

BABY SHOWER GAMES



PLAYDOH! BABY

This is a brilliant game to play in teams or individually. Give your party guests some Playdoh! and 10 minutes to make the most realistic looking baby. The most outrageous looking creation is the winner.

PIN THE DUMMY ON THE BABY

Similar to pin the tail on the donkey, guests are blindfolded and asked to stick a paper dummy onto a large print out of a baby. You could even use a photo of the mum-to-be as a baby. The winner is the person who gets closest to the baby's mouth.

TAKE OUR TRUE OR FALSE QUIZ

Print off our quiz and see if your guests know the answer to some pregnancy facts.

MAKE A TIME CAPSULE FOR THE BABY

Ask your friends to write messages to your child for when they reach 18. They could write their wishes for their future, an embarrassing fact about the mum-to-be, or add a photo of all the guests, and you could even include our Guess the Weight sheet. This should be kept safe until the child reaches 18.

THE SIZE OF THE BUMP

Cut up some pieces of string and ask your guests to guess how big the mumto-be's bump is. You should write these guesses down on a piece of paper, then at the end, the mum-to-be takes her actual measurement. The nearest to the real size is the winner.

WHO'S THE BABY?

Ask your guests to bring in a baby photo of themselves in a blank envelope and display them for all to see. Guests take turns at guessing who the baby is. The winner is the guest who guesses the most correct answers.

BLINDFOLDED NAPPY CHANGING

Using a doll and a newborn nappy, blindfold your guests and ask them to try their best to put the nappy on the baby. To make it extra fun include a tub of Sudocrem and some talc - just make sure you cover your surfaces, so it doesn't go everywhere.

TOILET PAPER NAPPY RACE

Split your guests into teams and give them a toilet roll. Each team should nominate a guest to be the model. Teams are given 5 minutes to put a nappy on the model using only the roll of toilet paper. The winner is the team with the most realistic effort.

