

Office Christmas Party Games

Choose a seasonal game that fits your group, with a winter or year-end alternative for anyone who prefers neutral wording.

Host guide / Letter / 4–30 adults; use table groups for larger parties / 10–30 minutes per game; select one or two

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

- Paper, markers, pre-cut shapes, and small non-breakable seasonal objects for selected games.
- Optional printed word cards, a light empty box, and a tray or cloth.
- No alcohol, purchases, gifts, copyrighted song lyrics, or special venue equipment required.

How to run it

1. Tell the group the event theme and offer a neutral winter or year-end version. Participation is optional; no one needs to share a religious, family, or work story.
2. Choose one game and prepare the materials before the party. Read the instructions aloud, including how a person can pass or take an observer role.
3. Use table-sized teams when the room is large. Keep activities seated unless the group explicitly chooses movement and the space allows it.
4. Let the group play for the stated time, then stop at a natural point. Do not rank individuals or require a public performance.
5. Close with a thank-you and continue to the planned party schedule. Do not collect personal answers or photos as proof of participation.

Make the theme an invitation, not a requirement

A Christmas party can be meaningful for some coworkers and uncomfortable or irrelevant for others. State the theme in advance and provide a neutral option such as winter, year-end, or shared celebration. No one needs to explain why they choose the alternate wording or pass a game.

Avoid religious trivia, assumptions about family traditions, and questions about money or private plans. These games use decorations, generic winter scenes, and fictional tasks rather than asking people to disclose beliefs.

Choose a complete game before the event

Each card has its own materials, time, and steps. Select only games that fit the room and group size. Keep printed rules visible so participants can follow without having to ask a manager or host. A gift-free choice is available; no participant needs to purchase an item.

If a game feels too loud, competitive, or movement-heavy, switch to the quiet table version or skip it. There is no need to replace a pass with another activity.

Keep party participation separate from work evaluation

Do not use attendance, game results, memory, or performance as an employee assessment. If a game uses a group score, keep it optional and team-based. Never require a person to sing, dance, tell a personal story, or act out a coworker.

Photographs and shared artifacts are optional. Ask before displaying a card or paper craft and do not post images of employees without the usual consent process.

Printable host script

“This is an optional party game. You can play, help with materials, watch, or pass. We can use Christmas wording or a neutral winter/year-end version. There is no individual score, no drink or gift requirement, and no need to share a personal story.”

At the end: “Thanks for joining in any way that worked for you. We will move to the next part of the party.”

Use the eight game cards

The cards mix memory, simple construction, word clues, movement-free acting, and group choices. Some have a Christmas theme; each also has a neutral alternative. Choose one or two and leave time for breaks and conversation.

No copyrighted song lyrics, movie characters, or branded holiday games are included. The host may write new neutral prompt cards if the group wants more variety.

CARDS / Office Christmas Party Games

<p>R_OFFICEXMAS-001 / Office holiday game</p> <p>Stocking tray memory</p>	<p>R_OFFICEXMAS-002 / Office holiday game</p> <p>Paper ornament pattern</p>
<p>R_OFFICEXMAS-003 / Office holiday game</p> <p>Gift-free empty-box wrap</p>	<p>R_OFFICEXMAS-004 / Office holiday game</p> <p>Holiday object charades</p>
<p>R_OFFICEXMAS-005 / Office holiday game</p> <p>Seasonal word clues</p>	<p>R_OFFICEXMAS-006 / Office holiday game</p> <p>Lights-out pattern puzzle</p>

CARDS / Office Christmas Party Games

<p>R_OFFICEXMAS-007 / Office holiday game</p> <p>Tabletop celebration choice</p>	<p>R_OFFICEXMAS-008 / Office holiday game</p> <p>Fictional holiday postcard</p>
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Host answer key

Keep this section separate from player cards. Accept equivalent wording where the meaning matches.

01. Group: 3–8 per table. Materials: 12 clean, non-breakable decorations or objects, a tray, and a cloth. Arrange the objects, let the table look for 30 seconds, then cover the tray. The group writes or says as many objects as it can remember in one minute. Uncover and check together; count only the group list if desired.

Neutral option: use 12 winter or everyday objects rather than Christmas decorations. Anyone can observe or pass; no individual memory score.

02. Group: 3–6. Materials: 10 pre-cut paper shapes, markers, and one sheet of paper. Time: 12 minutes. Choose a repeating shape or color pattern and arrange the shapes into a paper ornament design. Each person can add one shape, describe a choice, or observe. Tape the finished layout only if the group wants to display it.

Use snowflakes, stars, circles, or neutral geometric shapes. Pre-cut the paper; no scissors needed.

03. Group: 3–6. Materials: one empty lightweight box, 2 sheets of wrapping paper, and removable tape. Time: 10 minutes. As a group, wrap the empty box neatly using only the materials provided. Participants may direct, hold paper, or observe. Stop at ten minutes and leave the box empty; there is no prize or exchange.

Neutral option: use plain paper. This is a collaborative craft, not a race or gift exchange.

04. Group: 4–12. Materials: prompt slips with generic objects such as wreath, lantern, parcel, scarf, or snow shovel. Time: 10–15 minutes. A volunteer draws one slip and acts silently while the table guesses. No movie, character, song, or coworker may be used as a clue. The volunteer may pass or reveal the word.

Neutral option: replace Christmas objects with winter or everyday objects. Seated gestures and typed guesses are welcome.

05. Group: 3–8. Materials: cards with the words “candle,” “ornament,” “mittens,” “calendar,” “lantern,” and “parcel.” One player gives a short descriptive clue without saying the target or spelling it; the table guesses. Take turns by volunteers and stop after six cards.

This is a small cooperative clue game, not a spelling test. Use winter object words if Christmas-specific terms do not fit.

06. Group: 3–6. Materials: 8 paper circles marked with simple colors or symbols and one reference strip showing a four-item pattern. Show the reference strip for 10 seconds, then cover it. Mix the circles and let the group choose and arrange four in the remembered order. Uncover the strip and compare together.

Use both colors and shapes so the pattern is accessible. The reference is hidden during the group's choice; no lights or electrical decorations are needed.

07. Group: 4–10. Materials: 12 tokens and four labels: paper craft, quiet puzzle, seasonal music titles, and shared snack break. Time: 10 minutes. As a group, place the tokens across the four options for a fictional party. Invite each person to suggest one move or pass, then keep the result as a game choice only.

Do not collect this as employee preference data. Neutral option: replace seasonal music with a short reading or quiet activity.

08. Group: 3–6. Materials: one blank card and pen per table. Time: 10 minutes. Write a two-sentence postcard from a fictional winter market. Each volunteer may contribute one phrase; the table can read the card aloud or keep it private. Do not include real people, personal plans, or workplace details.

Neutral option: set the postcard at a public winter fair or imaginary year-end gathering.

Hosting questions

Do people need to celebrate Christmas to play?

No. Every game has a neutral winter or year-end option, and participants can observe or pass without explanation.

Are these games suitable for an office?

They use table materials and avoid drinking, required gifts, physical contact, and individual work scoring.

Do any games require music or movie knowledge?

No. The prompts avoid copyrighted lyrics, film characters, and branded content.

How many games should a party use?

Choose one or two based on time and group preference. The cards are a menu, not a required sequence.

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