GAMES/TOYS OUTSIDE AT HOME		CREATIVE ENDEAVOURS	
 → BOARD GAMES (EG EXTREMO UNO) → PUZZLES → MARBLE RUN (FOR INSPIRATION) → MODEL RAILWAYS, TOWNS, CITIES, FARMS, ZOOS ETC → CUBBY HOUSE AND BLANKET FORTS → PLAY DOUGH (RECIPE) → CHARADES, PICTIONARY, CELEBRITY HEADS → I SPY 	 → CHALK DRAWING → HAVE A PICNIC → MAKE GIANT BUBBLES → PLAY WITH SPRAY BOTTLES/WATER PLAY → MAKE "FOOD" OR ART OUT OF GARDEN ITEMS LIKE DIRT, LEAVES, FLOWERS OR MUD 	 → PRACTICE/LEARN AN INSTRUMENT → LISTEN TO MUSIC → SING → PUT ON A CONCERT OR A PLAY → MAKE A MOVIE (EG USING MOVIEMAKER) → WRITE A SONG → PERFORM A SONG, VIDEO IT AND SEND TO A FRIEND OR RELATIVE → WRITE A STORY AND ILLUSTRATE IT 	
ACTS OF SERVICE	ARTISTIC IDEAS	BRAIN ACTIVITIES	
 → DROP A LETTER TO A NEIGHBOUR TO ASK IF THEY NEED ANYTHING → WRITE A LETTER TO A FRIEND OR FAMILY MEMBER → HELP WITH HOUSEHOLD CHORES → WEED AND LOOK AFTER THE GARDEN → MAKE A COLLECTION OF TOYS OR CLOTHES TO GIVE AWAY → BAKE SOMETHING YUMMY TO SHARE WITH YOUR FAMILY → COOK DINNER FOR YOUR FAMILY 	 → PAINT (TRY PAINTING WITH DIFFERENT OBJECTS E.G. LEAVES, CUTLERY, TOY CARS) → DRAW (FOR INSPIRATION) → SEW → CROCHET → MAKE A VIDEO TO TEACH PEOPLE A SKILL (YOU COULD SEND IT TO ANNA TO GO ON OUR DPC YOUTUBE CHANNEL) → MAKE SOCK PUPPETS → MAKE A TIME CAPSULE 	 → LEARN A LANGUAGE HTTPS://WWW.DUOLINGO.COM/ → GO ON A VIRTUAL TOUR OF THE SMITHSONIAN MUSEUM → A LIST OF THE BEST VIRTUAL TOURS OF ZOOS AND MUSEUMS. AROUND THE WORLD. → CREATE A WORDSEARCH, CROSSWORD OR MAZE → LOOK UP RIDDLES → MAKE A FAMILY TREE → DO ORIGAMI 	
KEEP ACTIVE	Extreme UNO Rules		
 → DANCE (TRY MOVE IT MOB STYLE OR GO NOODLE) → TIME HOW LONG IT TAKES YOU TO RUN AROUND THE BLOCK AND SEE IF YOU CAN IMPROVE YOUR TIME EACH DAY → MAKE AN OBSTACLE COURSE IN YOUR HOUSE AND TRY TO COMPLETE IT → PLAY THE FLOOR IS LAVA → GO FOR A BIKE RIDE → PLAY BALLOON VOLLEYBALL: STRING UP A SHEET FOR THE NET → SET UP A "TRICK SHOTS" GAME WITH ANY BALL, BIN, NET, GOAL - ANYTHING! → PITCH A TENT AND PRETEND YOU'VE GONE CAMPING 		PLAY UNO AS PER THE ORDINARY (OR FAMILY) RULES. EACH ROUND, ALLOW THE WINNER OF THE ROUND TO MAKE UP ONE EXTRA RULE FOR THE NEXT ROUND (MUST BE SAFE TO CARRY OUT). FOR EXAMPLE, NEW RULE: EVERY TIME SOMEONE DRAWS A 4, THEY HAVE TO SQUAWK LIKE A CHICKEN (OR SOMETHING EQUALLY FUNNY). TRY AND REMEMBER EACH RULE AS YOU PLAY SEVERAL ROUNDS!	