



I WENT TO THE CINEMA

5 MINUTES

Great for getting to know names. This is a variation on 'I went to the shops, and I bought'.

Sit in a circle and one by one, go around the circle with each person (including adults/workshop

leaders) saying *'My name is xxx. I went to the cinema, and I saw xxx'*.

You could also ask players to state which cinema they went to.

THE NAME GAME

10/15 MINUTES

Great for getting to know names. Sit in a circle and go around one-by-one with everyone saying their first name followed by a film starting with the same letter as their name. It's important for the workshop leader and any other adults to join in.

Each person has a set number of lives – three is good unless you have a large group. After losing their lives, they're out. The winner is the last one standing.

Continue to go around the circle and anyone who can't think of a film loses a life.

Speed up with each round until it's as rapid fire as the group can go. But continue with the names.

If it gets boring, go to sudden death.

THE ALPHABET GAME

10/15 MINUTES

An extension of The Name Game.

Instead of people's names, young people have to name a film beginning with consecutive letters of the alphabet.

This means you can ask the young people to work out the letter of the alphabet they're going to get and prepare a film.

However, if someone cannot name a film for their letter of the alphabet, the next person gets that letter and any preparations are thrown up in the air!

Again, a failure to answer means losing a life, and you should speed up each round.

Additional optional rules for The Name Game and The Alphabet Game

Indefinite (a) and definite (the) determiners are not allowed for those with names beginning with A and T. It's too easy for someone to say *The Full Monty*, *The Addams Family*, *The Godfather* etc.

You can decide if franchise films only count as their full title or their subtitle, e.g. *Star Wars The Phantom Menace* counts only for S or *The Phantom Menace* counts as a P.

The same film can't be mentioned twice in a single game. The penalty is losing a point.

THE REALLY DIFFICULT CHAIN GAME

🕒 15/20 MINUTES

Like the others; sitting in a circle, with a set number of lives, speeding up each round and with answers only allowed once.

First player to start off by naming a someone from the film industry (director, actor, producers, cinematographers and composers etc) or a film.

The next person must then name a related person or film project. If a filmmaker is named, a film they made must be named. If a film is named, a filmmaker involved must be named.

Go around the circle with a chain of film > filmmaker > film > filmmaker > film > filmmaker etc

Anyone who breaks the chain loses a life.

When down to the last two players and someone is knocked out, the winning player must answer the next link in their own chain. For instance, if their filmmaker can't be answered with a film by their opponent, the winner must give their own linked film in order to secure the victory. This guards against them naming a dead-end answer.

FILM TABOO

🕒 10/15 MINUTES

This needs preparation, but it can be funny.

Select four or five films you think the young people will know but aren't super obvious.

Share one film with a volunteer and ask them to describe the film (in some way) to the group.

However, you're prepared a card with things they must not say:

- Actors or filmmakers from the film
- Any words from the title of the film
- Five key words related to the film that you have selected to make it harder

The others must guess and the person who guesses correctly becomes the next person to describe a film.