



# 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 ice-breaker 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. Get everyone to put 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 ice-breaker and can be used as a training game for the games *Minfield* 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.



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## Rope Games

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**Rope Line**      **Length: 5-10 mins**      **Resources: blindfolds, rope**

- 1) Lay a thin 10m rope line out on the grass.
- 2) Players are blindfolded one at a time and are challenged to walk the line.
- 3) Each player receives points for getting further (25/50/75/100) and loses 5 points every time they step on the ground other than on the line.

**Perfect Shapes**      **Length: 10-30 mins**      **Resources: blindfolds, rope**

- 1) All players stand in a circle holding a rope.
- 2) All players then get blindfolded.
- 3) Ask the group to form a perfect square/ triangle/ rectangle.
- 4) Once the group agrees that they have formed their perfect shape they have to give you a signal and are allowed to check if they have achieved their goal.



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## Forest Games

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### **Night Trail      Length: 15-30 mins      Resources: blindfolds, rope**

- 1) All players form a line and hold onto a rope with one hand. The other hand is stretched out in front of them. Ensure there is an arm's length of space between each player.
- 2) Only the person at the front and at the back can see. All other players are blindfolded.
- 3) The person at the front is leading the group through open spaces and along some forest trails. They must ensure the groups safety by giving clear instructions and informing them about obstacles, tripping hazards and change of slope. The sighted person at the back must keep the rope tight.
- 4) Players could take turn to be at the front and the back of the rope.
- 5) You could introduce an element of storytelling to this activity and take your group into a mystic world of forest creatures and dragons.

### **Mystery Forest Floor      Length: 5-15 mins      Resources: blindfolds**

- 1) Divide the group into teams of two.
- 2) All players gather 3 different items from the forest floor without showing them to their partners.
- 3) The players now take turns to be blindfolded. By smelling and feeling both players try to guess what the three items are that their partner collected for them.



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**Meet the Tree**
**Length: 10-20 mins**
**Resources: blindfolds**

- 1) Pick an area with plenty of trees but not many hazards underfoot like nettles, thorny bushes, holes, etc.
- 2) Divide the group into teams of two. One player from each team is blindfolded. Players take turns.
- 3) The sighted partner chooses a nearby tree and directs their blindfolded partner towards it using clear instructions making sure that they warn them and guide them over uneven ground and tripping hazards.
- 4) Once they have reached the chosen tree, the blindfolded partner must feel the tree, describing it using as many descriptive words as possible.
- 5) Then the sighted partner leads the blindfolded partner back to their starting position before removing the blindfold.
- 6) The blindfolded partner must then guess which tree they just met and explain why.

**Pinecone Darts**
**Length: 5-15 mins**
**Resources: blindfolds**

- 1) Mark a start and a throwing line 2m apart and then draw 3 circles (an inner, middle, and outer) on the forest floor 1m away from the throwing line.
- 2) Get all players to collect pinecones and to make a pinecone pile at the throwing line.
- 3) Divide the group into teams of two. One partner is blindfolded in each team. Players take turns.

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...continued

**Pinecone Darts**
**Length: 5-15 mins**
**Resources: blindfolds**

4) The sighted partner must guide the blindfolded partner from the start line to the throwing line, instruct them to pick up a pinecone and direct them to throw the pinecone onto the target on the forest floor. Each player gets three pinecone darts. The inner circle scores the highest points (10/20/30 points).

