



Hum That Tune

Hum a tune — no words, no la-la — until your team names it.

Players 4–16 (best with 6–10)

Play time 10–25 min

Materials No materials

Movement Seated

QUICK RULES

1. Split into two teams.
2. One player hums a tune to their own team — lips closed, no words.
3. The team has one minute to name it.
4. Named in time scores a point; then the other team hums.

SET UP

1. Form two teams of roughly equal size and decide how many turns to play — two per player is a good length.
2. Agree what counts as fair: tunes most of the room has heard, such as children's songs, celebration songs, famous classical themes and well-known television themes.
3. Choose the first hummer and start a one-minute timer if you are using one.

HOW TO PLAY

1. The hummer thinks of a tune, or takes one from the host view, and tells nobody.
2. The hummer hums with lips closed. No words, no "la la", no miming and no tapping out the rhythm.
3. Teammates call out guesses freely. The hummer may nod or shake their head, and may start the tune again as often as they like.
4. A correct title within one minute scores one point. If the team clearly knows the song but not its exact name, the hummer may accept the answer.
5. When the minute ends without a correct guess, the other team gets one guess to take the point.
6. Teams alternate, and the hummer changes every turn.

HOW THE GAME ENDS

The game ends when everyone has hummed the agreed number of times. The team with more points wins; on a tie, each team picks one hummer for a single deciding tune, and the faster correct guess takes it.

PLAYING SEATED

Played seated by default. No step requires standing or moving.

TIPS FOR THE HOST

- Tell hummers to start with the most famous line of the tune, not its beginning.
- Different generations know different songs. Encourage tunes from weddings, birthdays and school rather than this year's charts.
- Nobody is judged on pitch. Say so before the first turn; it relaxes the reluctant hummers.
- If a hummer goes blank, let them swap to a starter tune without losing the turn.

VARIATIONS

Kazoo round. Give each hummer a kazoo, or a comb wrapped in thin paper, and play the last round through it. The buzzing makes every tune both funnier and harder, so allow ninety seconds.

One-breath round. The hummer gets a single breath — whatever fits into it is the whole clue. Turns take seconds rather than a minute, which makes this a good tiebreaker or a lively finish.

STARTER IDEAS: YOU CHOOSE THE TUNE

- A lullaby you were sung as a child
- The song your family sings at birthdays
- A song that is played at every wedding
- The theme of a cartoon you watched as a child
- A song you learned at school
- The national anthem of the country you are in
- A tune that means the holidays have started
- A chant from a sports stadium

STARTER IDEAS: TUNES THE WHOLE WORLD KNOWS

- Ode to Joy
- Für Elise
- The Wedding March
- Spring, from The Four Seasons
- Eine kleine Nachtmusik
- Swan Lake
- The William Tell Overture
- The Blue Danube waltz

Times are editorial estimates, not test results. Editorially checked for clarity and consistency. We do not claim group playtesting for this page.