

A C T I V I T Y P A C K

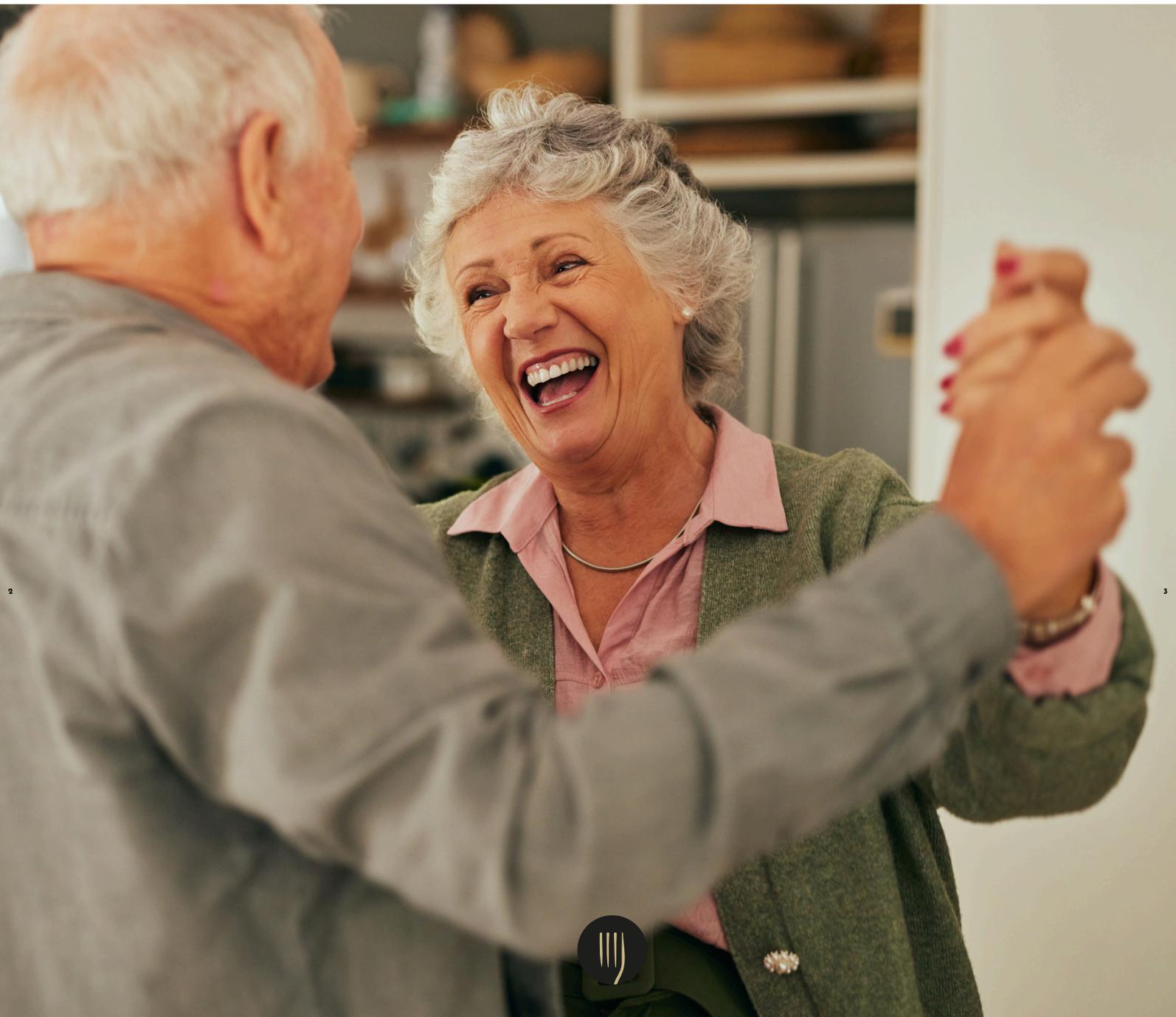
GAMES NIGHT



savona
FOODSERVICE
THAT JUST WORKS

WELCOME TO GAMES NIGHT!

This booklet has been specially created to bring fun, laughter, and connection to our residents. Whether you enjoy puzzles, quizzes, colouring, or sharing stories, there's something here for everyone. Games Night isn't about winning – it's about spending time together, making memories, and enjoying good company.





Contents

Introduction	
On The Menu.....	
Recipes	
Classic Games.....	
“Old School” Game.....	
Creative Fun	
Brain Teasers	
Interactive Games	
Reminisce & Conversation	
Certificate of Participation	
Answers	



ON THE MENU



SNACKS TO SHARE:

- Mini sandwiches
- Sausage rolls
- Cheese & crackers
- Crisps & dips
- Mini pizza
- Loaded potato skins
- Mini quiches
- Cocktail sausages with dipping sauces
- Chicken goujons or
- Garlic bread fingers or cheesy toast bites

SWEET TREATS:

- Mini scones with jam & cream
- Bite-sized brownies or flapjacks
- Fruit skewers or melon cubes
- Mini sponge squares or fairy cakes
- Custard tarts or mini trifles in cups
- Chocolate-dipped strawberries or marshmallows



MOCKTAILS OF THE NIGHT:

Berry Cooler

Cranberry juice topped with soda water and a slice of lime.

Sparkling Elderflower Fizz

Elderflower cordial mixed with lemonade and fresh mint.

Games Night Punch

Orange juice, pineapple juice, and a splash of grenadine.



RECIPE

MINI SAVOURY BITES (CHEESE & HERB PINWHEELS)

INGREDIENTS:

1 sheet ready-rolled puff
pastry
75g grated cheddar
cheese
1 tsp dried mixed herbs
1 beaten egg (for glaze)

METHOD:

Preheat oven to 200°C
(180°C fan).
Lay out the pastry,
sprinkle with cheese and
herbs.
Roll up tightly, slice into
1cm rounds.
Place on a baking tray,
brush with egg, and bake
for 12-15 minutes until
golden.

Top Tip:

Get everyone
involved and gather
round tables to
create these
recipes together!



RECIPE

FRUIT TRIFLE POTS (SERVES 6)

INGREDIENTS:

1 ready-made sponge
cake, cubed
1 tin fruit cocktail
(drained)
1 packet strawberry
jelly, made up and
cooled
Custard (chilled)
Whipped cream to top

METHOD:

Layer sponge and fruit
in small cups or bowls.
Pour over jelly and
chill until set.
Add a spoon of
custard, then whipped
cream on top.





BINGO

HOW TO PLAY!

- Each player gets a bingo card.
- Cards have a 5×5 grid with numbers.
- The center square is usually a FREE space and counts as already marked.
- The caller prepares the numbers.
- Use numbers 1–25 (or whichever numbers match your cards).
- Write them on slips, put them in a bag, or use a number generator.

The game begins:

- The caller draws one number at a time and announces it aloud.
- Example: “Number 12!”
- Players mark their cards.
- If the number is on your card, mark it (with a token, pen, or sticker).

Winning patterns:

- The goal is to complete a line:
- Horizontal (row)
- Vertical (column)
- Diagonal

Calling Bingo!

- When a player completes the winning pattern, they shout “BINGO!”
- The caller checks the card to confirm the numbers.
-

Prize or celebration:

- Give a small prize or applause to the winner.
- Clear cards and play another round!



12	7	23	5	18
2	14	9	20	25
3	16	FREE	22	10
21	8	17	6	1
4	19	11	24	13

17	3	25	7	10
2	20	16	22	9
12	19	FREE	4	15
21	6	8	23	11
5	24	1	13	14

5	21	12	3	18
9	16	2	24	11
14	23	FREE	7	20
6	1	19	8	25
22	15	10	13	4

8	14	3	19	2
11	5	23	17	10
6	21	FREE	12	22
24	7	15	1	20
18	25	16	4	9

4	13	6	22	9
12	1	19	3	24
21	8	FREE	18	16
5	23	11	20	2
17	15	14	7	10



TRIVIA

1. What colour are the stars on the American flag?
2. Which animal is known as the King of the Jungle?
3. Who wrote Romeo and Juliet?
4. What is the capital of France?
5. What do bees collect?
6. How many legs does a spider have?
7. Which fruit is yellow and curved?
8. How many days are there in a leap year?
9. What is H₂O more commonly known as?
10. What is the opposite of hot?



WORDSEARCH

P	P	L	A	Y	T	E	A	M	I	B	D
U	F	R	I	E	N	D	S	Z	J	S	U
Z	N	T	Z	H	A	A	T	A	V	N	J
Z	B	T	R	L	A	U	G	H	T	E	R
L	I	N	E	I	I	E	Z	K	F	U	N
E	Z	C	A	Z	V	H	V	F	K	C	K
F	I	K	C	A	H	I	T	V	Q	A	F
D	T	A	V	E	F	S	A	G	X	R	D
C	I	W	A	E	O	L	M	Y	K	D	R
E	O	R	H	H	Z	Y	Y	D	O	G	P
G	Y	R	R	T	G	B	V	O	J	P	J
P	B	I	N	G	O	U	I	O	O	L	Q

BINGO
PUZZLE
TRIVIA
LAUGHTER

CARD
DICE
FUN

TEAM
FUN
FRIENDS



MATCHING PAIRS

Photocopy and cut out the pairs for all that want to play!



Objective

Find all the matching pairs of cards by remembering their positions.

You'll Need

- A set of cards with matching pairs (e.g., 2 of each picture, number, or symbol).
- A flat surface to lay the cards out.

Setup

1. Shuffle all the cards thoroughly.
2. Lay the cards face down in rows (grid format).
3. Decide the playing order (who goes first).

How to Play

1. The first player turns over two cards so everyone can see them.
2. If the two cards match, the player keeps the pair and gets another turn.
3. If the two cards don't match, the player turns them back over in the same position.
4. The next player takes a turn.
5. Players try to remember the location of cards that have been revealed.

Winning

- The game continues until all pairs are found.
- The player with the most pairs at the end is the winner.







OLD SCHOOL GAMES

SIMON SAYS

- One person is the leader ("Simon").
- The leader gives instructions, like: "Simon says touch your nose" or "Simon says clap your hands."
- Players only follow the instruction if it begins with "Simon says."
- If the leader says "Touch your nose" (without "Simon says"), and someone does it, they are "out" (or just for fun, they lose a point).
- Play continues with new actions. The leader tries to trick players by giving commands without saying "Simon says."

Goal: Listen carefully and only follow when Simon says!

JACKS

- You need a small ball and a set of jacks (metal or plastic pieces shaped with prongs).
- Scatter the jacks on the floor or table.
- Player bounces the ball, then quickly picks up one jack before the ball is caught again.
- Next round, bounce the ball and pick up two jacks.
- Continue, increasing the number of jacks to pick up each time.
- If you don't catch the ball, or don't pick up the right number, your turn ends.

Goal: Collect all the jacks in order (ones, twos, threes, etc.).





UNO

- Each player is dealt 7 cards. The rest form a draw pile.
- Flip the top card to start the discard pile.
- On your turn, play one card from your hand that matches the top card by colour or number.
- Example: If the discard pile has a red 7, you can play any red card or any 7.

If you cannot play:

- You must draw one card from the draw pile.
- If the card you draw can be played, you may play it immediately.
- If the card you draw cannot be played, your turn ends.

Special cards:

- Skip (next player misses a turn)
- Reverse (play goes the other way)
- Draw Two / Draw Four (next player takes extra cards)
- Wild (you choose the color to continue)
- If you can't play, draw a card from the pile.
- When you have one card left, you must say "UNO!"
- First player to get rid of all their cards wins.

Goal: Be the first to empty your hand.

NAME THAT TUNE

- One person (or the activity leader) hums, sings, or plays the first few notes of a song.
- Players try to guess the name of the song (this can be in teams).
- Whoever guesses correctly first gets a point.
- Continue with more songs.

Goal: Correctly guess the most songs.

Que Sera, Sera (Whatever Will Be, Will Be)– Doris Day

Let Me Call You Sweetheart – Classic Version

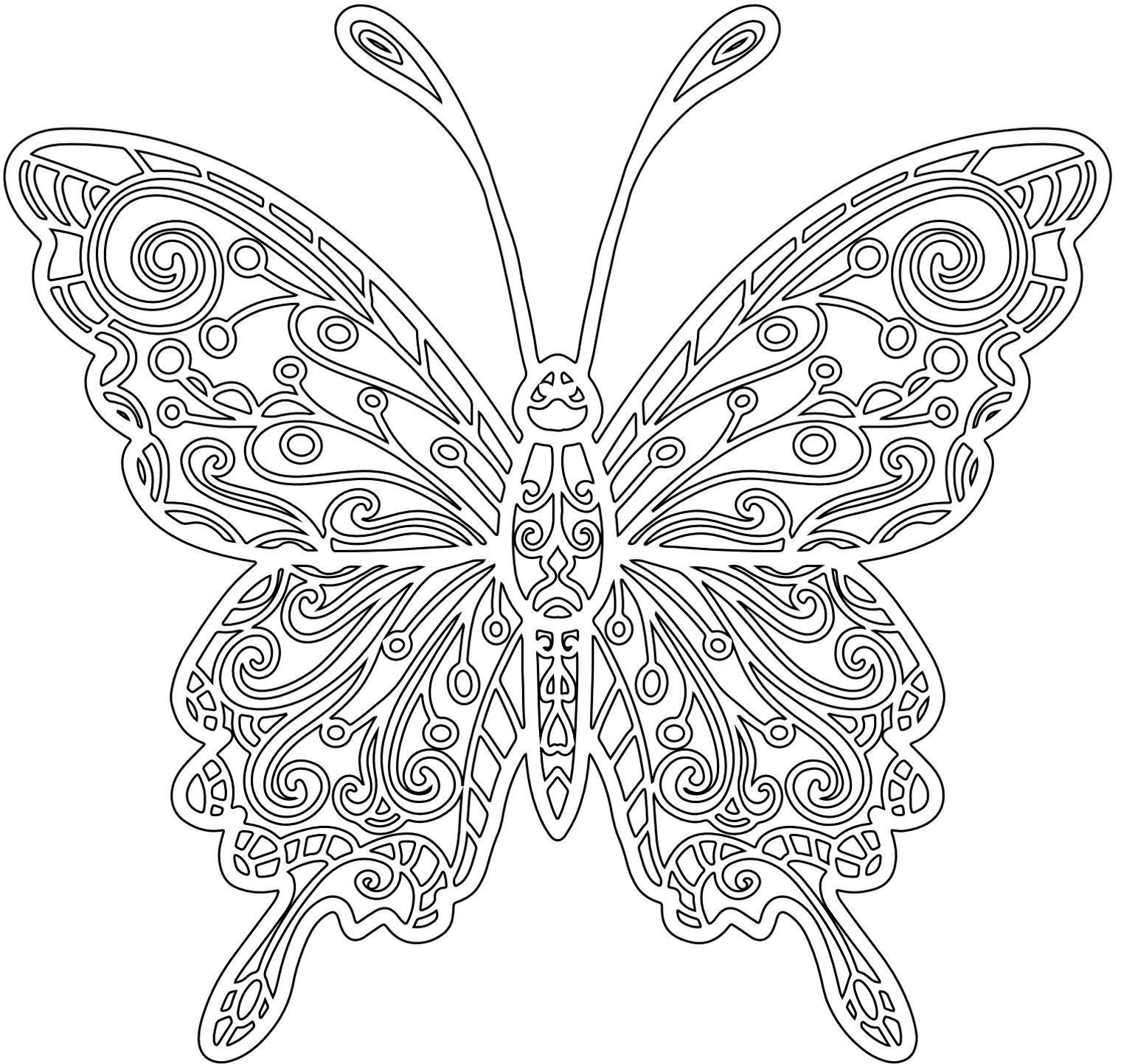
Can't Help Falling in Love – Elvis Presley

I've Got You Under My Skin – Frank Sinatra

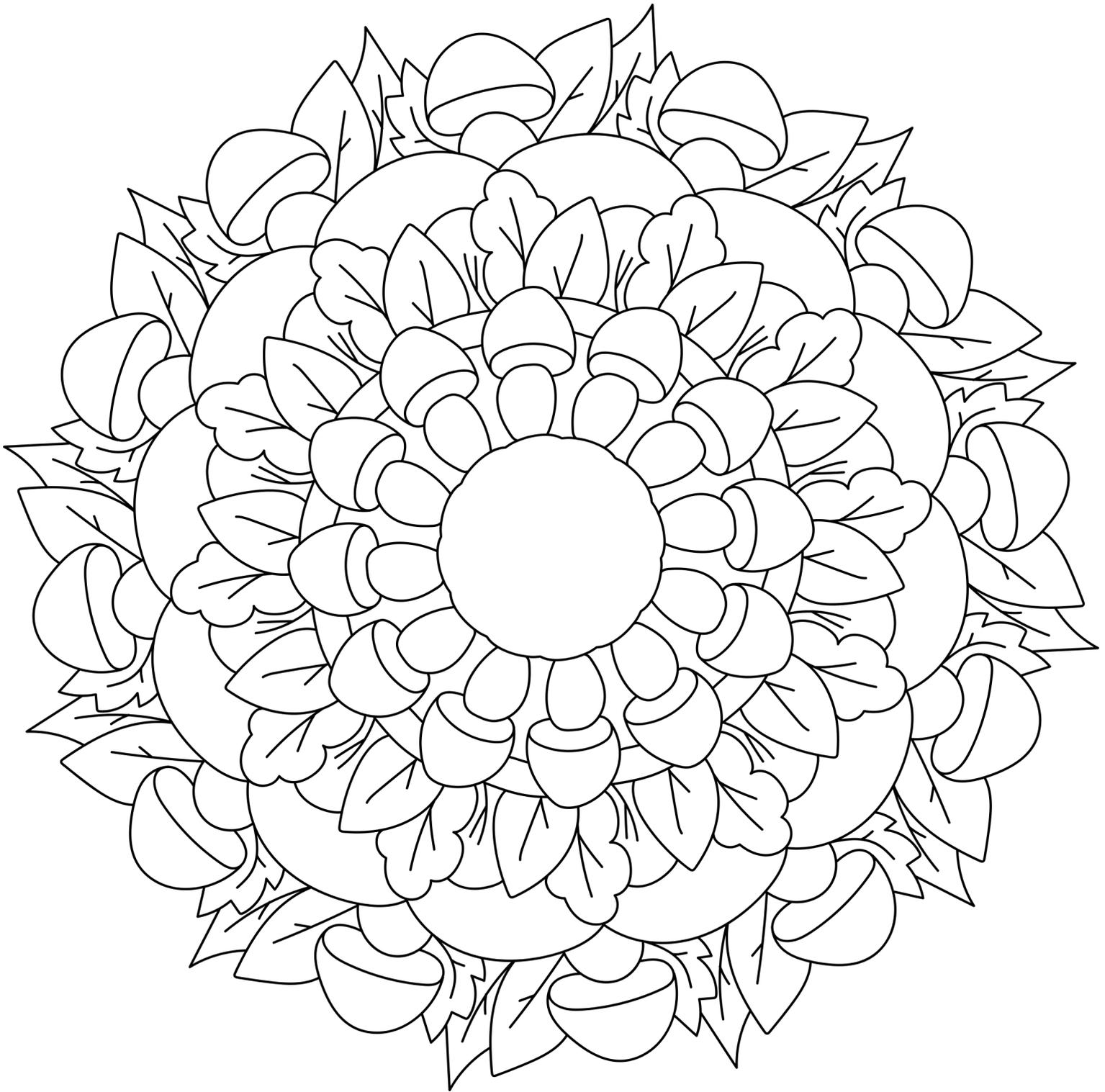


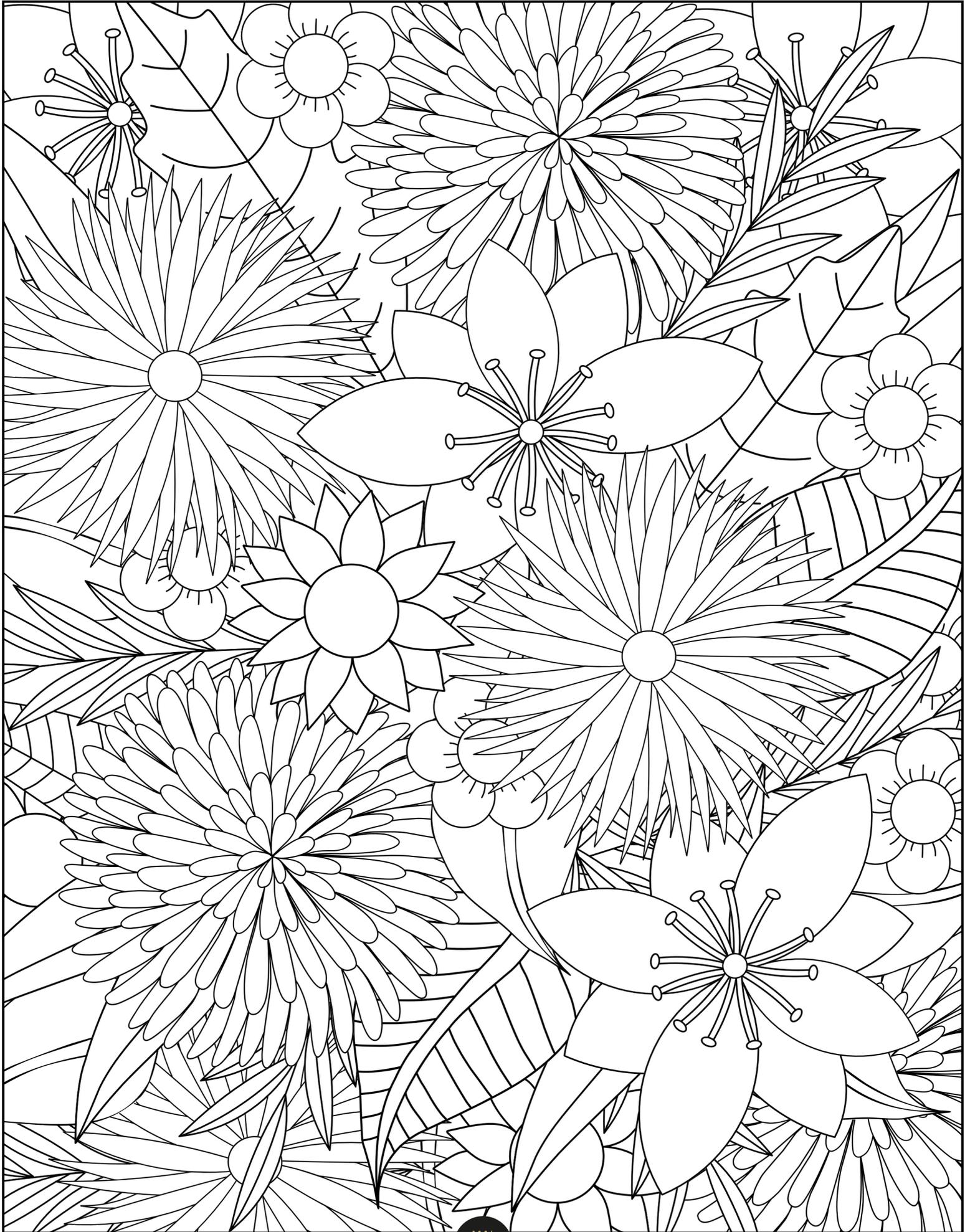
What a Wonderful World– Louis Armstrong
You Are My Sunshine – Traditional / Jimmie Davis
Moon River – Audrey Hepburn / Andy Williams
Side by Side – Kay Starr / Traditional

COLOURING



COLOURING





COLOURING



BRAIN TEASERS

ANAGRAMS

GNIROB.....

EFAET.....

EKACO.....

NEDFRIS.....

NADNCE.....

SNOSG.....



RIDDLES

What has keys but can't open locks?

What has hands but cannot clap?

What has a face and two hands but no arms or legs?

What comes down but never goes up?



INTERACTIVE GAMES

WOULD YOU RATHER?

Would you rather be invisible or be able to fly?

Would you rather only sing or only dance?

Would you rather eat ice cream for breakfast or pizza for dinner?

Would you rather go to the beach or the mountains?

Would you rather be able to speak every language or play every instrument?

Would you rather meet a movie star or a musician?

Would you rather have a magic carpet or a robot assistant?

Would you rather go to a concert or a sports game?

Would you rather live in a castle or a treehouse?

Would you rather have unlimited books or unlimited movies?



STORY STARTERS

"It was a bright and sunny morning when..."

"Suddenly, a mysterious package arrived at the door..."

"I couldn't believe my eyes when..."

REMINISANCE & CONVERSATION

MEMORY PROMPTS

What was your favourite childhood game?

Which song reminds you of your teenage years?

What's the best film you've ever seen at the cinema?

Favourite holiday destination?

Did you ever go dancing?
Where?

CONVERSATION STARTERS

Share a story about your first pet.

What was your first job?

Talk about a memorable birthday or celebration.

Describe your favourite food from childhood.

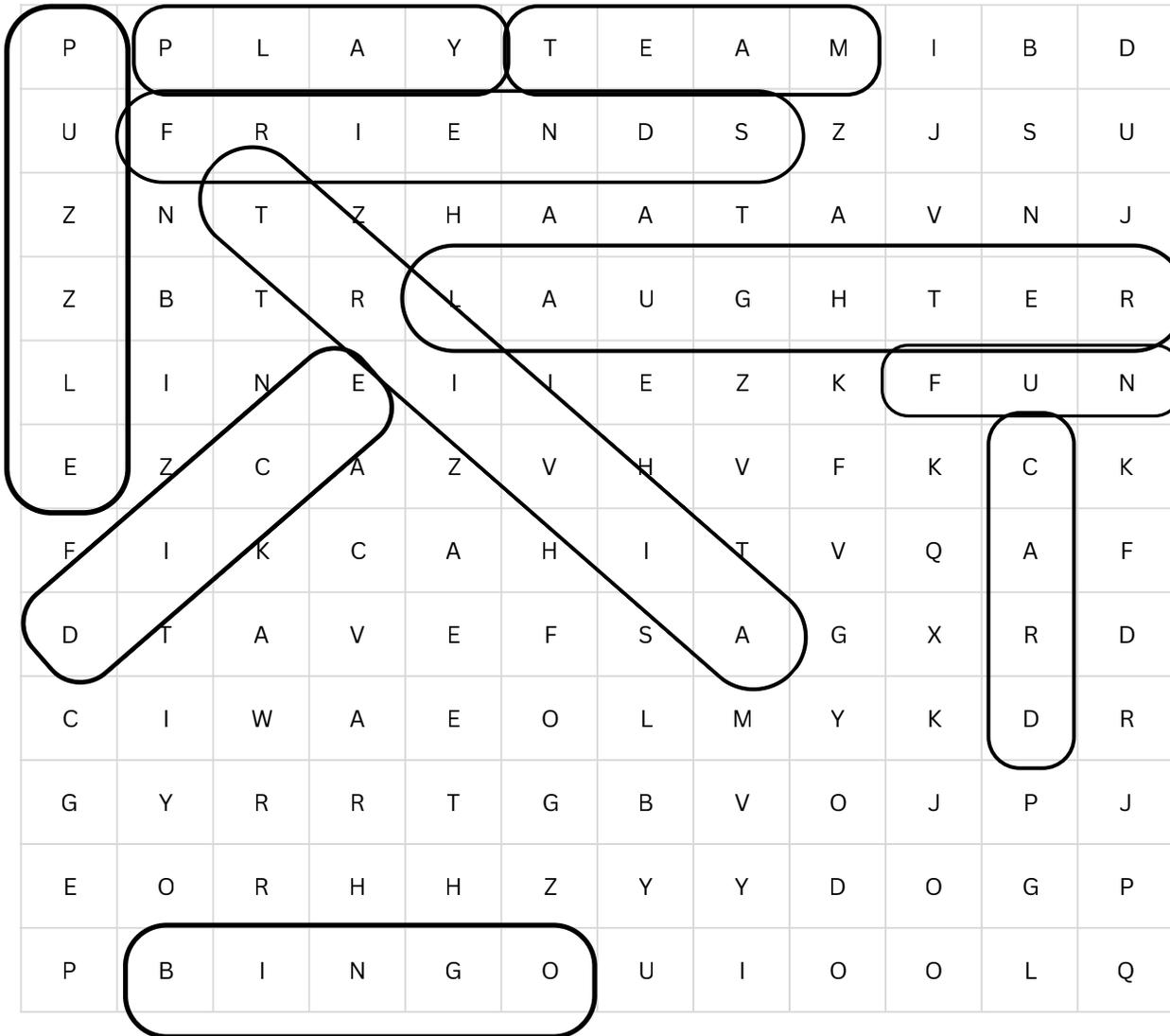
What was your favourite game to play at school?



SPACE FOR NOTES/DRAWINGS:



ANSWERS



Trivia

1. White
2. Lion
3. William Shakespeare
4. Paris
5. Nectar
6. 8
7. Banana
8. 366
9. Water
10. Cold

Riddles

- What has keys but can't open locks? (Answer: Piano)
- What has hands but cannot clap? (Answer: Clock)
- What has a face and two hands but no arms or legs? (Answer: Clock)
- What comes down but never goes up? (Answer: Rain)

Anagrams

- BINGO
- TEA
- CAKE
- FRIENDS
- DANCE
- SONGS



CERTIFICATE OF PARTICIPATION

IS PROUDLY PRESENTED TO

FOR TAKING PART IN



.....
DATE

.....
SIGNED BY



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