

Blue's Clues Party Game Chest

This party chest includes six great Blue's Clues games designed to teach children important skills as they play.

Prepare to Party

Separate the deck into three sections:

- Lights On, Lights Off/ Doodle Game
- Charades Game Deck
- Blue's Sequence Memory Game Deck

Attach the spinner to the spinner card.

Separate Sequence Memory Game Deck

Blue's Character Charades

1. Have the children form a circle.
2. Shuffle the cards and give one to each child. Tell the children to keep their cards secret.
3. Beginning with the youngest child, and moving in a clockwise direction, each child acts out the character on their card until another child guesses the correct character.
4. Players are not allowed to make any sounds while acting out a character.

Lights On, Lights Off – Memory Game

1. Shuffle the cards.
2. Place two cards face up.
3. Have the children look at the cards and then turn their backs.
4. Remove one card.
5. Have the children look and remember which card is missing.
6. After each child's turn, add a new card until there are eight in play.
7. When a child cannot remember which card was removed, they are out of the game. The last remaining child wins.

Blue's Clues Character Bingo

1. Each child receives a bingo card and a set of Colorforms® vinyl stickers.
2. Using the spinner, the host spins and announces the bingo symbol to which the arrow points. (If the symbol has already been called, the host looks clockwise until he/she sees a symbol that has not been called.)
3. The first player to get three in a row in any direction wins.

Play Blue's Clues (Version #1)

1. Using the reverse side of the bingo cards, divide them into three groups: (bath tub, towel and soap = Blue wants to take a bath), (watering can, dirt and seeds = Blue wants to work in the garden), (stamp, letter and mailbox = Blue wants to mail a letter).
2. Take three cards from one group and place them around the house.
3. Give each child a crayon and pad to record clues.
4. Let the children search the house looking for clues.
5. The first child to discover all three clues and say the relationship between them wins.

Play Blue's Clues (Version #2)

1. Take three paw prints from the sticker sheet.
2. Place them on three related objects in a room. Colorforms® will stick to any smooth, glossy, non-porous surface.
3. Give each child a crayon and pad to record clues.
4. Let the children search the room looking for the three clues (paw prints).
5. The first child to discover all three clues and say the relationship between them wins.

Suggestions: Paw Prints on a toothbrush, a glass and a water faucet = Blue wants to brush her teeth.

Blue's Doodle Game

1. Give each child a pad of paper and a crayon.
2. Shuffle the cards and give one to each child. Tell the children to keep their cards secret.
3. Each child draws the character from their card onto the pad.
4. Beginning with the youngest, players show their drawing, and the other children try to guess which character they drew.

Blue's Sequence Memory Game

1. Have the children sit in a circle.
2. Shuffle the cards and give one to each child. Tell the children to keep their cards secret.
3. Beginning with the youngest, have the child turn his or her card face up and perform the action indicated (i.e., swim like a fish, or pretend to drink lemonade).
4. In clockwise order, have the next child turn his or her card face up. This child must now perform both the previous child's action and his or her own. This continues until all cards have been turned up and the child who went first attempts to perform all actions.
5. When a child misses or performs out of sequence, that child is out of the game. The last remaining child wins.