



**Dad's Imaginary
Games for Kids**

Brian Scannell

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These are games that a dad can play with his kids.
Nothing is required except imagination ... or the odd cushion

My kids loved playing these games from ages maybe two to seven

The kids:

A boy called Monty (Montgomery)

A girl called Pat (Patricia)

Monty and Pat



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1 Wave Game

Equipment: sofa, quilt

- the sofa is a rocky sea shore
- the quilt is a wave crashing on the shore
- the kids are little crabs on the sea shore



Action:

- The kids on the sofa are little crabs on the shore looking out at an approaching wave.
- Dad: 'Little crabbies, let's see your claws.' The kids display them.
- Dad: 'Wow! They look strong. You will need them though to hang onto the rocks otherwise you could be dragged out to sea by the big wave that is coming. Look ... can you see it in the distance?'
- Dad moves from the end of the room towards the sofa holding the quilt-wave vertically.

- The little crabbies stretch up onto their hind legs to see the far-off wave.
- The wave moves towards the shore with Dad making a whooshing wave sound.
- Dad: 'Hurry-up little crabbies, cling onto the rocks or you'll get washed away!'
- The wave crashes onto the shore and the quilt-surf wraps around the little crabbies but they manage to hold onto the rocks of the shore as the wave retreats.
- Dad: 'Well done little crabbies, you held onto the rock with your strong claws. Let's see them.'
- The crabbies snap their claws proudly.
- Dad: 'Oh! ... look out little crabbies the wave is coming back, even bigger. It looks like a tsunami.'
- The wave again moves towards the shore getting larger and larger and the wave sound getting louder and louder.
- Dad: 'Get ready ... hold on tight now ... it's here.'
- The wave crashes onto the shore and the quilt-surf wraps around the little crabbies and carries them out to sea sliding them away on top of the quilt.
- The wave gets smaller at the far end of the room and releases the little crabs.
- Dad: 'Quick! ... little crabbies ... the wave is coming back again. Hurry! ... scamper back to the shore.'
- The chasing wave is getting bigger ... and bigger ... and almost upon them ... as Dad lifts the quilt higher and higher and making whooshing noises and splashes their backs with the quilt as they climb

onto the shore. They are safe this time as the wave retreats.

- But beware ... little crabbies ... the wave is returning.

2 Quilt Space Game

Equipment: quilt, torch

- The quilt is the spaceship
- The kids are the astronauts
- The lounge with a light is the launchpad.
- The dark hall is space
- Lightbulbs are the planets
- The torch illuminates the planets



Action:

- Dad: 'Come-on astronauts ... let's go into space.'
- The kids slide onto the quilt.
- Dad: 'Ten, nine, eight.' Dad makes rocket exhaust noises and vibrates the quilt: '... three, two, one ... we have take-off!'
- Dad: 'You are zooming into space ... moving faster than a greyhound.' More rocket exhaust noises. 'Moving faster than a cheetah now.' More rocket exhaust noises. 'Faster than a bullet now ... look

how dark it is getting as we move into space,' as the spaceship moves from the lounge to the dark hall.

- Dad: 'You're in space now.' Dad slides the kids into the dark hall. 'So quiet now as you float around without gravity.'
- Dad: 'You're going very fast. Look behind you and see the Earth like a small blue ball.'
- Dad slides the quilt further along the hall.
- Dad: 'We're whizzing pass the moon now,' as Dad shines the torch onto a lightbulb. 'See the craters from meteor impacts. We've gone a quarter of a million miles already.' Dad slides the quilt further into the hall.
- Dad: 'Look out the porthole at Mars,' as Dad shines the torch a lamp. 'See how red it is. That's because it's rusty ... there used to be water flowing there ... but now it is dry.'
- Dad: 'Wow! We are approaching Jupiter ... see how massive it is ... hundreds of times bigger than the Earth. See that red spot. It's a swirling storm as big as the Earth ... can you hear it?' Dad makes swirling red-spot noises.
- Dad: 'Astronauts ... now we will see a weird planet.' Dad moves the quilt and shines the torch onto another lightbulb.
- Dad: 'This planet has a ring around it ... it's called Saturn. See the lovely dark bands on the ring. The shiny ring is made of ice ... not ice-cream though.'
- Dad: 'Right little astronauts ... let's zoom back to Earth now ... you must be sleepy after travelling

millions of miles and so beddy-byes.' Dad slides the quilt back into the lounge.

3 Sleeping Bag Guess Game

Equipment: quilt



Action:

- Monty and Pat take turns to get inside the sleeping bag.
- Dad slides the sleeping bag around the house.
- They have to guess where they are.
- With sleeping bag detours and an occasional spin Dad can make it more difficult.

4 Tornado Game

Equipment: sofa cushions, quilt

- The quilt is the tornado
- The sofa cushions are the walls of the log cabin and another quilt draped over is the roof
- Another sofa with cushions is the field drop zone



Action:

- Dad: 'Quick kids let's make a log cabin before the tornado gets here.' The kids arrange the cushions leaving the door open.
- Dad: 'I can see the tornado in the distance.' Dad grabs the quilt by the corner and whirls it slowly vertically from the hall and enters the room making a quiet wind noise.
- Dad: 'Quick get to the safety of the log cabin,' as the tornado chases the kids across the room and they

dive excitedly into the cabin, shut the door and drape the roof over them.

- Dad: 'The tornado is getting nearer.' Dad makes louder wind noises.
- Dad: 'You're lucky kids, it's only a level one,' as the tornado-quilt gently brushes the log cabin.
- The wind noise subsides as the tornado moves away out into the hall.
- Monty and Pat leave the cabin and stand in the field.
- Dad: 'It's coming back ... but it's much bigger ... looks like a level five.' Dad makes louder swooshing noises and swirls the tornado as it chases them back to the log cabin.
- Dad: 'Hold tight it's going to hit.' The noisy tornado shakes the cabin but it remains intact and then subsides.
- Dad: 'Oh no! Stay inside ... it coming back even bigger than before. It looks like a level ten tornado. Hold on tight!' The wind noise increases to a crescendo as the tornado smashes into the log cabin breaking it apart and grabs Monty into the air wrapped in the quilt-tornado and deposits him in the nearby field.

5 Big Grabber Game

Equipment: bed, pillows

- Dad lies on the bed and is the Big Grabbing machine
- The bed is the river and river bank
- The pillows are heavy rocks
- Pat is the monster



Action:

- Dad: 'Come on. Who wants to use the big-grabber machine?' Monty sits on Dad with his hands controlling Dad's arms.
- Monty uses one of Dad's arms as a joystick to control Dad's other arm which controls the jaws of the big grabber.
- Dad: 'There has been a landslide caused by the mountain monster who wanted to have a lake to

bathe in. The rocks have blocked the river so people are going thirsty in the village. The king has ordered you to remove the rocks so the villagers can have a nice cup of tea.'

- Dad: 'Right Monty. Firstly, try picking up that rock there. It is very heavy. It weights five tons.' Monty manipulates the big-grabber.
- Dad: 'Okay. Now move it over onto the bank of the river.' Monty uses the other control to position the big-grabber arm.
- Dad: 'That's good. Now remove the rocks from the river and pile them up over there.' Monty manipulates the controls to remove the rocks from the river.
- Dad: 'Watch out for the mountain monster. It will try to move them back. Blow the big-grabber hooter if you see him.'
- Monty: 'There it is! ... hoot ... hoot,' as the naughty monster gets from under the bed and tries to move a rock from the river bank back into the river.
- Dad: 'Quick! Pick up a rock and throw it at the monster to scare it away.' With trial-and-error Monty manipulates the movement of the big-grabber to throw rocks directly at the monster.
- Dad: 'Well done. You have scared the monster away. The villagers can now have their tea and biscuits.'
- Villagers: 'Yahoo ... yahoo ... well done big-grabber boy.'

- Monster in monster language: 'Boohoo ... I only wanted a bath. My mum said I have got too many little rocks stuck in my fur.'

6 Monster Game

Equipment: quilt on bed

- The kids are elves in an enchanted forest
- The quilt is the house where the kids hide
- The house is in the enchanted forest which is the bedroom
- Dad is the monster stalking the forest which is the house



Action:

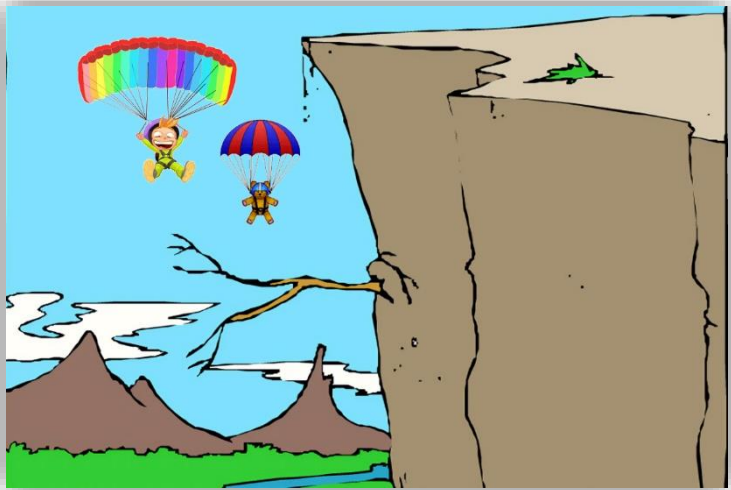
- Dad: 'Come on little elves get into your house. You are safe from the monster in your house.' The monster goes out to hide in the forest.

- Dad can hear the elves nervously talking about leaving the safety of their house to find the monster.
- The hiding monster gets ready to chase the elves.
- The elves cautiously come out of their house into the enchanted forest. Looking ... here, there and everywhere as they move slowly into the forest.
- The monster lets out a low growl to give them a clue. The elves unwittingly move slowly towards the monster.
- Then with a growl the monster springs out and chases the elves through the forest and is almost upon them but they escape into their house.
- It is quiet.
- The monster waits then softly growls and scratches at the house door, but they are safe.
- Poking around the house the monster finds a small hole in the wall and grabs Monty the elf by the leg trying to slowly pull him out the house. A tug-of-war ensues but the elf with Pat's help sets himself free.
- It is quiet again and the elves hear the monster retreat back into the forest.
- After a while the monster hears them whispering and go into the enchanted forest again ...

7 Cliff Game

Equipment: sofa

- The sideboard is the parachute kiosk
- The sofa is the mountain with a ledge on a high cliff
- The floor is a vast expanse of fields, houses and rivers far, far below
- Imaginary binoculars and parachutes



Action:

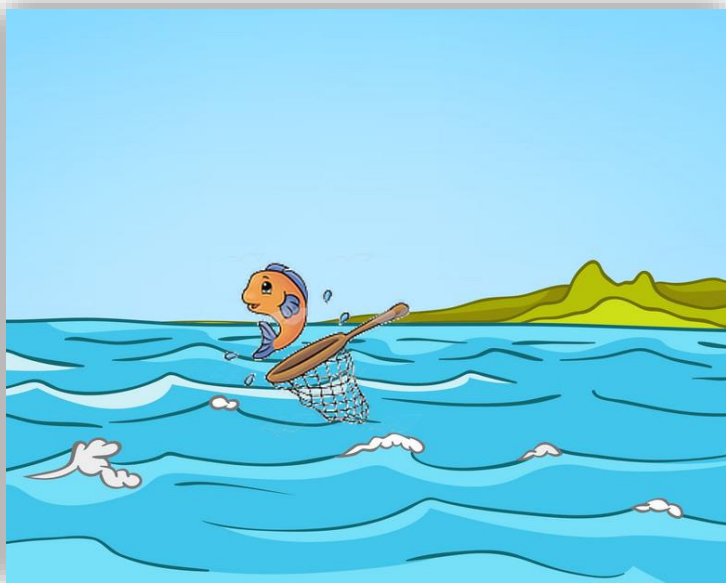
- Dad: 'Let's climb this mountain. First let's buy some parachutes in case we fall off.' Then Dad, Monty and Pat go to the parachute kiosk and pay for their parachutes. They climb the mountain then lie down close to the edge and look over at the scenery below.

- Dad: 'Wow! Look at the tiny houses down there ... see ... and fields the size of a postage stamp. With the binoculars I can see people waving. Here have a look.' Dad passes the binoculars. 'Can you see them by the village pond? Wave back.'
- Dad is nearest the edge of the ledge.
- Dad: 'Careful, don't push me off.' Of course, Monty and Pat try to push him off.
- Dad laughs as he is slowly pushed closer to the edge. 'Look at all those tiny dots of people way down there. We are so high.'
- Dad: 'Right kids ... I'm not going over,' and he pretends to struggle and stay on the ledge and playfully rolls the kids over him so they are now near the edge.
- Dad laughs: 'Now who's going over the cliff!' as the giggling Monty and Pat are pushed slowly towards the edge.
- Dad: 'You're getting nearer. Look over the edge see that river looking so tiny way down there. Get your parachutes ready'
- Dad: 'Oh no!' as the giggling kids clamber over Dad to get to the back of the ledge again and try to push a laughing Dad towards the edge. But then Dad resists and clambers back over to the back of the ledge. It's Monty and Pat's thrilling turn again.

8 Fishing Game

Equipment: quilt, floor

- Monty and Pat are the fish
- The floor is a vast ocean in which the fish swim
- The quilt is the fishing net
- Dad is the fisherman sitting on the shore
- The sofa is the shore



Action:

- The little fish swim around the ocean.
- Be careful little fishes don't get too close to the shore or the fisherman might get you.

- A little fish strays too close to the shore and a net is upon him.
- The little fish struggles and frees himself from the net.
- The other fish is not so lucky. The fisherman hauls him onto the shore.
- But the little fish bumps and jumps back into the ocean and swims away free.

9 Meteor Game

Equipment: pillows, bed

- The bed is the field
- The pillows are the meteors
- The wall behind the bed is the atmosphere which can deflect the meteors



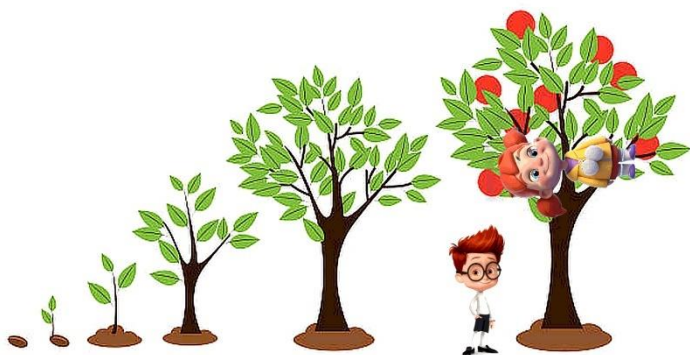
Action:

- Dad: 'Watch out! There's a meteor coming.' Dad loops a meteor at Monty who runs around the field trying to avoid it.
- Dad: 'Phew! ... a lucky escape. But look. Another meteor is streaking through the sky and bouncing off the atmosphere. Keep watching the sky.'
- Yet more meteors arrive whistling and burning and bouncing their mischievous way towards Monty who is dodging them with all his might.

10 Tree Game

Equipment: bed, cushion

- Dad lying on the bed is part of the forest floor
- Dad's hand and then extended arm is the growing tree
- The cushion is the axe



Action:

- Pat sits on the forest floor and plants a seed.
- Dad: 'Water the seed Pat,' and the quivering sapling starts to grow.
- Pat lies on the tree bough and every time she waters it, it grows larger and larger raising her high into the sky.
- The tree and Pat sways.
- Monty comes out of hiding and starts chopping the tree down with an axe.
- The tree with Pat atop sways more and more. '.... timberrr!' says Dad as it crashes to the forest floor.

11 Parrot Dressing Game

Equipment: Cushion, Cadbury the Parrot, kid's school uniform

- A cushion is the parrot-dressing plinth
- Monty or Pat has ten parrot-seconds to get dressed otherwise Cadbury will squark and parrot-hold their leg
- Cadbury's parrot-hold is squeezing the leg just above the knee with his beak



Action:

- Monty's turn to get on the parrot-dressing plinth.
- Cadbury looks on hoping Monty won't get dressed in time so he can partake in his favourite activity ... the parrot-hold.
- Dad starts the count: 'One parrot second ...,' Monty takes off his pyjamas ...

- Dad: 'Two parrot seconds,' ... the socks go on.
- Dad: 'Four parrot seconds,' ... the trousers are on.
- Dad: 'Seven parrot seconds,' ... the school T-shirt is on ... but Monty is looking worried since he is running out of time. Cadbury is looking gleefully on hoping for a parrot hold and he brings his face next to Monty.
- The count seems to be getting a bit slower, '... nine parrot seconds,' the blue school sweatshirt is on ... only the shoes to go.
- Before Dad can say ten Monty says '... finished,' with a smile as he is fully dressed in his school uniform.
- Cadbury the Parrot looks on feeling frustrated as Monty and Pat tease him 'nah, nah, nah! ... portly parrot, portly parrot!'

12 Monty and Pat Show Game

Equipment: Lounge with sofas

- The lounge is the circus auditorium full of an expectant audience
- Dad is the ringmaster with his closed fist the microphone
- Monty becomes the monitor lizard and Pat the black panther
- The arms of the sofa are their podiums



Action:

- Monty and Pat want to entertain the crowd. They sit on their podiums waiting for the 'curtain' to go up.
- There is a hubbub of expectation from the crowd who cheer as the curtain goes up.

- The ringmaster introduces the animals: 'For your delectation I introduce to you our stupendous animals who are very well-trained. Now come down Monty the monitor lizard and show the ladies and gentlemen your strong tail.'
- Monty slithers slowly from his podium into the arena with his head held high as he swishes his tail proudly.
- Ringmaster: 'Careful ladies and gentlemen that tail is so strong it could crack a coconut.'
- Ringmaster: 'Ladies and gentlemen be careful not to get too close to Monty's mouth since it is full of germs.'
- Monty slowly walks around the ring gyrating his head and exhibiting his stinky open jaws and hissing at the ladies and gentlemen and then slowly and deliberately clambers back onto his podium.
- Ringmaster: 'Ladies and gentlemen for your delectation I now introduce Pat the black panther. She is so graceful and sleek. Come down Pat and show the audience your graceful stride.'
- Like liquid oil Pat moves around the ring showing the audience her graceful stride.
- Ringmaster: 'Now Pat, show them your fierce teeth.' Pat bares her teeth.
- Ringmaster: 'Ladies and gentlemen see how ferocious she could be but don't worry she is well-trained and likes the audience don't you Pat.' Pat gives an appreciative roar to the audience.
- Ringmaster: 'Now Pat show the ladies and gentlemen your sharp claws.' Pat lifts up her paw.

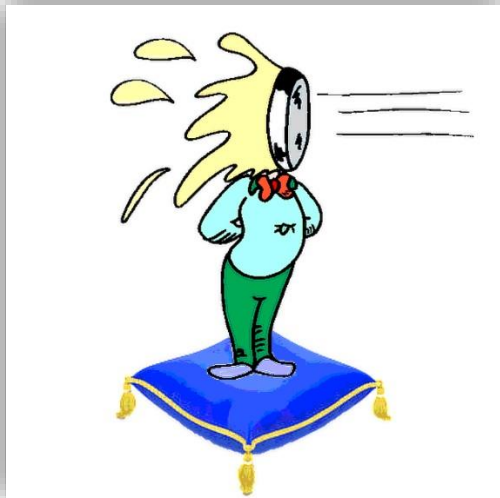
‘Look ladies and gentlemen, they are so sharp they can cut through steel.’ Pat purrs and gloats.

- Ringmaster: ‘Thank you, ladies and gentlemen for being a lovely audience. The animals really appreciate your being here. But now Monty and Pat will now nod goodbye since it is time for bed.’ Monty and Pat nod and smile.
- Ringmaster: ‘Ladies and gentlemen, please give Monty and Pat a round of applause.’ Monty and Pat nod appreciatively.
- Ringmaster: ‘Remember ladies and gentlemen to visit the kiosk on the way out where you can buy Monty and Pat tee-shirts and colouring books personalised with their paw prints. Thank you so much for coming to see our amazing animals.’
- Monty hisses and Pat roars, as the curtain descends.

13 Yes/No Game

Equipment: Two cushions

- One cushion is the yes/no plinth
- Another cushion is a custard pie



Action:

- Monty and Pat take turns to stand on the yes/no plinth.
- Dad asks them questions in a rapid-fire manner trying to trick them into saying yes or no.
- If they unwittingly say yes or no, they get a custard pie in the face ... splat!

14 Falling-Machine Game

Equipment: bed, pillow

- Dad is the ticket machine and the Falling-Machine mechanism
- The pillow is the Falling-Machine platform that moves up then falls
- The bed is the pit where the ride falls



Action:

- Monty buys a ticket with Pat waiting in the queue: 50p for the lowest ride - Level One. £1 for the highest - Level Five.
- Dad issues a ticket to Monty with a swish of his hand.
- Monty gets onto the platform and paid 80p for the Level Three height.
- Dad: 'Are you ready? Three ... two ... one ...,' then with a whoosh the platform drops into the pit.
- Dad: 'Your turn Pat. Are you brave enough to ride Level Five?'

15 Horse Riding Game

Equipment: sofa, cushions

- The sofa cushion is a horse
- The lounge is Africa
- The dining room is the Arctic



Action:

- Dad and the kids ride in the heat of Africa. 'Do you see the hippo over there wallowing in the river? And that tall giraffe way over there grabbing at the top of the tree?'
- Dad: 'Let's ride to the snowy Arctic to see the polar bears. Hey kids ... look up. Wow! ... those dancing blue and green streaks in the night sky ... that's called an aurora.'

16 Bus Game

Equipment: cushion, stairs

- The stairs are the bus
- Dad drives the bus from the bottom step using the cushion as the steering wheel



Action:

- Monty and Pat queue at the bus stop.
- Dad: 'Have your money ready for your tickets,' as he swishes his hand to give out tickets and change.
- Dad: 'School is 10p.'
- Dad: 'But that's a bit boring. How about a trip to Mount Everest! The highest mountain in the world. Ok Monty ... that's £100 please ... and here's your ticket.'
- Dad: 'OK Monty and Pat ... we're full up on the bottom deck so please climb onto the top deck,' and the kids climb the stairs eating their popcorn and drinking coke, looking out of the window as the wonders go by.

17 Dolphin Game

Equipment: Floor

- The floor is the ocean
- The lounge is Hawaii and the dining room Australia
- Monty and Pat are dolphins
- Dad is the shark



Action:

- Dad: 'Come on kids, swim all the way to Hawaii. Look at the yellow beach and the big sleeping volcanoes. See that observatory on the top of the volcano looking at the stars.'
- Dad: 'Oh look, a big shark is coming ... quick ... quick ... swim ... he's catching you.' Dad swims along the floor chasing the kids.
- Dad: 'If you butt him with your snout, you will scare him away.' The dolphins prod the shark.

- Dad: 'That's good ... you've scared that naughty shark away.' The dolphins smile.
- Dad: 'Now little dolphins swim to Australia to see the kangaroos, strange looking creatures that have big hind legs and a tail that bounce them around like they are on springs. Ahh! There's a cute koala bear in the eucalyptus tree. But watch out for that nasty snake.'

18 Did You Hit My Son Game?

Equipment: arms

- The arms are the squabbling kids which become the ever-increasing size of a dad, grand-dad, great grand-dad etc
- The hands are the talking mouths facing each other in profile



Action:

- Dad's arms are the two kids playing 'nah, nah, nah, nah, smack, boohoo' one kid cries and goes to get his dad.

- Then the big booming noise of the footsteps of the large dad who appears and whose head reaches the ceiling towering over the naughty kid.
- 'Did you hit my son?' ... 'Yeah' ... smack ... 'Boohoo,' the kid retreats to get his dad now.
- Big booming noise of the steps of the huge new dad big as a house towering over the other dad.
- 'Did you hit my son?' ... 'Yeah' ... smack ... 'Boohoo,' the dad retreats to get his dad.
- Big booming noise of the steps of the enormous new dad big as a block of flats towering over the other dad.
- 'Did you hit my son?' ... 'Yeah' ... smack ... 'Boohoo,' the dad retreats to get his dad.
- Big booming noise of the steps of the enormous new dad as big as the Empire State Building towering over the other dad.
- 'Did you hit my son?' ... 'Yeah' ... smack ... 'Boohoo,' the dad retreats to get his dad.
- But now both dads are as big as Mount Everest and can get no bigger. 'I'm sorry,' they say in booming low-pitched voices. 'Me too ... me too ... me too ... me too ... me too,' say the ever smaller higher-pitched voices of the great-great grandad ... great-grandad ... grandad ... dad ... and the kid ... and they all happily played hide-and-seek together with the mountain sized great-great grandads hiding their heads in the clouds.

19 Bobby Shafto Game

Equipment: floor

- The floor is the sea
- Dad is the boat
- The kids sit on Dad



Action:

- Monty and Pat sit in the boat and Dad starts singing the Bobby Shafto wave song slowly as small waves rock the boat. 'Bobby Shafto's gone to sea, silver buckles at his knee, he'll come back and marry me, Bonny Bobby Shafto!'
- Dad: 'If I sing the song a bit faster larger waves will rock the boat.' Dad sings the song a bit faster and larger waves rock the boat, 'Bobby Shafto ...' they tumble around boat as Dad finishes the song.

- Dad: 'Now I will sing very fast to make a tsunami.' And he sings quicker, 'Bobby Shafto ...'
- Dad: 'Look there on the horizon ... a big tsunami is coming.' Monty and Pat are thrilled as Dad sings the song ever-faster.
- Dad: 'The wave is getting bigger and bigger ... it is almost upon you!' The wave smashes into the boat and the kids tumble out and splash into the sea.

20 Echo-Machine Game

Equipment: Dad

- Dad is the machine that repeats with delays everything Monty or Pat says: an echo- machine



Action:

- Monty takes his turn.
- Dad lies on his side with his back to Monty.
- Dad's back has the dials to operate the echo-machine.
- Monty switches on the echo-machine. Then he rotates the dial to the extreme setting 'Long Echo Delay' and says something waiting for the echo-machine to repeat it.

- Monty then rotates the dial to the other extreme setting 'No Echo Delay' and the echo-machine repeats what Monty says with no discernible delay.

21 Fast-Song Pod Game

Equipment: armchair

- Dad is the fast-song pod



Action:

- Dad sits in the armchair with Monty and Pat sitting on each leg of the fast-song pod.
- The song starts off slowly ... 'Fog on the Tyne's...' with the kids riding the slowly stomping legs of the fast-song pod which rocks them slowly side-to-side, '... all mine all mine ... the fog on the Tyne's all mine, the fog on the Tyne's all mine all mine the fog on the Tyne's all mine.'
- Dad: 'Watch-out kids don't touch that high-speed button! Oh no!'
- The kids press the high-speed button.

- The fast-song pod goes into overdrive as the song blurts out rapidly ... 'The fog on the Tyne's all mine all mine,' and with Monty and Pat being stomped up-and-down and left-to-right vigorously and in-step with the fast singing of the song, ending in an unexpected donkey-crescendo, '... the fog on the Tyne's all mine all mine the fog on the Tyne's all mine ... EEYORE!' with the fast-song pod ejecting the kids onto the cushions on the floor.

22 Log River Game

Equipment: Dad, bed

- The bed is the fast-flowing river
- Dad is the log



Action:

- Pat stands on the log.
- Dad: 'Right Pat, it's just a slow current,' and the log rolls slowly back-and-forward and Pat keeps her balance.
- Dad: 'Well done Pat you have stayed on the log,' and she gives a big smile.
- Dad: 'But watch out. Up ahead there are rapids and the river is flowing faster.' The log hits the rapids and rolls back-and-forward faster. But Pat skilfully manages to stay standing on top of the log.
- Dad: 'Oh no! Look out Pat there are even faster rapids ahead!' The log is all over the place, lolling, rolling and bumping around, with Pat trying to stay on the log but finally succumbs and splashes into the river.

23 Shadow-Hands Game

Equipment: lamp, bedroom

- The bedroom is the cave
- The lamp, suitably shrouded, is the firelight casting shadows from Dad's hands onto the cave wall



Action:

- Dad: 'Now Monty and Pat, we're travelling to a far-away cave in an exotic country called Indonesia. It's on the other side of the world.'
- Dad: 'It's dark but let's light a fire. Look! There's a caveman's face saying hello,' as Dad manipulates his hands to cast a shadow on the cave wall.
- Dad: 'And see there ... a caveman's hand painted on the wall ... it is 40,000 years old.'
- Dad: 'Ha-ha! Look there! A caveman dog ... Rocky,' as Dad manipulates his hands to project the stone-age canine, '... see ... he's looking at you. The caveman throws a rock and Rocky fetches it.'

24 Gate Game

Equipment: armchair

- Dad sits in the armchair. He is the house with garden and his arms are the closed garden gate. His little finger is the latch



Action:

- Monty is playing in the garden with the gate closed.
- Monty wants to leave the garden so he lifts the latch to go outside and the gate swings shut.
- But Monty can't get back in unless he lifts the latch.
- In ... out ... in ... out ... open ... close ... open ... close ... Monty likes using that latch!

25 Boom-Boom Ants Game

Equipment: bed

- Dad's hands are the boom-boom ants



Action:

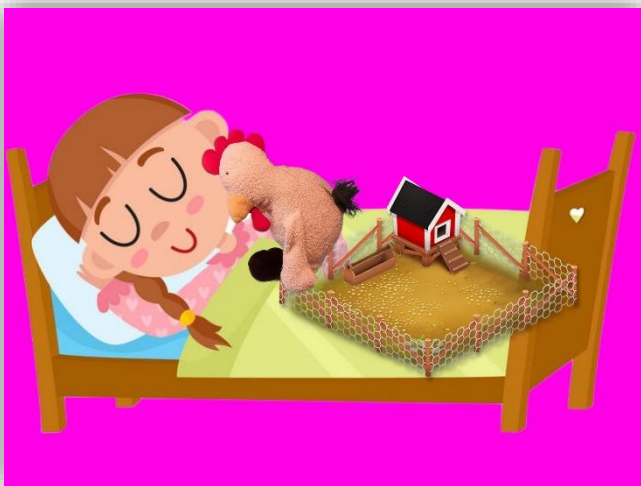
- A sleepy Monty needs to get up for school.
- Dad says quietly: 'Monty ... Monty ... are you waking up?' Monty stirs with a sleepy groan.
- Dad: 'Monty, you'd better get up quickly before the Boom-Boom ants get here.' Monty gives a sleepy grin.
- Dad: 'Monty, I can see the Boom-Boom ants a long way off.' The ants march in lock-step softly at the foot of the bed. 'Boom-boom, boom-boom, boom-boom, boom-boom ...'
- Monty can slightly feel the ants bouncing up-and-down on his feet.
- Dad: 'Monty, they're getting closer ... you better get up soon.'

- The ants in lock-step march up his leg more forcefully. ‘Boom-boom, boom-boom, boom-boom, boom-boom ...’
- Dad: ‘They’re getting closer. ‘
- The ants are now marching on Monty’s chest pushing him up-and-down with their bounce. ‘Boom-boom, boom-boom, boom-boom, boom-boom ...’
- Dad: ‘They’re here!’
- The Boom-Boom ants are now shaking the mattress and Monty up-and-down in tune to they’re relentless march, ‘Boom-boom, boom-boom, boom-boom, boom-boom ...’
- Monty wakes up laughing.

26 Chicken Wake-Up Game

Equipment: Chicken, bed

- A dozing Pat's bed is Chicken's coop
- Dad controls Chicken



Action:

- Dad: 'Chicken is sooooo proud of his coop ... it's looks so nice,' and Chicken proudly struts around in his coop.
- Dad: 'Hey Pat, look how proud Chicken is of his coop. If you wake up you can see him.'
- Dad: 'Chicken says it's the best coop in the world.'
- Pat opens a sleepy eye with a smile: 'it's a poopy-coop,' she teases.
- Dad: 'Don't say that ... Chicken will go mad,' and Dad covers the chicken's ears.

- 'Poopy-coop ... poopy-coop!'
- Dad: 'Oh no! ... Chicken has heard you,' and Chicken angrily stomps around his coop on top of Pat.
- 'Poopy-coop ... poopy-coop!'
- Dad: 'Right Pat ... for that Chicken is going to be fed,' and Dad sprinkles bird-seed on top of Pat.
- Chicken goes mad, pecking at the seed: peck-peck-peck all over Pat ... and pecks the bird seed at Pat's neck as she laughs and is wide awake now.

27 Chicken-Song Game

Equipment: Chicken, cushion

- The cushion is the chicken-song plinth
- Monty then Pat take turns to mimic Chicken's distinctive squark, if-not they will get pecked
- Chicken's squark is a glutaral-gurgling type of 'ba-ba ba-baaah' which the kids have to mimic



Action:

- Chicken ascends the song plinth slowly, looking around proudly to give an exhibition to Monty and Pat of his distinctive squark. 'Ba-ba ba-baraargh! ... ba-ba-ba ba-baraargh!'
- Now it is Pat's turn as she apprehensively stands on the Chicken-Song plinth with Chicken staring at her intently.

- Dad starts singing the chicken-song, 'there's a chicken in the house,' and then pauses as Pat makes the chicken squark.
- Pat: 'barghh-ba-baraargh.'
- Judging Pat's squark, Chicken gets close to her face with a look of disappointment at Pat's effort to mimic his unique squark. The song continues ...
- Dad: 'There's a chicken in the house ...'
- Pat: '... barghh ba-baraargh.'
- Chicken is now looking inscrutable with his face close to Pat's ...
- Dad: '... and we all love chicken ...'
- Pat: '... ba baraargh ... ba baraargh ... ba baraargh.'
- Dad: 'OK Chicken ... marks out of ten. If she gets less than 7 you can peck her.'
- Chicken whispers to Dad.
- Dad: 'Six!' and Dad sprinkles bird-seed over Pat and Chicken vigorously pecks her.

28 Cadbury's Parrot Game

Equipment: Cadbury the Parrot or hand

- Portly Cadbury loves flying around Monty and Pat showing off his exotic plumage, sleek shape and expecting their compliments



Action:

- Dad: 'Wow! Look at Cadbury flying around. He looks so sleek and aerodynamic.'
- Cadbury looks pleased but the kids are not so sure.
- 'Ha-ha! He looks like a flying brick,' said Pat.
- Dad: 'Don't say that ... it will make him angry. You won't like him when he is angry.'
- Monty: 'Poopy-parrot! Poopy-parrot!'
- Cadbury pauses mid-flight and twists to stare at the kids. After a suitable pause he continues proudly,

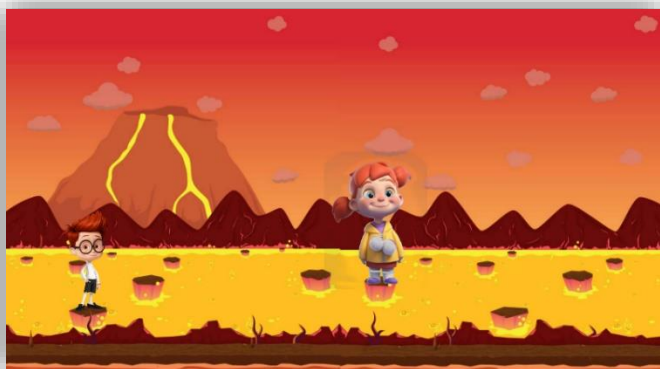
undulating in his flight and rolling around to display his multi-coloured feathers.

- Dad: 'Look at Cadbury's beautiful plumage.'
- Monty: 'Ha-ha. Portly Cadbury. He looks like a flying dustbin!'
- Cadbury stops mid-flight. Turns slowly to eye the kids ... staring at them intently ... not moving.
- Then ... all of a sudden ... he swoops towards giggling Monty and Pat with a parrot-screech and pecks them and puts them into a parrot hold ... clasping his beak onto their thighs just above the knee.
- Dad: 'OK Cadbury. The kid's didn't mean it. Come on Monty and Pat ... be kind to poor old Cadbury.' But Cadbury is not concerned and continues flying and showing off his rainbow plumage.

29 Volcano Game

Equipment: cushions, sofas

- The carpet is hot lava from a volcano
- The sofas are safe islands
- The cushions are safe stepping-stones



Action:

- Dad: 'Right kids, what level do you want?' Level 1 is easy with the stepping-stones touching. Level 10 requires a leap between the stones.
- Monty and Pat start off with Level 1 and Dad places the stepping-stones accordingly.
- The kids hop on the stepping-stones to get to the safety of the islands.

30 Popeye Game

Equipment: hand, cushions

- The hand is a tin of spinach which makes the kid strong but the effect only lasts a few minutes
- The cushions are rocks of different weights



Action:

- Dad: 'Oh no! Monty you're eating spinach ... you are going to get too strong for me,' as Monty eats the spinach and chases Dad. He catches him and easily 'throws' him onto the sofa.
- Dad: 'Alright, alright! I've had enough ... you are too strong.'

- Dad: 'Ok ... let's see how strong that spinach makes you. See if you can pick up that rock over there ... it weights half a ton.' Monty easily does it.
- Dad: 'Wow! But that other rock over there is bigger it must weight over five tons. I think it is impossible for you to pick it up. But you'd better hurry up ... the spinach only gives you strength for a few minutes.' Monty strains but does it.
- But while Monty is distracted Dad steals the can of spinach.
- Dad: 'Ha-ha! I've got the spinach now and I am going to get you,' and he eats the spinach and Monty scarpers with Dad chasing.

31 Glue Game

Equipment: hand

- Pat's right hand is the glue pot. Her left hand is the anti-glue pot.



Action:

- Dad: 'Oh no Pat! You've got that glue-pot. Please don't stick my hand to the sofa.'
- Of course, Pat liberally applies glue to Dad's hand which sticks to the sofa.
- Dad: 'Wow Pat! This glue is really strong. I can't get my hand off the sofa. It must be the strongest glue in the universe!' Pat looks pleased.
- Dad: 'Pat, I don't suppose you have got that special anti-glue in your other hand to free me. Only super-kids have that special glue.'

- Pat nods and spreads the anti-glue from the other pot onto Dad's hand to set him free.
- Dad: 'Aww ... thank you anti-glue Pat. Now ... please don't stick my feet to the carpet while my back is turned.

32 Little Bear Game

Equipment: Little Bear or similar, plinth is a pillow

Little Bear Curriculum Vitae:

- Thinks he is part of the family
- Thinks he is above Monty and Pat in the pecking order
- His mum left to get him some fish from the Artic when he was a baby and then he was adopted by Dad (Little Bear calls him Mr Skanel) the exact details are a bit hazy
- He is Dad's 'eyes and ears' which does not make him popular with Monty and Pat
- He is known for his 'full and detailed' reports to Mr Skanel of the kid's activities
- Monty and Pat call him 'annoying'
- Little Bear's vocabulary is mainly 'Nasty!' said in a venomous high-pitched whine.



Action:

- Dad puts Little Bear in the kid's bedroom as they get ready for bed.
- Kid's laughing: 'Oh no! We don't want Little Bear in here.'
- Little Bear: 'Nasty!'
- Dad: 'He is a lovely Little Bear.'
- Little Bear: 'My mum says I'm the best Little Bear in the world!'
- Monty: 'Best annoying bear.'
- Little Bear: 'Mr Skanel they are being naughty!'
- Dad: 'Come on get ready for bed and leave poor Little Bear alone.'
- Little Bear to the kids: 'See!'
- Morning comes.
- Dad: 'Right Little Bear stand here on the plinth and give me a full and detailed report of what Monty and Pat got up to last night.'
- Little Bear stands on the plinth and stares at Dad eagerly to give his report: 'Well ... they were talking and didn't go to sleep ... they are naughty.'
- Monty: 'Annoying Little Bear.'
- Little Bear: 'Nasty!'
- Little Bear: '... and they didn't brush their teeth properly.'
- Pat: 'Silly Little Bear.'
- Little Bear: 'Mr Skanel they said I'm silly.'
- Dad: 'You're a great Little Bear.'
- Little Bear to the kids: 'See!'

- Little Bear: 'My mum says I'm the best Little Bear in the world!'
- Monty: 'most annoying Little Bear in the world.'
- Little Bear: 'Nasty!'
- Dad: 'Thank you for your report Little Bear, it was full and detailed.'
- Little Bear to kids: 'See!'
- Kids: 'Annoying.'
- Little Bear: 'Nasty!'
- Little Bear leaves with Mr Skanel and he is happy with his report.
- Leaving, he turns to the kids with a smug look.

33 The Magic Bed Game

Equipment: bed or bunk-bed

- The bunk-bed is magical



Action:

- The room is dark and quiet with Monty and Pat ready for sleep.
- Dad: 'Let's go on the magic bed to see your cousins sleeping?'
- Kids: 'Goodie!' Monty and Pat will travel on the magic bed from St Albans to Mundesley in Norfolk.
- Dad: 'Okay ... settle down and relax.' He moves the bed knob slowly a full turn. 'Do you feel anything happening?'
- Kids: 'Not yet.'

- Dad: 'Wait ... something is starting to happen ... I can see the bed glowing a faint blue.' Dad gently rocks the bed.
- Pat: 'Yes I can feel it now.'
- Dad: 'Can you see the shimmering blue light on the ceiling.'
- Monty: 'Oh yeah.'
- Dad: 'I'm increasing the Magic Bed to full power by turning the bed knob one more turn.' Dad shakes the bed a little harder. 'Wow! ... see the mixing green, blue and red lights?'
- Monty and Pat: 'Wow!'
- Dad: 'Now the bed is hovering off the carpet,' and he smoothly rocks the bed.
- Dad: 'It is becoming invisible,' and Dad makes a whirling noise.
- Dad: 'Now the bed is invisible. No-one can see you but you can see everything.' Dad rocks the bed.
- Dad: 'The Magic Bed is safe; no-one can touch or see it. It is lovely and warm and cosy. It can even go through walls.'
- Dad: 'Now we are outside and moving down the road above the street lights. See their orange glow below you.'
- Dad: 'Now we are going faster.' Dad shakes the bed for a short while.
- Dad: 'We are moving up towards the motorway. Look at those motorway lights below us whizzing by.' Dad makes a soft whizzing noise.
- Dad: 'We're coming to Thetford Forest now. Look how dark it is. There's an owl over. We are going so

fast. See the blur of the dark shapes of the trees.’
Monty and Pat are cosy and quiet.

- Dad: ‘We will be there soon. We’re approaching that small lake in a misty hollow just before North Walsham. See the moon shimmering on its surface. And that gas tower speeding by. Now the church spire from Trunch village. See the bats circling the spire, but they can’t see you. Now the gentle waves of the sea splashing on the pebble beach as we slow down into Mundsley. And there on the right are your cousins and their teddy bears all cuddling and sleeping.’
- Dad stops the slow movement of the bed and whispers, ‘the Magic Bed has done its magic ... so quiet here ... just the sound of the waves and the murmurs of your sleeping cousins ... sleep ... sleep ... sleep.’

