Left Right Christmas Game





Pass the gift LEFT or RIGHT as the story is read aloud!

HOW TO PLAY

1 Gather

Everyone sits in a circle. Give one person a wrapped gift (or any small item: ornament, candy cane, mug).

2 Listen

The host reads the story aloud, slowly. Every time you hear **LEFT** or **RIGHT**, pass the gift that way to the next person.

3 Win

When the story ends, whoever is holding the gift keeps it (or opens it first). Play again with the second story!

STORY 1

The Great Cocoa Caper

It was Christmas Eve at the Merrywell house, and the big pot of cocoa had vanished! Grandma June clapped her hands. “Everyone, spread out and search!”

Grandpa Gus marched **LEFT** into the kitchen. Aunt Posy tiptoed **RIGHT** past the stairs. Little Ollie crawled **LEFT** under the dining table, while Cousin Dot peeked **RIGHT** behind the curtains.

“Try the pantry!” called Grandma. So the whole family turned **RIGHT** at the hallway, hopped **LEFT** over a snoozing dog named Biscuit, and squeezed **RIGHT** through the pantry door.

Inside, they found a trail of marshmallows. The first sat on the **LEFT** shelf. The next three had rolled **RIGHT** toward the flour. The last one, very sticky, was stuck to Grandpa’s **LEFT** sleeve.

“Follow the trail!” whispered Ollie. They stepped **LEFT** at the mop bucket, **RIGHT** at the coat rack, and **LEFT** again at the front door, where two cocoa-covered boot prints led out to the porch.

There, **RIGHT** beside the snowman, sat Uncle Fitz with a marshmallow mustache. “I was only keeping it warm for the carolers!” he said. Everybody laughed.

They carried the pot back inside, Dot holding the handle on the **LEFT**, Ollie holding the handle on the **RIGHT**. Aunt Posy poured one mug for each person, passing it **LEFT**, then **RIGHT**, then **LEFT** again, until every hand was warm.

And the very last marshmallow? It floated **RIGHT** into the mug of whoever was holding the gift when the story ended. Merry Christmas!

This story has 10 LEFTs and 10 RIGHTs. Whoever holds the gift when it ends keeps it!

Round Two

STORY 2

Santa's Sleigh Check

At the North Pole, Santa was checking his sleigh. Elf Pip hung a bell on the **LEFT** runner. Elf Tilly hung a bell on the **RIGHT** runner. "Jingle test!" they sang, and the sleigh went jingle-jingle.

Rudolph stepped **RIGHT**, then **LEFT**, then **RIGHT** again, practicing his turns. Dasher dashed **LEFT** around the barn. Blitzen blitzed **RIGHT** past the candy cane fence.

"Presents on the **LEFT**, toys on the **RIGHT**, and cookies in the middle!" called Santa. The elves loaded the sacks **LEFT** and **RIGHT** until the sleigh was full to the top.

Santa climbed in, waved to the **LEFT**, waved to the **RIGHT**, and shouted, "Ho, ho, ho!" Up, up, up they flew, with the last present of the night landing **RIGHT** in the hands of the person holding the gift. The end!

This story has 6 LEFTs and 8 RIGHTs. Whoever holds the gift when it ends keeps it!

WAYS TO MIX IT UP

- **Gift bags:** hand every player a wrapped item. Everyone passes at once, and each person unwraps what ends up in their hands.
- **Read it dramatically:** a slow voice, a pause before LEFT or RIGHT and a fake-out word like "lift" or "write" keep players on their toes.
- **Teams:** split into two circles with one gift each. The first circle to finish the story without dropping the gift wins a small prize.
- **Speed round:** read the second story faster each time you play, with a silly rule that anyone who drops the gift sings a carol line.

HOST TIPS

- **Best for:** 6 to 30 players, ages 6 and up, about 5 minutes per story.
- **Good gifts to pass:** a wrapped gift card, a candy bag, a small ornament, a mug or a wrapped book.
- **Print tip:** print at 100% / Actual size on US Letter or A4. Print an extra copy so the host can read while the game goes on.

Want more Christmas party games?

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