

Charades Word Generator for Adult Groups

Choose a prompt, act it out without speaking, and let the group guess; the generator uses everyday adult-friendly actions and scenes.

Host guide / A4 / 4–16 adults; use teams or a shared circle / 10–25 minutes; 30–60 seconds per turn

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

What you need

- No materials required for spoken play.
- Optional printed prompt cards, timer, and a bowl or opaque envelope.
- Optional paper for typed or written guesses in a quiet or remote room.

How to run it

1. Choose a prompt at random or let the performer select a card. The performer may return a prompt they do not want without explaining why.
2. Explain the default rules: act silently, do not mouth or write letters, and use gestures to convey the clue. Miming can stay seated and use small hand or facial gestures; no one needs to lift, balance, carry, or walk with a real object. No specific movie, TV, or character knowledge is needed.
3. Set a 45-second turn as a suggestion, not a strict test. The group can guess out loud, type guesses in chat, or let the performer reveal the clue when time ends.
4. After a guess, pass the card to another volunteer. In team play, rotate turns so the same person is not always performing. People may also be the host, timekeeper, or guesser.
5. Choose prompts from one category or mix everyday actions and scenes. Skip any clue that depends on an unfamiliar object, physical ability, or personal disclosure.
6. Stop after a few rounds or when the group wants to move on. Scores are optional; if used, count team guesses only and do not keep individual performance records.

Choose prompts without a pop-culture quiz

Every card here describes an action or situation rather than a licensed character or title. That makes the game easier for mixed-age adult groups and reduces reliance on specific entertainment knowledge. Before printing, a host can remove a prompt that does not fit the event or replace it with a familiar everyday activity.

A good acting prompt has a visible action, object, or sequence. “Pack a carry-on bag” suggests gestures and a beginning and ending; a vague abstract word may be harder to perform. If a prompt gets no guesses, the performer can show the card and the group moves on.

Run a relaxed round

Use teams when the group wants energy and a shared target, or a circle when people prefer to volunteer one at a time. A team may guess together, but no one should have to act. Give the performer a way to pass or swap the card. A timer keeps a turn short; it is not a test of speed.

For a more accessible option, allow seated gestures, object mime on a tabletop, or a verbal clue alternative. If a participant does not want to perform, they can draw or choose prompts, keep time, or guess. No explanation is needed.

Optional difficulty modes

Easy mode uses one clear action and allows multiple guesses. Mixed mode combines objects, actions, and everyday scenes. Challenge mode can ask a volunteer to combine two unrelated prompts, but only when the group wants a harder round. Avoid blindfolds, running, touching another player, or prompts that ask someone to imitate a colleague.

A host may let the group choose “quiet,” “everyday action,” or “scene” before drawing. Categories help people anticipate the style without giving away the answer. The player can discard a card at any time.

Printable host sheet

Read: “Choose or draw a prompt. Act silently; do not write or mouth the answer. You may pass, guess, or observe. We will keep each turn short and move on without scoring people.” Set a suggested 45-second turn, then let the performer reveal or pass.

For a team format, divide into small groups and alternate volunteers. For a seated or remote format, permit gestures from the chair and guesses by chat. Close by thanking volunteers and returning the prompt cards to the deck.

Keep it adult-friendly and respectful

Do not use the game to ask people to imitate a coworker, disclose a private experience, or perform an identity. Avoid prompts about medical conditions, trauma, intimate behavior, and workplace failure. Everyday objects and ordinary scenes leave room for playful interpretation without targeting a person.

The card list is original and generic. It does not reproduce branded charades decks, screen titles, or proprietary rules. No score or outcome is evidence of communication skill, creativity, or team performance.

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<p>N_CHARADES-001 / Everyday action</p> <p>Try to assemble a flat-pack shelf without dropping a screw.</p>	<p>N_CHARADES-002 / Everyday action</p> <p>Fold a fitted sheet and make it look tidy.</p>
<p>N_CHARADES-003 / Everyday action</p> <p>Untangle a long pair of headphones.</p>	<p>N_CHARADES-004 / Everyday action</p> <p>Open an umbrella while a gust of wind catches it.</p>
<p>N_CHARADES-005 / Everyday action</p> <p>Pack a carry-on bag for a weekend trip.</p>	<p>N_CHARADES-006 / Everyday action</p> <p>Carry a tall stack of folders through a doorway.</p>

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<p>N_CHARADES-007 / Everyday action</p> <p>Stir a pot while checking whether the pasta is ready.</p>	<p>N_CHARADES-008 / Everyday action</p> <p>Water a plant that is just out of reach.</p>
<p>N_CHARADES-009 / Everyday action</p> <p>Try to peel an orange in one unbroken strip.</p>	<p>N_CHARADES-010 / Everyday action</p> <p>Roll out dough on a crowded kitchen counter.</p>
<p>N_CHARADES-011 / Everyday action</p> <p>Put a fitted tablecloth on a round table.</p>	<p>N_CHARADES-012 / Everyday action</p> <p>Hang a picture and step back to check whether it is straight.</p>

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<p>N_CHARADES-013 / Everyday action</p> <p>Carry a wobbly tray of cups to a table.</p>	<p>N_CHARADES-014 / Everyday action</p> <p>Search a bag for a key while holding an umbrella.</p>
<p>N_CHARADES-015 / Everyday action</p> <p>Wind up a kite string after a breezy afternoon.</p>	<p>N_CHARADES-016 / Everyday action</p> <p>Take a panoramic photo of a group without blocking anyone.</p>
<p>N_CHARADES-017 / Everyday action</p> <p>Read a paper map and decide which way to turn.</p>	<p>N_CHARADES-018 / Everyday action</p> <p>Set an alarm clock and then check it twice.</p>

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<p>N_CHARADES-019 / Everyday action</p> <p>Arrange flowers in a vase that is slightly too small.</p>	<p>N_CHARADES-020 / Everyday action</p> <p>Wrap a present with a piece of paper that barely fits.</p>
<p>N_CHARADES-021 / Everyday action</p> <p>Use a manual coffee grinder and pour a cup.</p>	<p>N_CHARADES-022 / Everyday action</p> <p>Try to pull a rolling suitcase over a soft patch of sand.</p>
<p>N_CHARADES-023 / Everyday action</p> <p>Move a chair quietly across a floor.</p>	<p>N_CHARADES-024 / Everyday action</p> <p>Untwist a garden hose before watering a pot.</p>

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<p>N_CHARADES-025 / Everyday scene</p> <p>Take a seat just as a meeting begins.</p>	<p>N_CHARADES-026 / Everyday scene</p> <p>Wait in a coffee line while deciding what to order.</p>
<p>N_CHARADES-027 / Everyday scene</p> <p>Look for the correct room at a busy conference.</p>	<p>N_CHARADES-028 / Everyday scene</p> <p>Find a quiet place to make a phone call.</p>
<p>N_CHARADES-029 / Everyday scene</p> <p>Notice that a train is arriving on the opposite platform.</p>	<p>N_CHARADES-030 / Everyday scene</p> <p>Try to hear an announcement in a busy station.</p>

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<p>N_CHARADES-031 / Everyday scene</p> <p>Arrive at a picnic just as the wind lifts the napkins.</p>	<p>N_CHARADES-032 / Everyday scene</p> <p>Start a video call and realize the microphone is muted.</p>
<p>N_CHARADES-033 / Everyday scene</p> <p>Join a small conversation at a professional reception.</p>	<p>N_CHARADES-034 / Everyday scene</p> <p>Look for a book on a high library shelf.</p>
<p>N_CHARADES-035 / Everyday scene</p> <p>Take a wrong turn in a parking garage and retrace your steps.</p>	<p>N_CHARADES-036 / Everyday scene</p> <p>Look through a telescope and point out a bright star.</p>

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<p>N_CHARADES-037 / Everyday scene</p> <p>Wait for a kettle to boil while setting out mugs.</p>	<p>N_CHARADES-038 / Everyday scene</p> <p>Carry a large plant through a narrow doorway.</p>
<p>N_CHARADES-039 / Everyday scene</p> <p>Try to find a seat in a room with uneven table heights.</p>	<p>N_CHARADES-040 / Everyday scene</p> <p>Catch a hat that is rolling away on a breezy sidewalk.</p>
<p>N_CHARADES-041 / Everyday scene</p> <p>Follow a recipe while keeping track of two timers.</p>	<p>N_CHARADES-042 / Everyday scene</p> <p>Pack up a picnic before the first raindrops.</p>

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<p>N_CHARADES-043 / Everyday scene</p> <p>Find a matching lid for a container in a cupboard.</p>	<p>N_CHARADES-044 / Everyday scene</p> <p>Search a coat pocket for a folded event program.</p>
<p>N_CHARADES-045 / Playful action</p> <p>Guide a paper airplane to land inside an empty box.</p>	<p>N_CHARADES-046 / Playful action</p> <p>Balance a book on your head while walking slowly.</p>
<p>N_CHARADES-047 / Playful action</p> <p>Pretend to conduct an orchestra of kitchen utensils.</p>	<p>N_CHARADES-048 / Playful action</p> <p>Try to get a stubborn jar lid open, then succeed.</p>

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N_CHARADES-049 / Playful action

Make a tiny paper boat and set it afloat in a bowl.

N_CHARADES-050 / Playful action

Walk carefully across a pretend floor covered in squeaky tiles.

Hosting questions

Are these movie or character prompts?

No. The set uses generic actions and everyday scenes so the round does not depend on knowing a film, show, or famous character.

How long should a turn last?

About 45 seconds is a convenient suggestion. Let people pass or reveal the clue; speed is not the point.

Can someone play without acting?

Yes. They can guess, host, choose prompts, keep time, type guesses, or observe.

Can the generator be used at work?

Yes, if the host selects neutral prompts, makes performance optional, and keeps scores away from individual evaluation.

Can someone play from a seat?

Yes. Small seated gestures, hand mime, or facial expressions are enough. No real lifting, balancing, carrying, or walking is required; participants may also guess, host, keep time, choose cards, or pass.

Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.