

Time's Up! Kids

Time's Up! Kids is a **cooperative version** of Time's Up! adapted for **children** who cannot read yet.

Describe and mime the images to **win together!**

But do it quickly, time is running out!

Components

- 220 illustrated cards.
- One 10-minute timer with different coloured ends.
- One storage bag.
- These rules.

Goal of the Game

In Time's Up! Kids, everyone plays together against the clock!

Your common goal is to finish **both rounds** before the **timer** runs out.

Round 1: Describe

- **Take 20 cards at random**, shuffle them, and place them face down in a pile in front of everyone.
- Turn the **timer** over: the game begins!
- An adult takes the first card from the pile and **has all the children guess** the image he sees without naming it directly or showing it.

For example: Dad must describe a cow. He could say "it is an animal that produces milk, it is a female bull". He cannot say "it is a cow".

- The children can make as many guesses as they want.
- When a card is **guessed correctly**, the adult places it **face up** in the middle of the table and takes the next card.

End of the round

When all the cards have been guessed, **lay the timer on its side** so that the sand stops (don't forget which coloured end was upright).

Shuffle the cards with which you just played and get ready for the round 2!

Round 2: Mime

- The rules are the same as those in round 1, except that in order to get everyone to correctly guess the cards, the adult can now **only mime and make sound effects**.
- Everyone plays with the **same cards** as in round 1.
- As soon as you are ready, **place the timer vertically again** to continue.

Note: If the players cannot guess a card, it does not matter, put it back under the pile and take the next one.

If you make a mistake and directly name a card (round 1 or 2) or speak during round 2, you must put it back under the pile and draw another.

Victory and game end

If you finish the 2 rounds and all the cards have been correctly guessed before the end of the timer, **you have all won the game!** Otherwise, you have lost, but don't worry, you'll do better next time!

Rules for age 6+

When you play with older children, we advise you to adopt the following two rules:

- **The children also describe or mime the cards.** The oldest starts. As soon as the card is guessed correctly, he puts it face up in the middle of the table and then the player on the left describes or mimes the next card. Adults can of course play or help children if they encounter difficulties.
- **Play with 2 timers (20 minutes).** As soon as the timer has run out, turn it over and continue the game.

Difficulty management

Do not hesitate to adapt the difficulty of the game by **adding** or **removing** cards. For example, if your children have become experts, play with 30 cards and 2 timers.