Games & Activities

Gathering/Passive Activities

Masters are in the Games & Activities folder in the box. All files are available on W: drive. Make copies as needed.

*2 Crossword Puzzles (and answer keys provided)
*3 Word Search Puzzles (#1 has answer key on W: drive)
*1 page of Riddles (and answer key provided)
*1 page (2-sided) Riddles Scavenger Hunt. These are the riddles from the book/movie. The passive or gathering part could be if the boys can remember/solve them.
*2 Trivia games (answers provided; Game #2 links to more trivia)

What's Your ______ Name Gathering Activity

Background:
Tolkien created his own languages for some of the creatures in his works. See what your Hobbit, Elf, and Dwarf names would be!

# of Participants: 1 or more

Materials:
*Nametags (provided)
*Laptop (you provide)
*Pens/pencils (you provide)

What to Do:
1. For Hobbit names, go to this website and follow directions: http://www.chriswetherell.com/hobbit/
2. For Elf names, go to this website and follow directions: http://www.chriswetherell.com/elf/
3. For Dwarf names, follow the provided "What's in a Name?" sheet to put together the boy's name
4. Write the boy's 4 names on his nametag.

Heidi's Notes: It's easier to have each name generator open in separate tabs and then you can just toggle back and forth between the two.
Dwarf Bowling

*Background:*
Bilbo takes his journey throughout the book with 13 dwarves: Thorin Oakenshield (leader), Fili, Kili, Balin, Dwalin, Oin, Gloin, Ori, Dori, Nori, Bifur, Bofur, and Bombur. He first meets them at his home in Hobbiton (#1 on map).

*# of Players: 1 or more*

*Materials:*
*3 sets of 13 dwarf pins (supplied)*
*3 small balls (supplied)*

*How to Play:*
1. One boy rolls a ball trying to knock down as many pins as he can.
2. He gets two turns.
3. Each pin knocked down equals one coin. The most coins earned leads to the winner.
4. Have the boys set the pins back up so you aren’t constantly bending down to do so.

*Variations:*
*Boys can play individually or as teams, so that the team with the most coins wins.*
*If you’re trying to accomplish all the games on the Hobbit Map, then have each team choose one or two members to bowl at this game so you don’t spend too much time on each activity.*
*You can use all or just some of the dwarf pins. Personally, I don’t bowl with Richard Armitage (aka Thorin)—he’s just too good looking for that. 😊*

*Points Possibilities: If teams are playing for points (aka "coins"), each pin down is worth 1 treasure coin.*

*Heidi’s Notes:*
*Try to remind the boys to bowl gently. The pins can only take so much of a beating.*
*If you do need to replace any pins, buy another soda/water bottle of a similar size. The pictures of the dwarf faces are available on the W: drive. Cut out the dwarf that needs to be placed and hot glue him on.*
Hobbit Feet Relay Race

Background: Bilbo was not sure he wanted to be an adventurer. He liked staying in his comfortable Hobbit hole. When he decides to be part of the quest, the Dwarves are already behind and he has to run to catch up. (#2 on map)

# of Players: 2 or more

Materials:
* 3 sets of swim flippers (supplied)

How to Play:
1. Participants have to cross the room and back wearing swim fins.
2. Then the next team member puts the fins on and does the same.
3. Repeat until all team members have gone.

Variations:
* If you’re trying to accomplish all the games on the Hobbit Map, then have each team choose 2 or 3 members from each team to run the relay so you don’t spend too much time on each activity.
* If you don’t have a lot of boys, time them as they ran across the room and back and see who has the fastest time.

Points Possibilities: If teams are playing for points (aka "coins"), each pin down is worth 1 treasure coin.

Heidi’s Notes: When the teens did this, it took them FOREVER to get the flippers off and on.
Troll Encounter

**Background:** At the beginning of their travels, Bilbo discovers that some of their horses are missing. Upon investigation, he learns that Trolls have stolen them. (#3 on map) The trolls capture Bilbo and the dwarves and tie them up, discussing ways to cook them. Bilbo starts talking to them to stall them until the sun rises—which turns (freezes) the trolls into stone.

**# of Players:** 3 or more

**Materials:**
*None!

**How to Play:** This is your basic freeze tag.
1. One player is It and they go around tagging other boys.
2. If a boy is tagged, he must freeze in place.

**Variations:**
*You can allow the free-running boys to unfreeze frozen boys by tagging them (or crawling through their legs)
*You can have more than one boy be It
*You can play this as two teams, with each team having an It, and It tries to tag the other team's members. Again, you can have the unfreeze option in this game. The winner either tags all the other team's members out, or has frozen the most members of the other team after a certain time.
*If you're trying to accomplish all the games on the Hobbit Map, play this game only once.

**Points Possibilities:** If teams are playing for points (aka "coins"), the winning team gets 10 points and the other team gets 5 points. Individual points can be awarded as well (2 points per player).
Troll Treasure Cave (aka Origami Swords)

**Background:** After defeating the trolls, the adventurers discover the cave (#4 on map) where the trolls were hiding their stolen treasure. Among the treasure the group finds 3 swords (Glamdring—which became Gandalf's sword; Orcrist—which became Thorin's sword; and a large knife which became Bilbo's sword—he named it Sting).

**# of Participants:** 1 or more

**Materials:**
* 5 laminated copies of 1-page (2-sided) instructions (included; also available on W: drive)
* Paper (some provided, but you can provide more of any color and size if you’d like)
* Sword examples (some showing the various steps, others showing varying sizes)

**What to Do:**
Follow the instructions to make an Origami sword.

**Points Possibilities:** If teams are playing for points (aka "coins"), making a sword is worth 10 treasure coins.

**Variations:**
* This works as a PASSIVE program as well! Just put out handouts explaining how to make sword and provide paper for them to try making the swords.

**Heidi’s Notes:**
* I’m not much of an origami artist, so I couldn't for the life of me figure out Step 4. I altered it in my own way and managed to get a semblance of a sword. Works for me!
* You might want to consider having tape available to tape down some edges.
* There are other origami sword instructions online, but these looked the simplest.
Write Your Name in Elvish AND/OR Dwarvish

Background:
After being saved from trolls, the band of adventurers finds shelter in the Elven city Rivendell (#5 on map). The Elves, like most creatures in the world Tolkien created, have their own language. So do the Dwarves. And the Elves and the Dwarves do not particularly get along. Learn to write your name in the one or both of their languages.

# of Participants: 1 or more

Materials:
* Bananagram and scrabble Slam cards (supplied)
* 3 laminated copies of 7-page Instructions for Elvish (included; also available on W: drive)
* 1 laminated copy of 1-page chart for Dwarven Runes (included; also available as jpeg on W: drive)
* Paper (you provide)
* Pencils (you provide)
* Examples using Heidi's name

What to Do:
1. Both languages instructions are enclosed. Dwarven is the easiest since it's mostly substituting a rune for a letter.
2. Elvish is a little trickier as it involved moving letters above and below. The instructions are pretty self-explanatory, though it will be very helpful if you are familiar with how to do this yourself so you can show the boys what to do instead of them figuring out the instructions. I recommend having them try their human names and not the ones the name generators supplied.
2. I’ve supplied the letter tiles and cards because it is easier to figure out where the letters go if you can physically move them around and not just do so on paper.

Variations:
* If you’re trying to accomplish all the games on the Hobbit Map, then have each team choose one or two members’ human names and all work on translating them into Elvish or Dwarvish.
* This works as a PASSIVE program as well! Just put out copies of the instructions explaining how to write in Elvish or Dwarvish and provide scrap paper and pencils for them to practice on.

Points Possibilities: If teams are playing for points (aka "coins"), completing a name earns 10 treasure coins.
One Ring Toss

**Background:** Deep within the Misty Mountains (#6 on map), Bilbo discovers a ring. Unbeknownst to him, it is THE one ring which ~70 years later will lead to the Lord of the Rings trilogy adventures.

**# of Players:** 1 or more

**Materials:**
* 3 rings to toss (supplied)
* 5 poles to toss the ring on to (supplied--but you'll have to put the poles into the star stands)

**How to Play:**
1. Each boy gets only ONE chance to toss a ring and try to get it around a pole.

**Points Possibilities:** If teams are playing for points (aka "coins"), each ringer is worth 5 treasure coins.

**Variations:**
* If you’re trying to accomplish all the games on the Hobbit Map and you have a very large group, have each team choose only a few members to try and complete this task. Smaller groups shouldn't take too long since each boy only gets one toss.
Riddles Game (Option 1)

Background: After finding the ring, Bilbo encounters Gollum in the Misty Mountains (#7 on map). Gollum wants to eat Bilbo, but Bilbo convinces him to play a riddles game. If he wins, he gets to leave. If Gollum wins, then Gollum gets to eat Bilbo.

# of Players: 1 or more

Materials:
* Cassette tape (supplied)
* Riddle cards (supplied; answers are on back; riddles are related to reading)
* Cassette tape player (you supply)
* Pencils and Paper (you supply)

How to Play:
1. Listen to the riddles, one at a time.
2. After listening to a riddle, have the teams write down their guesses. Give them only a minute or two to guess.
3. Do the same for the other 2 riddles.
3. After all the riddles, reveal the answers and see who got the right answers.

Points Possibilities: If teams are playing for points (aka "coins"), each correct answer earns 5 treasure coins.

Variations:
* If you're trying to accomplish all the games on the Hobbit Map, have each team solve only one riddle.
* Have the boys play separately and then add up coins among their team members. (They can earn more coins this way and it may take less time for them to come up with answers. Of course, you may get more wrong guesses with less heads working together.)
* This works as a PASSIVE program as well! You can either use just the 3 Hobbit riddles I created, or you can use the list provided in the box (also available on W: drive). Have the riddles on display. Let the children submit guesses. Reveal the answers at a later time. Give a prize to the child with the most correct answers.

(Riddles Game Option 2 on back)
Riddles Game (Option 2)

# of Players: 1 or more

Materials:
* 1 laminated page (2-sided) Riddles in the Dark Scavenger Hunt (included; also available on W: drive)
* Answer sheet (included; also available on W: drive)

How to Play:
1. Have the boys solve the riddles.
2. Have the boys find (in the library) book titles that include the words from the Riddle answer. They can either write down the titles on the answer sheet or bring the books back.

Points Possibilities: If teams are playing for points (aka "coins"), each book title matched with a riddle answers earns 5 treasure coins.

Variations:
* Have the boys just write down the titles of the books instead of finding them in the library. This will make the activity go faster so you have time for other ones. Or keeps you from worrying about the noise level in the library!
* This works as a PASSIVE program as well! You can provide the sheet of riddles and the answer sheet for them to come up with matching book titles to riddle answers.
"In-Flight" Movie!

Background: Bilbo, Gandalf, and the Dwarves escape from the Misty Mountains only to be trapped up in the trees by Wargs and goblins. But the Eagles come to the rescue and fly them all to safety at Carrock (#8 on map).

Materials for Media option:
* Laptop (you provide)
* Projector (you provide)
* DVD player (you provide)

What to Do:
Since the movies are covered by the license, you can show clips of the movies. Or you can show YouTube clips of the movie's trailers.

Variations: If you want something more interactive, have a few (or all) of the boys act out a scene from the book/movie.

Beorn the Bear Relay Race

Background: Once the Giant Eagles have taken the group to safety, Gandalf takes them to the home of shape-shifter (aka skin-changer) Beorn (#9 on map). Beorn—who can take the form of a bear—keeps away from everyone, but chooses to help them because he hates goblins. He gives them directions of how to get through Mirkwood.

# of Players: 4 or more

Materials:
* None!

How to Play: A basic relay race with a twist
1. Divide the boys into teams.
2. One player at a time from each team has to crawl across the room like a bear and back again. (This can either be on hands and knees, or on hands and feet.)
3. When the player returns to the starting line, they tag their next teammate who then repeats.
4. The team that gets all members finished first wins.

Points Possibilities: If teams are playing for points (aka "coins"), first place earns 10 coins, second place earns 5 coins, and third place earns 2 coins.

Variations:
* Since Beorn is a skin-changer, he is sometimes in the form of a bear and sometimes in the form of a man. So the boys could bear crawl to one end of the room and then run back to the starting line normally.
* You could set a time for the relay and see how many members are able to complete the race within that time. The team that gets the most completions wins.
Mirkwood Human Knot

*Background:* In Mirkwood (#10 on map), the adventurers get a bit lost and encounter GIANT spiders. The spiders tie up the dwarves, but Bilbo escapes because he put on the ring and was invisible. He is able to free the dwarves from the spiders’ webs with his sword Sting.

*# of Players:* 5 or more (You can play with 3 or 4, but it’s not as challenging.)

*Materials:*  
*None!*

*How to Play:*  
1. Have the boys stand in a circle and close their eyes.  
2. Tell them to reach out with their right hands and grab hold of someone’s hand.  
3. Tell them to do the same with their left.  
4. Have them open their eyes and, without letting go of hands, untangle themselves until they are all in a circle. (Hands may be unclasped if needing a better, more comfortable handhold.)

*Points Possibilities:* If teams are playing for points (aka "coins"), first to untangle earns 15 treasure coins, second gets 10 coins, and third gets 5 coins.

*Variations:*  
*To add difficulty to this game, and keep boys from grabbing only their friends’ hands, have all the boys line up shoulder to shoulder. Then “Roll” them in like you would for a cinnamon roll. This puts them in an even more jumbled mess to start out with. Then proceed with Steps 2-4 of How to Play.

*Heidi’s Notes:*  
*This game can take forever if you have more than 10 untangling themselves.  
*This is an excellent problem-solving game.  
*This was one of the ways (our favorite) for my family to have a family “hug.” We solved them usually within 5-10 minutes.*
Escape from the Wood-Elves

*Background:* The dwarves are captured by Wood-Elves, but Bilbo helps them escape. They hide in empty barrels which are released into a stream (#11 on map).

*Number of Players:* 1 or more

*Materials:*  
*Barrel of Monkeys game (supplied)*

*How to Play:*  
You can play the regular way (instructions included in game) or adapt to however you want (e.g. hang the monkeys while standing on one leg; hang the monkeys while blindfolded; etc.)

*Points Possibilities:* If teams are playing for points (aka "coins"), give teams 5 points for successfully completing the game.

*Variations:*  
*If you’re trying to accomplish all the games on the Hobbit Map and you have a very large group, have each team choose only a 1 or 2 members to try and complete this game.*

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Dragon’s Hoard Hunt

*Background:* Bilbo ventures into the Lonely Mountain (#12 on map) to retrieve the Arkenstone for the waiting dwarves. He meets the Dragon Smaug and has a conversation with him. All of this takes place among the vast treasure the dragon has hoarded.

*Number of Players:* 1 or more

*Materials:*  
*3 copies of *I Spy: Treasure Hunt* book (supplied)  
*1 laminated What to find list (included; copy as desired; also available on W: drive)  
*Watch/Timer (you supply)  
*Pencils (you supply)*

*How to Play:*  
1. Teams have a set time to find as many objects on the list in the copied pictures.  
2. The team that finds the most objects wins.

*Points Possibilities:* If teams are playing for points (aka "coins"), give teams 1 point for each item found.
Battle of 5 Armies

*Background:* With Smaug defeated, Men, Elves, and Dwarves (after fighting amongst each other—we’ll just ignore that fact for now) join forces against Wargs and Goblins who are coming to take part of the now unguarded treasure. This resulted in the Battle of 5 Armies (#13 on map)

*# of Players:* 2 or more

*Materials:*  
*14 Balls (supplied)*  
*Tape to mark the middle of the room (you supply)*

*How to Play:* This is your basic dodgeball.  
1. Divide into 2 teams - Team 1 is Men, Elves, Dwarves, Great Eagles, plus 1 Hobbit, 1 Wizard, and 1 Shape-Shifter. Team 2 is Wargs and Goblins. (If you've had more than 2 teams throughout this activity, have them choose which race they want to be and then combine the races as listed.)  
2. Put all the balls on the middle line to start, and have all the boys line up along the walls.  
3. When you call go, they run toward the middle to grab the balls.  
4. Boys use balls to throw at opposing teammates.  
5. If person is hit, they are out. If a person catches a ball you threw, you're out.  
6. Winning team gets out all the members of the opposing team.

*Points Possibilities:* If teams are playing for points (aka "coins"), give the winning team 10 points and the losing team 5 points.

*Variations:*  
*You can play the ultimate version: If the person who got you out is gotten out, you are back in. This makes the game last longer and gives the boys who are out early in the game a chance to come back in. It promotes more team spirit and support as well.*  
*If you’re trying to accomplish all the games on the Hobbit Map, play this game only once. Or, if you've reached the end and still have time, play until time runs out.*

*Heidi’s Notes:* Any form of Dodgeball is a favorite with my Book Dudes. Sometimes I let them brainstorm and come up with different ways to play (aka different rules or somehow related to the book/topic we’ve been doing). It increases their teamwork as well as helps make the game their own. They also hold each other accountable for the rules they create and I don’t have to monitor as much for rule-keeping. I often have them play this (or capture the flag) as I’m getting their treat ready and cleaning up from the program. This is usually their favorite part.