

Hat snap

Performance

From 5 minutes

(could be much longer as improvisations develop)

You will need:

2 suitcases
(one per team)

5-10 hats per case
(the hats in each should be of a similar type, such as one flat cap per case, one trilby per case, etc)

2 tables
(one per team, for the suitcases to go on)

A table for computers / tablets, if you are playing online

Dementia-friendly



Funny
Stimulating
Imaginative

Credit:

Dr Richard Talbot and Dr Clare Dormann / University of Salford. Developed in partnership with Aspire Adult Social Care and Humphrey Booth Resource Centre/Poppy Day Care Centre, Swinton.

This is a simple game which works best with small groups. It's best to have one or two people on each team and a further person to act as adjudicator!

To prepare:

The atmosphere should be fun, silly and relaxed for this game. Using the hats will help you to clown around and it can help set the tone if the adjudicator wears something funny as well like big funny glasses or a coloured wig. Set up the tables and the suitcases of hats.

To begin:

As the adjudicator, explain that you are going to play a game of snap using hats – the teams are going to pull out hats and put them on – if the hats are the same, the winner is the team that shouts 'snap' first.

Decide who is going to be the picker in each team and who is going to be the guesser. The adjudicator counts down 3-2-1 and says 'go'. When the teams hear 'go', the picker picks a hat out of a suitcase, and puts it on the head of their partner – it's important that the wearer doesn't see their hat so it may be good for them to close their eyes whilst this is happening. The person wearing the hat must then look at the other team and decide if they are wearing the same headwear by feeling the hat that they have got on their head!

The winner of each point is the first team to shout 'snap'. As the adjudicator, ask why they have decided it is a snap. This could be anything. For example, "it is the same shape", "it feels like the same material" ... as long as they have a reason, they are right!

When you have played a couple of rounds, you could swap over. When both people have been picker and guesser, take time to talk about it. *What makes you call out 'snap'? Do you enjoy feeling the shape and texture of your hat?* Digressions should be encouraged. If you play this game to the full, you will find yourself playing with the sound of words, of names for hats, and with the 'characters' that hats make you think of. Anything goes!

Next:

Give categories to the hat that you are looking for as a snap. For example, a captain's hat, a hat that you would wear to a party, a hat to shade you from the sun. You could also give different words to say instead of 'snap' when there is a match. For example 'lah dee dah' for a party hat, or 'aye aye captain' for a captain's hat. You could choose the category of hat or you could let your teams do it.

You could also:

Take time to talk about the 'characters' that appear wearing different hats. Can you come up with a phrase that the characters say and then have a go mimicking how each one speaks? Or can your characters come up with movements that can be copied? Have fun doing this and remember that there is no right or wrong answer.