle zone.
- 3) Randomly spread out 8 shuttlecocks in the zone.

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### Robot Battle

Length: 10-20 mins

Resources: blindfolds,  
cones, shuttles

4) To win the mechanic directs the robot to the shuttlecocks. The robot must pick these up and throw them at the other robots in the zone. If shuttlecocks land outside the zone, they are thrown back in.

5) If a robot is hit by a shuttlecock, they must leave the battle zone. If the mechanic steps into the battle zone, the team is out. The team with the last robot still in the zone wins.

### Fetch

Length: 10-20 mins

Resources: blindfolds, cones,  
shuttles, beanbags

1) Scatter several items (cones, shuttlecocks, beanbags) across the playing area and define two separate home bases that are equidistance apart.

2) Split the group into two teams and blindfold one player from each team.

3) The two teams go and stand at their home bases.

4) Only the blindfolded player is allowed into the playing field. Each team is then given 3 minutes to guide their blindfolded team player, using only verbal instructions from their home base to the items. Once the team player has located an item, they must take it back to their home base. They continue collecting items until the time is up.

5) The team that manages to collect the most items are the winners.

6) Alternatively, both teams direct their blindfolded team players at the same time.



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**Treasure Keeper**      **Length: 10-20 mins**      **Resources: blindfolds, cones, beanbags**

- 1) Set out a start and endpoint. Place some treasure (bean bags) about 5m from the start line.
- 2) Choose a person to be blindfolded. They will sit 1m from the treasure. Their goal is to protect the treasure from the other players.
- 3) Point to a person at the start line who is allowed to move. Their goal is to steal some treasure and take it to the finish line.
- 4) If the treasure-keeper hears them and successfully points to them, they are 'out' and must return to the start line.
- 5) If a player successfully steals some treasure and reaches the finish line, they get to be the treasure-keeper in the next round.
- 6) Initially only point to a single player. As the game progresses, you could use multiple players to make it more challenging for the treasure-keeper.

**Feed the Snake**      **Length: 10-20 mins**      **Resources: blindfolds, shuttles, cones, beanbags**

- 1) Randomly scatter food (cones, shuttlecocks, beanbags) in an open space.
- 2) All players form a snake by standing in a line and holding onto each other's shoulders.
- 3) All players are blindfolded, and only the last player in the line can see.
- 4) The sighted player must direct the 'snake' where to get its food by tapping the person in front of them on the shoulder, who will tap the person in front of them on the shoulder, and so on.

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**Feed the Snake**      **Length: 10-20 mins**      **Resources: blindfolds, shuttles, cones, beanbags**

5) Once the snake has secured some food, the person in the front moves to the back and becomes the sighted player and the snake moves on.

**Line Up**      **Length: 5-15 mins**      **Resources: blindfolds**

1) Blindfold everyone in the group and then ask them to line up

- in height order
- birthday order
- in order of first names
- in order of shoe size

2) To make the task harder you could introduce the rule that players are not allowed to talk.

**Sheep & Shepherd**      **Length: 20-30 mins**      **Resources: blindfolds  
cones**

1) Use a large open grass space free from any obstructions or hazards. Mark out a pen with cones.

2) Select one team member to be the shepherd. Everyone else will be a sheep.

3) The sighted shepherd is only allowed to stay in one place in the centre of the field and must get the sheep in the pen by only clapping or whistling.

4) The blindfolded sheep are scattered around the field and are only allowed to communicate using sheep noises.

5) Before putting blindfolds in place give the team time to plan how they are going to use clapping and whistling sounds to achieve the task.