



Games and Activities



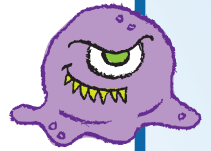
Here are five fun ideas to put your child's Germ Detectives skills to work. To enjoy these games use the germ stickers in your child's Top Secret folder or click [here](#) to download germ cut-out sheets!

The Amazing Germ Race

Number of players: two-six (even numbers work better)

Directions:

- Play this game with either two children or two groups of children.
- On the back of four of the germs (that have been cut out) write one child's (or one team's) name and write the other child's (or team's) name on the backs of the other four germs.
- Hide all of the germs and have the children race to find their four assigned germs.
- If they find someone else's instruct them to put it back or hide it in a more difficult spot!

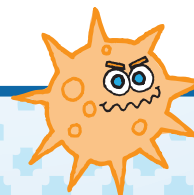
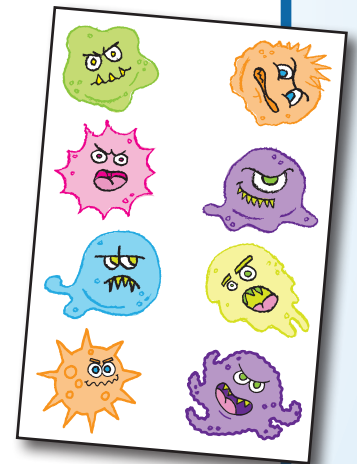


Germ Memory

Number of players: at least two

Directions:

- For this game, you'll need a second sheet of germs. You can download this from the materials section on this site.
- Once you have two sheets, cut out all of the germs into individual segments, as similar in shape and size as possible. Mix the germs up and place them face down.
- Each player will take turns turning over two germs, one at a time with the goal of finding two matching germs.
- If they do not find a germ match, they must turn both germs back over (face-down) in the same place.
- If they do find a match, they get to keep their pair and flip over two more germs in the hopes of finding another match.
- The trick is to watch as germs are flipped and to remember where each of the different germs is.
- Once all the germs are paired up, the player who collected the most pairs, wins!





Hide and Seek

Number of players: at least two

Directions:

- Cut the germs into individual segments.
- Have one child hide them around a room or the house.
- Then have the other child/children hunt for the germs until they are all found.

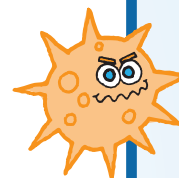


Try to Spy a Germ

Number of players: at least two

Directions:

- Play in one room of the house where one person is the 'hider' and everyone else closes their eyes (they will eventually become the 'spies').
- While their eyes are closed, have the 'hider' stick a germ sticker or cut-out somewhere in the room. It could be anywhere as long as it's visible without having to move anything around.
- Once the germ is placed, have the other players or the 'spies' try to spot the germ.
- If there is more than one spy, this can be a race. Otherwise the goal is to simply find the germ as quickly as possible!
- The hider can provide clues if they like.



Pin the Germ

Number of players: at least three

Directions:

- Draw an outline of a hand on a piece of paper and mount this on a wall in a large open room.
- Place a piece of tape on the back of your germ cut-outs (you will need one cut out for each player).
- Each child will take a turn trying to stick his or her germ on the hand, but there's a catch!
- Like Pin the Tail on the Donkey, each child will be blindfolded and spun around three times before attempting to stick their germ on the hand.
- After spinning them around, point the child in the right direction of the poster, about three or four paces away (depending on the age of the children).
- Whoever 'pins' their germ closest to the centre of the hand, wins!

