Christmas Charades — Free 12-Card Set

Cut apart. Draw one card. Act without speaking. Guess the scene.

CHRISTMAS CHARADES 01

Easy start

Hanging a wreath on the front door

CHRISTMAS CHARADES 02

Easy start

Blowing on a mug of hot cocoa

CHRISTMAS CHARADES 03

Easy start

Trying on an oversized holiday sweater

CHRISTMAS CHARADES 04

Easy start

Ringing an imaginary handbell

CHRISTMAS CHARADES 05

Easy start

Tying an enormous bow around a gift box

CHRISTMAS CHARADES 06

Easy start

Sneaking the last chocolate from an advent calendar

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CHRISTMAS CHARADES 07

Trickier scene

Carrying a stack of presents too tall to see over

CHRISTMAS CHARADES 08

Trickier scene

Hanging a stocking that keeps slipping off its hook

CHRISTMAS CHARADES 09

Trickier scene

Trying to photograph a dog wearing a Santa hat

CHRISTMAS CHARADES 10

Trickier scene

Balancing a star on top of a Christmas tree

CHRISTMAS CHARADES 11

Trickier scene

Pulling sticky tape that sticks to your fingers

CHRISTMAS CHARADES 12

Trickier scene

Finding the missing end of a roll of wrapping paper

Christmas Charades — Host Sheet

In this free set: 12 scene cards on two pages, plus this host sheet. Letter and A4 editions contain the same prompts. These free cards are separate from the paid Christmas Game Night Bundle.

PREPARE

Print the two card pages single-sided, cut apart all 12 cards and place them face down. Gather a timer and pen. No real props are needed. Keep this host sheet separate. For the full prompt list and variations, visit gatherandprint.com/ideas/christmas-charades/

TWO-TEAM RULES

1. Divide into two teams. An actor draws one card and reads it privately; a helper may quietly assist before timing starts.
2. Allow up to 60 seconds. Act with gestures and facial expressions. No speaking, sounds, spelling or mouthing the answer.
3. The actor's team guesses. Accept the scene's meaning, not only exact wording. Award one point for a correct guess, then set the card aside.
4. If time runs out, reveal the prompt and move on. There are no steals. An actor may pass; set the card aside with no point deduction, then switch teams.
5. Alternate teams for six turns each, rotating actors. Each team can earn up to six points. Ties can stay ties.

COOPERATIVE OPTION

Everyone guesses together, passes freely and tries to solve the set without team scores. Play seated or in pairs if preferred. Nobody has to act. The handbell and cocoa actions are silent mimes unless everyone agrees to allow sounds before starting.

KEEP SCORE

Enter 1 for a correct guess, otherwise 0. Each team has six turns; maximum score is 6.

Team name	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Total /6

Print note: Choose the file matching your paper size and check print preview. Cardstock is optional.

Use permission: Print copies for your own family, community or internal workplace gathering. Share the guide link rather than redistributing the PDF. Do not resell the cards. The paid bundle has its own licence.

Optional next step: For a wider collection of games, preview gatherandprint.com/shop/christmas-game-night-bundle/.