




girl scouts
of western ohio



Summer Camp Game Book



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United Way
Agency Partner

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- Have each group (with an adult) go on their hunt for anywhere from 15 minutes (younger students) to several hours (older students). Gauge the interest level of the group and what you think they (and you) can handle.
- Have everyone return to a common area, and share stories about their adventures—what items they found, what questions they have about them and what they found or experienced along the way. Sometimes skits or acting out parts of the adventure can succeed where a simply retelling will not.
- If there are safety hazards that came up along the way, this is a great time to make sure everyone recognizes them and knows what to do if they encounter them along the way.
- If the items were brought back, this is great way to establish a "Nature Museum." This can be something that each child has at their home, or that is collectively held by a group that meets ongoing like schools, scouts or other groups. The museum in turn inspires future discoveries and new stories.
- Nature scavenger hunts give permission to get muddy; to go places that children (or adults) might not ordinarily go; as well as having more of a sense of wonder and curiosity without knowing for sure what will happen next! Adventure is part of the game, and you can tailor the difficulty of the object list to match the experience/skill level of the participants.
- The sense of wonder evoked, as well as the opportunities for learning for both children and adults from a Nature Scavenger Hunt makes it a top choice for getting to know more about whatever natural area you are spending time in.

Nature Scavenger Hunt

A nature scavenger hunt is amazing at leading children into discovery of the natural world. No matter what items are officially part of the “hunt”—mysteries abound.

Discoveries lead to questions about nature that had nothing to do with the items on the hunt—or frequently to a greater level of depth than anyone present knows the answers to. Stories by children about their time in nature acting as detectives are precious and act as springboards to future hunts and further exploration.

Some helpful hints to facilitate a scavenger hunt:

- Make sure to investigate your potential site before the hunt to gauge how challenging the list of items you've created is, and how much time will be needed based on the terrain. Also, you want to make sure to identify any major safety hazards that children may encounter so you can let them know about these before they start.

Create a list of items to search for, and give copies to each child. Some items commonly included on scavenger hunts include the following, and we encourage you to add your own ideas: .

- | | |
|-----------------------------|------------------------|
| ▶ animal tracks | ▶ feathers |
| ▶ objects of certain colors | ▶ nuts, seeds or cones |
| ▶ animal burrows or dens, | ▶ frogs and lizards, |
| ▶ leaves or | ▶ flowers from plants, |
| ▶ animal bones, | ▶ insects, |
| ▶ animal scat (poop) | ▶ snakes/snakeskin |

- Based on the number of children participating, determine whether everyone will be together in one group, or whether smaller sub-groups are doable. Remember, the smaller the group size the more chance the everyone will be able to make individual discoveries and have more attention from the group leaders.
- Decide up front whether children will be simply checking the items off on a list, drawing pictures of what they observed (great for work with nature journals and extending this activity in the future) or actually bringing the items back

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Raccoon Hands

This activity focuses on an animals sense of touch.

Primer

Use the touch of Raccoons, and experience how animals and sense of touch are so important. Raccoons practically feel their way through the world. They don't have good vision or great hearing, but they have long and amazingly sensitive fingers. They can use them to break into our garbage cans and then feel for the food they want! So while keeping your Owl Eyes stretched and your hearing tuned, feel with your skin.

Feel the clothes on your body. Feel your feet touching the ground. Do you feel heavy? Light? Do some parts of your body feel cold and some warm? Feel the sun on your skin. Feel the wind on your skin. which way does the wind blow? Feel your heart beating.

How To:

Collect a group of items from nature (i.e. tree ring, stone, leaf, or shell).

Have the group close their eyes (blindfolds are optional) and give them something to touch and feel with their hands. Can they tell what it is without using any of their other senses?

Have the girls work in pairs and have one partner hand items to her blindfolded partner and have them try to stump each other.

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Dirt For Dessert

This activity uses layers of dessert to demonstrate soil horizons. This activity takes about 20 minutes to make and requires 2–3 hours of refrigeration. Best of all you can eat the results!

Supplies:

- Large package chocolate sandwich cookies
- 2/3 Cup powdered sugar
- 2 8oz packages cream cheese
- 2 large packages of instant chocolate pudding
- Milk as per pudding directions
- Gummy worms
- 12 oz. whipped topping
- Large storage bags (One to two)
- Rolling pin
- 2 large mixing bowls
- Measuring cups
- Large clear plastic/glass bowl
- Optional: coconut dyed with green food coloring.

Preparation Directions

1. Crush up the sandwich cookies and add the worms to it to make the soil mixtures.
2. In one bowl, mix together powdered sugar and cream cheese.
3. In another bowl, use an electric mixer and mix pudding with milk. Add pudding mixture to cream cheese mixture. Fold in Whipped topping.
4. Now it is time to make the layers. Start with a layer of soil mixture on the bottom of the clear plastic/glass bowl. Then add alternating layers of pudding mixture and soil mixture. Make sure last layer (on top) is the soil layer.
5. If desired, sprinkle green coconut on top of dessert to simulate grass.
6. Refrigerate for dirt dessert for 2–3 hours.
7. When serving, have the girls note how the bottom layer was put there first and the top layer last. This is how soil formation works.

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Why Games Are Used In Girl Scouting

- Introduce girls and counselors in a fun and easy way.
- To meet the needs of the group and individuals. This may include things such as teamwork, fair play, winning and losing while still enjoying the game, goal setting as well as how to be leaders and followers.
- To teach, review, or practice skills or information in a fun way.

How To Teach Games

1. Choose games to teach according to:
 - A. The ages, interests and abilities of the girls
 - B. The special purpose you want each game to serve.
 - C. The size and kind of play space available.
2. Get the girls' attention and have them get into formation for playing the game.
3. Explain or show the game briefly and let them play right away.
4. If the game is at all complicated, show them one part at a time, letting them try each part immediately.
5. Let them have fun with the game before you check on mistakes, but stop them when necessary to make the rules or actions clear.
6. **Your participation is important!** It helps the girls maintain interest and control. Get involved, play **with** the girls.
7. Stop the game after a reasonable time even if some girls beg to continue. If they play it to death the first day, they lose the fun of coming back to it.
8. In competitive games, encourage the girls to play for the fun of the game and for their team. Teach good sportsmanship and to applaud or otherwise recognize the winning team.
9. The above directions apply to singing games, with these additional suggestions:
 - A. Sing the song first, without the action and with the girls listening for one part of the singing game at a time.
 - B. Then sing the part, a line at a time and have the girls sing back to you like an echo.
 - C. Then sing and show the accompanying action, one part at a time.
 - D. Have the girls sing and try acting, asking them to sing softly until they are sure of the melody.
 - E. Once they are enjoying the swing of the game, correct mistakes. Be sure to keep the singing musical.

Eagle Eye

Primer

Eagles have incredibly keen vision. From hundreds of yards above a field, or sitting high in a nest overlooking a river, they can spot a small rodent or splashing fish. When they do, they lift and swoop right down to grab that little morsel of delicious food! Humans have good vision too, but we can learn a lot by watching eagles and hawks. Eagles and hawks don't even have to move to spot something because they use their keen vision. If you practice using Owl Eyes—or Eagle Eyes—you'll be able to see more animals hiding from you. Do you think if we all went out and hid, that you could stand still and spot us without moving or walking around?

How To:

Directions for the Eagle. This outdoor game is a sedentary variation on hide-and-seek. Play it in an area with some decent cover for hiding: bushes, ferns, tall grass. One person will be chosen as the Eagle, who must stand in his "Eagle Nest" that consists of about the range of his/her pivot-step. I usually start by having an instructor stay with the Eagle during the game as a facilitator. The Eagle closes his/her eyes and counts to 60 while everyone else hides in a broad circle around the Eagle Nest (define the boundaries).

Directions for hidiers. All hidiers or "voles/mice/rabbits" must hide themselves in such a way that they can see the Eagle with at least one eye at all times. This means no hiding completely behind trees. They must also hide within the boundaries. The game goal—people want to get as close to the Eagle as possible and not be seen. This is the true test of invisibility.

Eyes Open. The Eagle opens his eyes and looks (and listens) all around for everyone hiding, but she cannot leave the nest. When the Eagle sees something that might be a person hiding, he must describe the colors of the clothes or hair he sees and point to the exact location, it will be clear that the person has been seen. That person comes to the Eagle Nest and sits down, remaining silent not giving anyone else away. Again, the Eagle listens in the silence for any movement of other people hiding.

Sustain Pace. After a while, when the Eagle cannot see any more people, have her close her eyes and count to 30 while everyone quickly hides again, moving at least five steps closer to the Eagle this time. Keep playing like this until Eagle finds everyone or until one person remains. Ask the last person hiding to give a bird call so everyone can locate their number one hiding spot. In this way, the game stays interesting and fun for everyone involved, without lagging or becoming boring.

Find A Tree

This is a fun nature activity which will help to develop your sense of touch and smell. Both of these senses, along with all the others are **very** useful in the natural world. You will need to be around a few trees. A back yard or a park will work well.

As few as two players, or up to about 10 can play this game. Each player chooses a partner. One partner is blindfolded with a bandana or any other handy blindfold. It's ok to just close your eyes, but no peeking is allowed or the game will not work.

The seeing partner carefully leads the blindfolded partner to a tree. Remember, seeing partner, you are responsible for keeping your partner safe. The blindfolded person then feels the tree with her hands. How does it feel? Rough? Smooth? Big? Small? Ridges? Holes? Try to learn as much as you can about that tree with your sense of touch. Then smell the tree. Go ahead, put your nose right up to the bark. It won't hurt you. How does it smell? Sweet? Sour? Old? New? Like the earth? Like wood?

Now lead the blindfolded person back to the starting spot. Take off the blindfold. The goal in this nature activity is to find the tree. Use your sense of direction, sense of touch, and sense of smell. Once found, reverse roles and let the other partner be blindfolded. You will be surprised how much you will learn in this simple nature activity.

Here is a hint to make it more interesting. Don't lead the blindfolded person directly to the tree. Walk him or her in circles for a while to make it more challenging.

Ok, now its time to play the game.

Warning: Trees with vines on it may have poison ivy and should be avoided.

Get to Know You Games

Dizzy Delores

The first person gives his name plus an adjective that begins with the first letter of his name

Example: Hungry Harry or Silly Sally

The next person repeats the first's name and then gives his own. The game continues around the circle with each person repeating the names of everyone before, then saying their own.

Group Juggling

Need: Several small balls (koosh balls etc.)

This is a great get to know you game as well as team builder.

Group leader starts out with the ball and chooses someone in the circle, says their name out loud and then throws them the ball.

Instruct all players to throw the ball to someone who has not had the ball thrown to them before. It should end with the ball being thrown back to the leader after everyone else has had the ball.

Do it a second time and have them throw to the same person as in round one and as the ball gets through four to five people throw in a second, third, fourth ball or however many the group can handle.

**To turn this into a team builder, try to have them do it faster and faster and to try to decide what is the best way to do it is. Keep them going until they come to the conclusion of standing in order of who you threw it to.

Guess Who

Need: Bed sheet, blanket or something to divide groups

Divide the group into two teams and place each team on different sides of the sheet. Two people (adults) hold the sheet up between the two groups.

Each group selects one person to sneak up on their side of the sheet and wait. Once both teams have selected someone and they are ready the sheet is dropped and the person who yells out the name of the other person first wins the round. The winner gets to take the other player for their team.

A team wins once they get all the players on their team.

Nature Activities

Highs/Lows/Uh-Os or Roses and Thorns

Good way for everyone in the group to go around the circle and voice their goods and bads about the day.

Impression Feet/Hands

What/Who made an impression on you today? Who is someone in the group that you would like to give a hand (compliment) to?

Sweet-Tarts

Each person shares one thing they are looking forward to or excited about and one thing they are anxious about.

I Would Like to Welcome You

Everyone stands in a circle. (Give everyone a scrap piece of paper to stand on.) One person begins the game in the middle of the circle.

The person in the middle says, "I would like to welcome everyone who....." And they fill in the blank.

Example:has on green or has ever been to the ocean.

Everyone who fits into that category then moves to a new spot. (Must move at least 2 spots away from their original spot.) The person without a place is now in the middle.

Name Motion Game

Everyone in the circle thinks of a motion for each syllable in their first name (i.e. click fingers, slap knees, touch ear or jump up).

The leader starts by stating their name and doing the motions. Everyone in the circle repeats the name and motion. Go to the next person. Have everyone repeat this name and motion, then go back and do the first person again. Keep adding new names, practice the new name, and repeat the whole chain until you have added everyone in the circle.

Name Race

IT walks around the outside of the circle and taps a person on the back. IT continues around touching each person and saying their name. The person selected races in the opposite direction touching each person and saying their name. The last one back to the empty spot is IT. If you can not remember someone's name, you must ask them what it is which takes time.

Who, Who, Who

The person who is IT walks around and around inside the circle and selects a person on the outside. They rush up to a person pointing at their nose and says “Who, Who, Who!” as quickly as possible.

The outside person must repeat his name before IT finishes saying “Who, Who, Who” or become the new IT.

If IT points at someone and does not say anything, the outside person must not say their name or they will be IT.

Zip, Zap, Zoom

The person who is IT walks around inside the circle and selects a person on the outside. They point at someone and says either ZIP, ZAP or ZOOM and counts to five or ten (depending on age).

If IT says ZIP the person must say the name of the person on their right, ZAP the name of the person on their left or ZOOM they must say both names before IT finishes counting out loud.

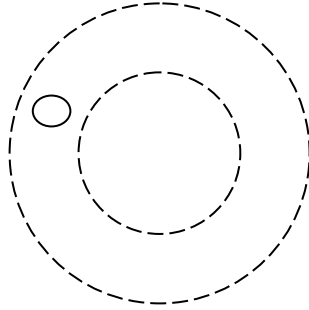


Taps Talks

The Gauntlet

The players form two circles, one inside the other. The two circles face one another. Pick one person to run the gauntlet and they are placed inside the ring created by the two circles, the earthball is placed on the opposite side of the ring from the person in the gauntlet.

The object is for the person running the gauntlet to stay away from the earthball and not get tagged with it. The two circles facing each other can push the earthball around the gauntlet either direction to try to tag the person inside. Set a time limit on each round.



Keep the Earth Afloat

This is a group activity and has many possibilities. Give the group the challenge of moving the “Earth” (earthball) a designated distance, 30 feet usually works well.

The first challenge can be to simply move it that distance and keeping it off the ground. Then the challenges can get more difficult. For example: they have to get the earthball off the ground and keep it off the ground without using their hands at all and transport it to the safe zone.

As they get good have them keep it up in the air above their heads the entire way. Be creative.

No Prop Games

Animal Rummy

Each person writes the same name at the top of a sheet of paper, each letter to head a column (ex Brain). The leader no calls a category (animal, flowers, cities, etc.) and each player begins writing the names of as many words a she can under each column heading that begins with that letter. After a set time the leader asks for all the works listed in each column and makes a master list. Players receive a point for each work they have listed, plus a bonus point for each work not listed on anyone else's sheet. Play again using a different name and category.

Back to Back

Players stand about by pairs, except one player who is "IT." When "IT" calls, "Back to Back!" the players must back up to a partner. When it calls "Face to Face!" these partners must face each other and shake hands. On the next call "Back to Back!" and each time here after, all players must change partners. It tries to get a partner during the change. The player left out becomes it.

Bandit

"IT" stands in the middle of the circle.

When "IT" points at one of the players in the circle and says "Bandit!", that person must put both hands over his ears. The person to the bandit's right must put the hand nearest to the bandit over his own left ear, while the person on the bandit's left puts his nearest hand over his own right ear.

If any one of the three make a mistake by covering the wrong ear, or by using two hands when only one is to be used or failing to react at all before the person who is "IT" counts to ten, he becomes "IT."

Earthball Dodgeball

Use the 16" dodgeball. Set up two circles, one inside the other. The inside circle can be about six feet in diameter and the other circle about 10–15 feet out from that (depending on the age of players)

Have the designated person in the center circle, that person can move about freely within the center 6 foot circle, they can not go out of that circle.

The other players throw the earthball and try to tag the person. A tag doesn't count if they hit the person above the shoulders.

Earthball Pass

Have participants sit in two lines facing each other with legs extended and flat on the floor.

In this game, campers at the head of the line "pass" the Earthball down the line, from one person to the next. Then they must stand up and run to the far end of the line, sit down and repeat the whole process again and again until the ball makes it all the way down to the end of the playing field. The Earthball must never touch the floor as it is "passed" down the field.

Earthball Relays

Use some cones to set out a line, divide the group into two teams and then put half of each team on one end and the other half at the opposite end of the field.

Have the first person weave the earthball in and out of the cones until they reach the other end and pass it off to the other person on their team.

Be creative! Make them push it around cones once at the end run around the earthball three times and then push it back again to the next player. Relays are as fun as we make them.

Crab Soccer

Need: Four cones

Divide the group into two teams and set out cones for the goals.

Tell the teams that this is just like soccer with a couple of fun twists. You still cannot touch the soccer ball with your hands. You can only use your feet or head. However, the soccer ball will be a giant earthball and all the players will be down in a crab walk position while they play.

Set a small playing area. The field size can increase as the skill of the players increase.

Earthball Bowling

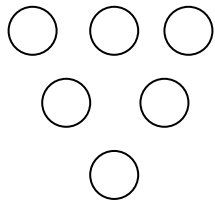
Need: The six PVC bowling pins

Set up the six bowling pins in a bowling pin formation and then set up the boundaries.

Divide the groups into two teams and give each player two rolls per turn (just like bowling). Keep tally of the score for each team.

If someone gets all six pins down in one roll—a strike—the team gets 10 bonus points. If they get all six pins down in two rolls—a spare—they get five bonus points.

Make sure that each player gets to go at least one.



Barnyard

Each child is given the name of an animal with three children having the same name. No one is allowed to tell another which animal he is. At the signal each child makes the noise of the animal that he has been given. The first group of three animals to find each other and sit down are the winners.

Bat and Moth

Everyone in a circle, one person in the middle as the Bat. The Bat is blindfolded.

An adult travels around the circle and taps people on the shoulder to become the moth. The moths travel around the inside of the circle trying to stay out of reach of the Bat.

Everyone else in the circle is a tree and serves as a spotter to make sure the Bat and Moths remain safe.

The Bat calls “Bat” and all of the moths must answer “Moth.” The goal is for the Bat to tag one of the moths. Once tagged the moth becomes the bat for the next round.

Big Wind Blows

The group forms a large circle sitting at an arm's length apart. One person is the “Wind,” and stands in the center of the circle.

The game begins when the person in the middle acts like the wind (by turning in a circle and waving their arms) and says, “The Big Wind Blows”...and a statement which must be true about themselves. (i.e. “The Big Wind Blows” everyone who has blue eyes.”) All of the kids, who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. The person left over, now is the wind and the game continues.

Buzz

Group sits in a circle. One player starts the game by counting, “1.” Others (to the left of the starter) in turn count “2,” “3,” “4,” “5,” and “6.” When “7” is reached, that player must say “Buzz.” The counting continues but any time there is a multiple of seven or a number with seven in it, the player must say “Buzz.” If you miss, you must go to the right of the starter (or end of the circle). Start again. **Variation:** With “5” and multiples of “5,” say “Bizz.”

Example: 1, 2, 3, 4, Bizz, 6, Buzz, 8, 9, Bizz, 11, 12, 13, Buzz, Bizz, 16, Buzz

Camping Trip

Play begins by one person saying:

“I’m going on a camping trip and I’m going to bring.” (the person picks anything they would like to bring on the trip).

Example: “A sleeping bag.”

The next person says, “I’m going on a camping trip and I’m going to bring.” (at this point the person talking picks anything they would like to bring on the trip, but it must begin with the letter “G,” since the last letter of the first person’s ‘camping accessory’ was a “G.”

Example: “Guardian”

They can bring that so everyone says, “Okay, you can bring that on our camping trip.”

If they had said, “hotdogs” everyone should say, “No, you can’t bring hot dogs” and play continues to the next player until everyone has caught onto the game.

Earthball Games

Swattin' Flies

Need: Large tub

Place a spot marker on the ground for each player 10 feet away from the tub (example: if there are 12 players, the spot markers would be around the tub like the hours on a clock). Place all the meatballs around the outside of the spot markers.

Have each player choose a spot marker to stand behind and choose two to three people to work together as swatters. Give each swatter half a noodle and ask them to stand near the tub.

The players standing on the spot markers will be flyers. Their objective will be to toss as many flies into the tub as possible within the allotted time frame. They are only allowed to toss flies while standing on the spot marker. The spot markers may not be moved.

The swatters near the tub will be trying to keep the flies out of the tub by swatting the flies with the noodle. Swatters can not move or manipulate the tub in any way.

Set a time frame for each round.

Cannibals and Missionaries

Needed: One island with a peanut butter spewing volcano, one mainland and one boat.

Three missionaries and three cannibals inhabit the same island. Unfortunately, the island is threatened by a volcano spewing molten peanut butter and everyone must evacuate to the mainland

There is only one boat on the island and the boat holds only two people. Of course, each time the boat makes a trip to the mainland, one person must bring it back to the island until everyone has been transported.

Complicating the rescue is the fact that the cannibals have not eaten for several days so it is not safe to leave Missionaries in any position where they are outnumbered by Cannibals. This includes on the island, on the boat, or on the mainland. How will you get everyone safely to the mainland.

It is fun to play this game with more than 6 people on a team—always maintain equal numbers of Cannibals and Missionaries. The problem becomes more difficult with a larger number of players. With a large group, you may want to enlarge the boat to allow three people to cross at a time, always making sure that the number of Cannibals does not exceed the number of Missionaries.

Catch One Catch All

Have one or two people volunteer to be it (depending on size and ability of group).

Set up two base lines about 20–30 feet across from each other. Everyone lines up on the first base line and the person who is it stands in the center. The person who is it yells go!

Then everybody runs from one base line across the open area and has to cross the other base line without being tagged by the person in the middle.

If a player gets tagged then they join the person in the middle and become it too. The game continues until the last person is tagged.

Then give the two sides each a name. For instance, the person in the middle is a shark and the players are minnows.

Circle Slap

The players lie down on the floor, on their stomachs with everyone's head toward the center of the circle. Arms and hands are further extended toward the center, then crossed over the arms of the person to your right and left—palms down. When crossing arms the first person's arms are on top and then the next go underneath and then over the top and so on until everyone's arms are crossed.

A floor slap is initiated by someone and passed in sequence around the circle of hands. If a double slap is given the slap sequence reverses. If three slaps are delivered, the slapping person must wink at someone else across the circle and the person responds with a single or double slap, (a double slap sends it back to the winker).

Colored Eggs

One player is chosen to be the Fox. One player is chosen to be the Hen. All the rest of the players are the colored eggs.

The fox must stand far enough away from the hen and her eggs that he can't hear them. The hen assigns a color to each egg by whispering the color in their ear. The eggs line up facing the hen.

The fox comes up behind the hen and acts like he is knocking on a door. The hen responds, "Who is it?" The fox replies, "It's the fox." The hen says, "What do you want?" The fox says, "Colored eggs." The hen says, "I haven't got any." At this point all the players

who are eggs laugh loudly. The fox says, "I hear them laughing." "OK" says the hen. "What color do you want." The fox begins to guess the colors.

When he guesses a color that is assigned to an egg the egg begins to run. If the fox catches the egg a new fox and a new hen are picked. If the fox doesn't catch the egg before it gets back to the hen he must guess another color and try to catch the next egg. However, before the fox can make his/her guess the fox must knock on the door each time and the conversation between fox and hen must be repeated each time.

Parco Molo

Need: Cones for boundaries

Create an appropriate size boundary for the size of the group. Let's say if you have a group of 10, a good size might be about

20 x 20 foot square. The more players you have the bigger you want the area.

Just like the game Marco Polo. One person is blindfolded and has half a noodle. They will be using the noodle to tag the other players. The blindfolded player will want to keep the free arm up in the air in the "bumpers up" position to prevent them from bumping onto other players during the game. (Pick two blindfolded people if you have more than 10 players)

All sighted players move about within the boundary area while the taggers are blindfolded.

The game begins when one of the taggers yell, "PARCO." At this first call, all sighted players must stop moving (or freeze if this is a better word) and say, "MOLO" in a nice strong voice.

From this point the taggers have two minutes to try to tag as many of the sighted players as possible. Sighted are allowed to use three steps (one leg moving in any direction) at any time during the game. The taggers have 10 "PARCOS" to use during the game. Hopefully the two taggers in this game will work together on the PARCO calls so they don't waist them.

Old One Tooth

Scenario: Old “One Tooth” was one of the oldest snakes to have ever lived in Texas. He got the name One Tooth because of his one fang that jutted out the front of his mouth. History has it that he bit a rock in his younger years and the rock broke one of his fangs and straightened the other. It was around that time that Old One Tooth discovered he was nearsighted.

Normally vision is a vital sense to have in the wilderness, but Old One Tooth lived to be old because of his quick reflexes and his “Strike first and ask questions later” policy. Unfortunately, he has often mistake his own tail for a meal.

This game requires the group to be in one long line holding onto each other (at the waist) The person in the front of the line will hold a noodle.

The last person in the line will be trying to avoid being hit by the noodle at the front of the line.

Line up people in groups of six to twelve. When the facilitator says “GO,” the front person in the line will try to tag the last person in line.

If the line disconnects, everyone should stop and re-connect. If the person in the back is tagged the front person then goes to the back.

Come A Little Closer

Best played at night when it is dark or where there are a lot of hiding places.

One person is 'it' the person that is it finds a base not too big or too small.

Set boundaries but don't make the boundaries too big, the person that is it should be able see comfortably all four corners of the boundaries.

The person that is “it” shuts their eyes and counts to 20 while the other people hide. When 'it' is done counting he opens his eyes and says, for example “Jim behind the shed” or “Sally at the side of the white fence.” Or wherever he thinks the people are. If he can't find anybody “IT” says “come a little closer 1, 2, 3, 4, 5,” with his eyes closed. While he dose that, the other people that are hiding come a little closer, or if you think you can make it to the base before “it” counts to five you can try to make a mad dash for the base. You just keep doing that over and over until everybody's caught. Oh I almost forgot the “it” has to have one part of his body on the base he cannot let go of it.

Elephant, Palm Tree, Giraffe

The group starts in a circle with a player in the middle. The player in the middle points at someone in the circle and says “Elephant,” Palm Tree,” or “Giraffe.”

Elephant: The person pointed at makes an elephant trunk and the person on either side make the huge ears of the elephant.

Palm Tree: The person pointed at makes a Palm Tree trunk with branches sticking up in the air and the people on either side bend out front the waist and make branches sticking out and waving in the wind.

Giraffe: The person pointed at uses their fingers and makes small horns on top of their head and the people on either side bend over a touch their toes to make the legs.

The player in the middle who is pointing counts to five (to three as the group gets good) while the threesome is forming their item.

If someone is to slow or gets it wrong they take the place of the person in the middle.

As the group gets good add other things like a rabbit or anything else that the group comes up with.

Elves, Giants, Wizards

This game is based on the same concept as rock, paper, scissors.

In this game, Elves beat Wizards (they can run through their legs), Giants beat Elves (they stomp on their heads) and Wizards beat Giants (because they are smarter).

The group needs to be split into two groups. Each group needs to choose one of these signs. The two teams come face to face in parallel lines about six feet apart. Both groups will yell, “Elves, Giants, Wizards,” (chosen sign goes here).

The side that won chases the other team back to their home and tries to tag them. The players that are touched must join the other team. The object is to get everyone on your team.

The actions are:

Elves—squat low to the ground and put one finger to either side of your head like little pointed ears.

Giants—stand up on your tip toes and stretch your arms high over your head

Wizards—turn body 90° to the left. Stretch right arm out in front and put left hand by left shoulder. Wiggle your fingers like you are casting a spell.

If both teams do the same sign, it is a tie. (Go pick again!)

Noodle Fencing

This is a high energy game that is great for an active group of kids.

Have participants find a partner and give each person a half noodle. Explain that each pair will be fencing against each other and in good fencing etiquette they acknowledge their opponent by raising their noodle vertically in front of their face and they bringing it down quickly to their side. They then get in fencing position with their noodle extended toward their opponent and touching their opponents noodle. One player says “On Guard” and this signals the beginning of the round.

The object is to hit their opponent below the waist. For each hit below the waist the player gets one point. The first player to reach 10 points wins the round. Once the round is won have the players bow to each other out of good sportsmanship and then move on and find new partners.

Noodle Jousting

Need: Masking tape

Have everyone find a partner. Have each player stick a mini-roni on their right shoulder with masking tape loops on the bottom. Each player get a full size noodle and they put one end in their armpit while holding the rest of the noodle out like a jousters lance. Pairs then stand 20 feet apart.

The facilitator (or one of the players) says “Are you ready?” and both players raise their lance straight up. Then the speaker says “Charge!” When the charge command is given, the player rush toward each other with their lances lowered under arm and attempt to knock the mini-roni from the shoulder of the other player. Players should never make contact with each other except with the noodles. Note: The players should keep going past each other and not stop to knock the mini-roni off or take multiple swings.

Players continue the joust until someone loses a mini-roni.

Flippin' Burgers

Each player gets a half noodle and a meatball. Players can choose to hold the noodle by one of the ends in either hand. The meatball will be placed on the back of the other hand so it doesn't fall off (yet). There will be some skill involved, so do a bit of practicing moving around keeping the meatball balanced.

The object is for each player to try to flip the meatball, or in this case the burger, off any other player's hand and keeps his own from being flipped off.

Set up a good-sized boundary area for your group. Let there be enough room to move about safely. At no time during the round can players hold their burger to the back of their hand with any type of resource. Players must also keep their hands off the floor (for safety reasons) players must keep their burger and hits with the noodle below shoulder level.

Mars Attacks

Need: Long rope to divide teams

Divide the group into two teams. Place one team on each side of the rope and distribute the meatballs evenly between the teams and tell them the story below.

Scenario: You are men (or women) in black, assigned to manage alien immigration on your planet. By decree, all alien ships and space debris must be deported or removed from your planet. Commendations will be given to all officers who end up on the planet with the least number of ships and debris after the deadline. Good Luck.

Set a deportation time. Two to three minutes is more than enough time for one round.

During deportation time, all officers must stay on their own planet (side).

Alien ships and asteroids can be sent to the other planet by hand or by feet.

When time is called, all airborne objects are allowed to land. Any objects sent after time has been called, must come back to the planet from which it originates.

Frogger

Have the group sit in a circle. Pick someone to be the Frog Catcher and have them step out of the room.

Once they are out of the room have everyone in the circle close their eyes and put their head down and then an adult walks around the outside of the circle and taps one person on

the head. The person tapped is the "Frogger" for that round.

Once the Frogger has been selected bring the Frog Catcher come back into the room.

The object is for the Frogger to stick their tongue out at the other players in the circle (the flies) without getting caught by the Frog Catcher. Once the Frogger has stuck their tongue out at someone and made eye contact that person they die and do so dramatically.

The Frog Catcher steps into the middle of the circle and tries to catch the frogger in action. The Frog Catcher gets three guesses. The game is over when the frog catcher guesses who the frogger is, uses their three guesses or the frogger kills all the flies.

Get the Point

Everyone stands in a circle and hold out their left hand, palm up. Then each person puts the index finger of their right hand in the palm of the person to their right. On a signal, try to cants that person's finger without getting your own finger caught. Do this a couple of times, then switch.

Green Grass Door

This is a mental game. Start out by saying I am going through the Green Grass Door and I am going take a Mitten with me. Have participants try until they get it.

For example: Someone says, “I am going through the green grass door and I am taking a bottle with me. You can say “Yes, you can take that” however, if the person says they are going take a car, you would tell them “No, I am sorry you can’t take that.”

If they are having trouble figuring it out, you can help with hints like “I am going through the green grass door and I am gonna take a kitten but not a cat with me or a puppy but not a dog or a roof but not a house.”

The solution: only things with double letters can be taken through the door.

HA-HA-HA

This is a game that is good for a lot of laughs (literally). One person lies down on the floor (on their back), the next person lies down with their head on the first person’s stomach and the next person lies down with their head on the second person’s stomach and so on.

After everyone is down on the floor, the first person says “HA” (from the stomach, trying to bounce the persons head on their stomach) the

second says, “HA HA” and the third says, “HA HA HA” and so on. It is to be played seriously, and if anyone goofs it and laughs, the group must start over. It’s hilarious.

Circle Drop

Have each participant take a noodle and stand in a circle with a couple of feet between each person. Place one end of the noodle on the ground and hold the noodle vertically by the other end.

Now we are going to do several things to practice coordination, concentration, speed and teamwork. At each step we practice enough to stay in control of the noodles then move onto fancier move. Try to keep from falling over.

Let go of your noodle, clap your hands, hold the noodle

Let go, clap twice, catch the noodle

Let go, turn around, catch the noodle

Let go, move one position to the right, catch the noodle

Clothespin Samurai

The game involves two types of people. One person goes in the middle of the circle as the samurai. The samurai gets a half a noodle to hit people with and gets blindfolded. Once blind folded clothespins are attached to the samurai’s clothing.

The group stands in a circle that is at least 15 feet across. Everyone on the edge of the circle is safe as long as they are on the outer circle.

An adult goes around the outside of the circle and tap and few random people to try to sneak up on the samurai and steal a clothespin from them and get back to the outside circle without getting tagged.

The samurai tries to hit the attacker, with the noodle, when they think they hear someone sneaking up.

Delta Tag

Need: One half noodle for every four players

A lone tagger tries to noodle tag one of the other members of the group while being guarded by the other two members of the group.

Gather together in groups of four and give one of the players a noodle. The player with the noodle will be designated as the first tagger. The other three players hold hands forming a triangle shape. Have one of the players in the triangle volunteer to be the tatee for the first round.

Atom Splitters

Need: Long rope and cones for boundaries

Designate a boundary large enough to accommodate your group on a flat playing field. Use the cones to mark the boundary. Place a circle of rope approximately 10 feet across near the center of the play area (this is the safe zone).

Pick two or four people (must be an even number) to play the “Free Radicals” (number depends on size of group). Have all the other players partner up and they will be the atoms. Give each Atom (pair) a half noodle.

The atoms stand back to back with the noodle held horizontally between them. The noodle is the bonding rod. Then explain the game.

Scenario: Today we are going to split atoms and see what bursts of energy result. Atoms and Free Radicals make up the parts of a nuclear reaction.

Pairs take a bonding rod that will join the two of them to form an atom as you stand back to back. Try walking around without dropping the rod.

The Free Radicals start out in the safe zone as the atoms mill around the playing area. The Free Radicals then try to take the bonding rod from in between the atom. Once a Free Radical removes a bonding rod they then try to run to the safe zone without getting tagged. The two pieces of the atoms become Free Radicals once the bonding rod is removed and they chase and try to tag the Free Radical that took their rod.

If tagged they get their bonding rod back, but if the Free Radical makes it to the safe zone without being tagged, the partners who were atoms become free radicals.

The only way for a Free Radical to become reenergized is to get another Free Radical to join with them and create a new atom

Honey I Love You

Have everyone sit in a circle and ask for a volunteer to be “IT.” IT then approaches someone and says to them “Honey, I Love You! Won’t You Please, Please Smile.” IT can make funny faces, tell a joke or anything else except touch the person in any way to make them laugh.

The chosen person must look IT directly in the eyes and say two times “Honey, I Love You, But I Just Can’t Smile!” If the chosen person is successful, IT must move on to someone else. If the chosen person smiles, they are the new IT.

**If “IT” has done it unsuccessfully three times change the person who is it. The object is to have fun not to humiliate “IT.”

Indy 500

The group should be sitting in a circle and numbered one through four.

Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's and so forth)

The game leader calls a car name and those cars have to get up and run around the circle. The first person back to their spot wins. There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are: flat tire (hop around on one foot), run out of gas (crab walk), turbo boost (run around) and no muffler (noisy).

Jamaquack

Jamaquacks are rare birds from Australia. Being from down under, they always stand bent over, with their hands grasping their calves or ankles and shuffle along backward. They are nocturnal by preference, and when they are out in daylight, they always try to wander off somewhere, only a third of the players can be jamaquacks at a time.

The rest must form a jamaquack pen by holding hands in a circle facing the center. Two players create a hole in the pen by dropping their hands. The jamaquacks gather in the middle of the pen, heads together and begin quacking and moving backward. When they bump into someone else the two must stand rear to rear and bend over look at the other person through their legs and quack at each other before they can move on.

John Jacob Jingleheimer Schmidt

Ask one person to leave the room. While that person is gone, the group chooses an object (or person) in the immediate area. The player returns, the group begins to sing JJJS.

As the player moves closer to the object, the group sings louder. If he moves away from it, the singing becomes softer. The player has three guesses to discover the object (or person).

Noodle Games

Waves Overhead

Have the participants stand and hold the parachute about waist high and have three to five scuba divers lie underneath the parachute on their backs while the rest of the players vigorously shake the parachute. This makes strong waves over the divers and it's a great way to cool off on a hot day.

Knights, Horses and Cavaliers

This game is similar to musical chairs in that when the rhythm stops an action must be performed. In this game 2 equal circles are formed, with one inside the other. The people of the inside circle will pair up with someone on the outside circle and remain with that partner for the rest of the game.

The inside circle will walk clockwise clapping their hands and the outside circle, also clapping, will walk in the opposite direction.

When the leader calls out Horses, the individuals stop clapping and run to find their partner. Once together, one partner

will go on all fours, like a horse, and the other partner will straddle their back. The last partner group to form that position will be asked to act out a simple situation of their choice that makes use of a rider and a horse. Once complete this game continues in the same fashion as before.

If Knights is called, one partner will sit on the other partner's knee. The partner therefore has one knee up to be sat on and the other on the ground for support.

If Cavaliers is called, then one of the partners will lift their partner up into their arms. However, one leg lifted by their partner is allowed.

Mrs. Mumble

Participants sit in a circle. Leader begins by turning to his/her right and saying, "Is Mrs. Mumble there?"

The person being asked will reply, "I don't know, let me ask my neighbor," and turns to his/her neighbor to ask, "Is Mrs. Mumble There?" and so it goes.

The key is that no one is allowed to show their teeth while speaking. If they do, they are out.

Noodle Doodles

Put a piece of paper on top of a book (or something with a hard surface) and put it on top of your head. The leader gives directions to the group of a picture to draw while in this position. The paper stay on top of the head until all instruction have been given.

Number Game

Each person is given a number. Rhythm is clap-clap, nap-snap. The number one person begins by calling his/her number twice and then the number of another person in the group twice (1-1, 3-3; 3-3, 6-6; 6-6, 4-4, etc.). A person is out if they miss the beat or call a number that is no longer in play.

Question Game

Pick two players to start the game off and have them stand in the middle of the circle. Give them a situation (i.e. A wedding between a clown and a mime).

The first player begins by asking a question of the second player (i.e.. Did you see what the Bride was wearing?)

The second player responds to the first with another question, (i.e., Was something wrong with her?)

The first player then responds with another question and so on until a player slips up and does not respond with a question.

Replace the player who made the mistake with a player from the circle and continue on. You may change the situation as often as you would like.

Snake Tag

Throw a bunch of short ropes on the parachute. Divide the parachute down the middle into two opposing teams. The object is the shake the parachute so vigorously that a snake bites someone on the other team. Watch out that you don't get bitten yourself!

You may find that young children simply enjoy making the ropes bounce.

Spin Out

Have three people sit down together in the middle of the parachute with their backs together facing out. They might want to interlock their arms.

These players sit very still, and everyone else slowly walks around in a circle, wrapping up the three in the parachute. The player in the middle may want to use their hands to make sure the parachute doesn't wrap around their necks.

When the three are wrapped up to about chest level, it is time to give the spin-out signal. At the signal everyone quickly steps straight back at the same time while pulling on the parachute. This spins the people in the middle around quite fast for two or three revolutions kind of like a homemade amusement ride.

Wave Machine

This is the easiest parachute game, and the one everyone plays without any prompting. Simply spread out the parachute, grab an edge, and begin to shake. Tiny ripples will soon turn into frothy waves.

Popcorn

Use lots of soft balls or objects and have the group shake the parachute to pop the balls up into the air.

Game 1: You can give them challenges to see how long it takes them to pop everything off the parachute

Game 2: Divide the parachute into two teams (each team on half of the parachute). Tell them the object is to try to pop as many of the items on to the other side of the parachute in a given time frame.

Games 3: see Housekeeping Game

Rocking Chair

While the players are still inside the Igloo, they can make a giant Rocking Chair. Instead of rocking back and forth, this rocking chair tends to rock in a circular motion. Can you make it rock in both a clockwise and then a counterclockwise direction. Begin with small movements. Before to long a group rhythm develops and then gets amplified.

Sharks and Lifeguards

You need a smooth slick floor surface for this game. Players sit and extend their legs under the parachute holding the parachute about waist high. One or two sharks are crawling around underneath the parachute and two to three lifeguards are walking around the outside around the circle. The players in the circle make small waves with the parachute as the shark decides to pull someone under. The shark will grab their ankles and begin to pull them under. The player being pulled under yells for help and a lifeguard rushed over and attempts to pull them out. Once the players is a majority of the way under the water the lifeguard must let go but if the lifeguard gets to them soon enough and can pull them out a majority of the way the shark must let go. Once pulled under that player becomes another shark.

Pass the Story

The players sit in a circle and one player begins to tell a story or strange adventure, preferably of the wild variety. At a crucial moment (i.e. “But then he saw....” or “There was one strange thing about this beaver ...”etc.) the storyteller stops, and the next person in the circle picks up the story.

Each person adds to the story passing it on a crucial moment until it reaches the last person in the circle. This person has the responsibility of ending the story.

People-to-People

IT is in the middle and everyone else forms a circle and stands with a partner.

IT then instructs the couples to put body parts together. (For example: Hand-to-hand, head-to-shoulder or foot-to-foot.)

The couples must continue adding these commands together until IT says “People-to-People!”

Everyone scrambles to find a new partner and the person left without a partner becomes “IT.”

Possum

Have everyone except one volunteer lay down on the ground.

Everyone is to play possum and the person who is it can say or do anything (without body contact) to get them to laugh. Once a possum laughs then they help get other people out. Last person to laugh is it the next game.

People laying on the ground can not close their eyes or look away from the person trying to get them, they must look at the person.

Rhythm

Players sit in a circle, and slap legs, clap hands, snap fingers or left hand then fingers of the right hand in rhythm (build speed with experience).

Everyone has a food selected. Leader starts off by establishing the rhythm then one the second cycle they say their own food on the left

snap and someone else's food on the right snap. The "new" leader must repeat his food and a new food on the next cycle of left and right snaps. If you break the rhythm you are out.

Rubber Band

Have kids hold hands in a circle. Then tell the kids to form shapes (see below) without releasing hands. Keep things moving by calling out new shapes as soon as others are completed.. If you have a large group, form teams and have them compete to create the shapes first.

*Figure Eight *Star

*Square *Octagon

*Rectangle *Diamond

*Triangle *Circle within a circle

Jumbo Mushroom

Similar to mushroom, but this time as you lift the parachute ask everyone to walk in a step or two. This makes the mushroom grow even bigger. Repeat the game with everyone taking an additional step. Each round makes the mushroom bigger, and eventually everyone meets in the middle.

Mushroom

Everyone kneels down and holds the parachute taut to the ground. On the same count everyone stands up, lifting the parachute high up over their heads. A giant mushroom is formed. Have the players stand still and watch as the parachute slowly settles back down to the ground.

Ostrich

This game looks as funny from the inside as it does from the outside. Everyone hoists the parachute and takes two steps in to form a jumbo mushroom. While the mushroom is descending get down on your stomach and poke your head under the parachute and pull the parachute down around your shoulders.

The view from the inside is a ring of disembodied smiling faces all looking at each other as the parachute slowly settles down

Variation: reverse the process—bodies under the parachute and heads sticking out.

Floating Mushroom

Floating Mushroom starts the same as Mushroom, but this time the players lift the parachute over their heads. When the leader gives a predetermined signal, such as “Now!” or “Let go!” or “Fungus Fly Free!”, everyone releases the parachute simultaneously, or at least tries to. (It’s fun to caution players that if everyone lets go of the parachute at exactly the same time, it just might keep on floating all the way up to the sky.)

Gophers

Spread the parachute out on the ground. All the players kneel around the edge of the parachute holding onto it (waist high) except for a few gardeners who stand around outside the parachute. Each gardener has a gertie ball (or other soft foam rubber ball). The gardeners ask players on one section to crawl underneath the parachute to the other side and back. While the gophers are crawling underneath the parachute the gardeners try to hit them with the ball. If a gopher gets hit, they trade places with the gardener. The new gardeners ask a different pack of gophers to cross under for the next round.

Housekeeping

A Team of three or four players stands a bit away from the parachute. This is the neatness team. Their job is to make sure that all the balls stay on the parachute. Meanwhile the messy team is trying to shake all the balls off the parachute. At the end of 30 seconds or so everyone stops to tally how many balls are on or off the parachute.

Igloo

Lift the parachute up into a giant mushroom, take a couple of steps in, and bring the parachute down behind you with everyone inside of the parachute sitting on the edge. You have just built the warmest igloo in the world. Not only does it look great from the outside, but from the inside it’s a wonderful place for telling secrets or playing the classic game of telephone. And when it’s time to get out, “the last one out is a turnip!”

Sardines

The whole group hides their eyes and counts out loud together to 50, while one person goes and hides.

Then everyone begins to look for the sardine. When you spot the sardine, you don't tell anyone, then when no one is looking, you slip in and hide with the sardine.

Eventually everyone starts to disappear, and the one left notices he's all alone, and rather embarrassed to be the last one left. The first one to find the sardine, gets to hide as the sardine

in the next round. Imagine five or 10 kids all huddled together in a tight spot trying to keep from laughing and being seen. Great fun!

Sewing up the Gap

Players in a circle choose two people, one to be a chaser (Cat) and one to be IT (Mouse). Object is for the Cat to tag the Mouse before the Mouse can sew up all the gaps between the other players.

This is done by the Mouse weaving in and out among the other players of the circle. The Mouse passes between

two players, and they sew up the gap by joining hands. The Mouse wants to sew up all the gaps with themselves on the inside, and the chaser on the outside, or visa-versa, otherwise they have been caught.

If the Mouse is tagged, roles reverse and all the gaps open automatically.

Scream

The entire group stands in a circle. Everyone will look down at their shoes when the leader says “Look down.” Get someone in mind because when players look up they need to stare directly at one person.

When the leader says “Look Up,” everyone looks up at and stares at the person they have chosen. Players can not change their mind after they look at someone and look at someone else.

When they look up at a person, if that person is looking back at them both players will scream and they are out. The game continues until the last person remains standing alone.

Sharks and Minnows

This game is usually played in the deep end of pool. Could be placed in the shallow end to make it easier.

One person would be the shark and the rest of the people were minnows. The shark should wear goggles. The shark would tread water in the middle of the pool and turn around and count to five while the minnows would start moving around the pool as soon as the shark was down counting it would go under water and start to try to tag the other players. The trick is the shark has to keep eyes open under but when they came up for air they had ten sec. and has to keep eyes closed out of water or vise versa.

Who ever got tagged was the shark. The object is NOT to be the shark.

Ship Captain

One player is chosen as the captain. They call out orders to the rest of the players who are the crew. If a player does not follow an order correctly, they are out. (This decision is made by the captain who is always right.) Determine how many rules you are going to use and preselect them based on the age of your players. The more rules you use the harder the game becomes and the easier it is to make mistakes.

Orders:

To the Ship: Run to the captain's right.

Bow: Run to the front of the boat.

Stern: Run to the back.

Port: Run to the left side of the boat

Climb the Mountain

First make a giant mushroom. Then on a given verbal signal, such as “down,” bring the parachute down quickly and hold the edge down with your knees. This traps the air underneath the parachute. Now pretend to be a mountain climber and on your knees, try to scramble up the snowy mountain of cloth using just your arms.

Color Call

Lift the parachute up into a giant mushroom and as the parachute reaches it's full height the leader yells out a color and all participants around the outside edge who are holding onto that color run underneath and switch places. As they are running underneath to switch the rest of the group is bringing down the parachute.

To increase the difficulty of this game you can call out two colors at a time or call out a color like orange and then everyone who is holding onto yellow and red have to run underneath.

Cops and Robbers

Stop, Thief! and the chase is on. The robber makes a dash for their hideout. Their gang (players holding the parachute) attempt to close ranks after the robber runs through, thereby keeping the cop out. Actually, the robber can go underneath or outside the parachute while the cop tries to follow. The players around the parachute let the robber in or out but close ranks to prevent the cop from following.

Justice is served when the robber gets caught. Then it's time to choose a new cop and a new robber. Later, try introducing two cops and two robbers.

Ball Surfing

Place a large ball on top of a flat parachute and roll it around the edge. Players should lift the parachute just after the ball passes by. Timing is critical. If someone lifts a section of the parachute too soon, the ball slows down and stops. If someone lifts a section too late, the ball either runs into the player or rolls off the parachute. The smaller the ball the greater the challenge. The larger the ball the easier the game will be and the greater the effect. This game is even more fun with an earthball.

Cat and Mouse

Cats chase mice, to protect themselves the mice in this game hide under the parachute. The group sits down and holds the parachute about 6 inches off the ground and begins to make waves in order to hide the mouse. The cat, who is on all four paws, then begins to search for the mouse by crawling around on top of the parachute. As the cat is searching for the mouse, the mouse stays low and scurries underneath the parachute to avoid the cat. Usually the cat has a time limit with everyone counting out loud in unison to 20 or some other appropriate number.

Circular Sit-Ups

Have everyone sit along the edge of the parachute with feet and legs underneath. Hold on tight. One section starts to lean back while the opposite side leans forward. The two sides continue in this manner to create a see-saw effect. The whole group is doing sit-ups, sort of. Those on the sides merely sway from side to side. That was just a warm up for Circular Sit-Ups.

The movement needed for circular sit ups is similar to the round about rocking motion of the rocking chair, rather than the straight up and down motion of a traditional sit up. If every player circles from the waist the parachute moves accordingly. For the group to master this collective movement you as a leader may need to orchestrate the players a little. Point out which section of the parachute should be leaning back and then circling to the side until players get the hang of it. Once the group has mastered both clockwise and counterclockwise sit-ups, try reversing directions without stopping.

Ship Captain Continued ...

More Orders:

Starboard: Run to the right side of the boat.

To the Island: Run to the captain's left.

Hit the Deck: Lay down on your stomach

Three Men in a Boat: the crew must form groups of three and sing "Row, row, row your boat" Anybody who is not in a group of three is out.

The Love Boat: crew members grab a partner and dance. Anybody without a partner is out.

Clear the Deck: everyone must have their feet up off the floor

Scrub the Deck: everyone on their knees scrubbing

Captain's Quarters: everyone ran towards the captain.

Man-over-Board: Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their partner's back. Children without a partner or pairs that are too slow are eliminated.

A Periscope: Every player falls on their back and sticks one leg in the air. The last ones are eliminated.

SHARK!!!!: Everyone must run to a designated base (multiple bases can be used). The last player to the base is eliminated.

Sick Turtle: Everyone falls onto their backs and waves hands and feet in the air.

Row the Boat: Each player finds a partner, sits face to face, holds hands, and pretends to row a boat. Players who can't find partners or who are too slow are eliminated.

Attention on Deck: Salute and yell, "Aye, aye captain!" — Players may not move until captain gives the order of, "At Ease!" (i.e. even if the captain gives a different order such as "To the ship" the crew must remain at attention until told "at ease")

Star Fish: Everyone must get in groups of five sit on the ground back to back, link arms and stick legs straight out together to make five arms of starfish. Anyone without a group is out.

Alternative Rules: If playing in a pool, all of the orders stay the same except for "hit the deck" which becomes "walk the plank." This means that crew members must bob underwater.

To make the game less competitive, players do not get "out." Instead, if the captain notices that they do not follow an order, they must stand out for a count of 20.

Spiders and Flies

There are boundaries where you are allowed to run, the space usually determined by how many children there are.

In the middle of the space stand the “It” people, the spiders. In this instance, let's say that there are three spiders. They spread themselves out in a line across the running space. If the gaps are too large between the spiders, the space may need to be narrowed or more spiders chosen. Then the spiders remain stationary, swinging their arms out in all directions.

The Spiders yell, “We are the spiders.”

The Flies yell, “And we are the flies.”

The Spiders yell, “We're gonna get you!”

The Flies yell “You just try!”

So the flies run past the spiders, trying to avoid getting hit by the flailing arms. If they get caught, they have to stand in that spot and become a spider. The game repeats until there are only as many flies left as the original spiders. These flies become the new spiders.

Another variation would be to create a web on the floor by using masking tape. The spiders can then move, but only on the lines of tape, and cannot jump across from line to another, but follow until they get to a connection. This would probably be a much faster version, depending on how big and intricate the web is! (Which should be big since they don't want to bump into each other.)

Parachute Games

Streets and Alleys

The players are arranged in several lines containing an equal number of players. When the players face the front they join hands and form “streets.” When they turn to the side they form the “alleys.”

Two players, the CAT and the MOUSE, are left out. The CAT chases the MOUSE through the streets formed by other players.

A designated person calls out either “streets” or “alleys”; at this signal the players turn to make the designated formation. Changing the aisles may either assist or hinder the CAT in chasing the MOUSE.

When the MOUSE is tagged, a new CAT and MOUSE are selected and the original two players take their places in the streets and alleys.

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Tornado

Have everyone select a food that you could grow in a garden and say it so everyone can hear all the foods selected.

Have “IT” walk around the center of the circle and tell a story about a garden. Every time a food is mentioned, the person associated with that food stands up and joins a growing line behind IT. When IT thinks the line is long enough, IT says “And then there was a tornado and everyone sits on a chair. Whoever is standing is it.

****Can also be done outside just standing in a circle.**

What Are You Doing?

Pick two players to start in the middle of the circle.

Player 1 asks player 2: "What are you doing?" player 2 responds with some action (i.e. painting a picture). Player 1 then has to act out what player 2 said they were doing until their next turn.

Player 2 then asks player 1 "What are you doing?" Player 1 responds with an action (i.e., climbing a tree) and player 2 then completes the action until their next turn.

Player 1 asks "What are you doing?" and Player 2 gives them a new action.

This continues until someone takes too long or uses too many actions from the same category (i.e., brush hair, comb hair, wash hair). There is no repeating an action in any round during that game. Once a mistake is made players switch. This is a great activity for participants to use their creativity.

Why Do You Like Your Neighbor?

The group is seated in a circle of chairs—there is one less chair than players.

The player without a chair stands in the middle and points to someone and asks, "Why Do you like your neighbor?"

The person pointed at says, "I like my neighbor because ..." And then fills in the blank.

Example: I like my neighbor because she has on tennis shoes.

At that point everyone with tennis shoes must get up and find a chair, at least two chairs away from the one they were in. The person left without a chair becomes it.

Stuck in the Mud

This game comes to us from Australia

In this version of tag, one person is still "IT," but when they touch someone, that person is "frozen" in place. They cannot move and must stand with their feet apart. The only way they can become unfrozen is if a person crawls under their legs. Play continues until all the players are frozen. Then the last person to be frozen is "IT" for the next game.

What's the Time Mr. Wolf

This game comes to us from Australia.

Also Called: LUPO DELLA ORE (in Italy)

One player is the wolf and they will stand with their back turned to the others about 20 feet from the others.

The others call out, "What's the time Mr. Wolf" and the wolf turns to face the others and shouts out a time

(i.e. 10 o'clock.). The others would then take 10 steps toward the wolf. The group will take the same amount of steps toward the wolf as the amount of hours in the wolf's time

(i. e. 2 o'clock = 2 steps, 6 o'clock = 6 steps and so forth).

The wolf will then turn his back to the group again for them to yell, "What's the time." (He looks at the group only when he shouts the time at the group.) When the group gets close to the wolf the next time the group yells, "What's the time Mr. Wolf?" the wolf will say, "**dinner time**" and run after the group who are running back to the start line, and hopefully catch one of the group who will then be the wolf. It sounds messy, but when played is an enjoyable game.

Stop There

This game is from Argentina.

Number of participants: All who want to play (no less than three).

Rules: Initially, one player takes the ball. In that moment the rest start running away from the one who has the ball.

When the one who has the ball says: "Stop there, John" (he has to name one of the participants). The one named has to look for the ball, and once he has the ball he says " stop there" and everybody has to stop. The one who has the ball can give three steps to get nearer, to his closest partner, and throw him/her the ball.

Two things could happen:

If he touches the person with the ball, that person has a spot, and he is now the one who has to say " stop there" and name one person.

1. If he doesn't touch the person with the ball, that person is "clean" (has not a "spot"), and the one who threw the ball is called "spot." He has to throw the ball again and say "Stop there" naming someone.
2. Whoever gets three spots has to do something required by the group which is called "prenda" (kind of punishment), it consists of doing something funny or embarrassing, it's not a physical punishment!
3. If he doesn't want to do it, he is punished with two more "prendas," if he still doesn't, the game starts again and all players are "clean."
4. If he does what the group requires, the game goes on.
5. The game does not have a time limit, it finishes when most of the players decide to.

Whoops Johnny

The idea here is to present something visual to the audience that is easy to duplicate, then indicate that if an individual would like to join your very exclusive club all they have to do is replicate what you just demonstrated.

Do This: Hold up one of your hands so that your palm is about 18 inches from your face. Separate your fingers. Using the index finger of your other hand touch that finger to the pinky of the hand in front of your face, at the same time saying "Johnny." Touch the next finger (ring finger) with the same index finger, and say "Johnny" again. Continue this Johnny-Johnny sequence until the two index fingers touch then slide the index finger down the side of the left index finger, continuing up the slope of the thumb, while saying Whoops once at the top of the thumb say Johnny. Then go back again starting with Johnny on the thumb, then Whoops Johnny and so on.

From the beginning it would sound like this: Johnny-Johnny-Johnny-Johnny Whoops Johnny, Whoops Johnny-Johnny-Johnny-Johnny.

Once you have reached the pinky again, interlock your fingers of both hands together. That is the KEY!! They have to interlock their fingers to get the solution correct. Many people will get through the Johnny part and not interlock their finger and when you tell them "wrong" they will try the Johnny part again thinking that is where their mistake is.

Whoosh

Have the group stand in a circle. Leader holds the imaginary “whoosh” in two hands with one hand on top and one hand on bottom of the “whoosh”

The leader will pass the “whoosh” to a person on either side of them using a swooping motion and saying “whoosh.” The person it was passed to continues to pass it on to the next person in the same way. Once the “whoosh” makes it back to the leader it stops as the leader introduces each of the following motions one at a time.

Second motion is a “whoa” motion. If a player gets passed a “whoosh” and they want to reverse it, they would say “whoa” with both hands raised in front of them palm side out. The player who attempted to pass the “whoosh” would then have to turn around and pass it back the other direction. **If a player gets a “whoa” on one side and then turns around and gets a “whoa” on the other side they turn back to the first person who said “whoa” and passes them the “whoosh.” The “whoosh” must go all the way around the circle once before any other motions can be used again.

The third motion is the “Zap.” When passed the “whoosh” a player can opt to “zap.” to “zap” a player claps both hands in front of them and points at another player (other than his two neighbors) in the circle. This passes the “whoosh” across the circle.

The fourth motion is the “Boing.” When passed the “whoosh” (either as a whoosh or zap) a player can opt to “boing.” To “boing” a player claps hands together above their head and squats down as they say, “Boing.” All other players must repeat this motion. This gives the player time to think of what they want to do as their next motion. After the circle repeats the “boing” the player then passes the “whoosh” on either using a “whoosh” or “zap.”

The fifth motion is the “Freak.” When passed the “whoosh” a player can opt to “freak.” To “Freak” a player yells “freak” and everyone in the circle has to find a new spot. Once everyone is in a new spot, the player then continues their turn by using another motion.

The sixth motion is the “Super Freak.” When passed the “Whoosh” a player can opt to “Super Freak.” To “super freak” a player has to come up with a style of walk they want to players to move to a new place in the circle using. For example yelling, “Egyptian Super Freak” means every one moves to a new place in the circle using an Egyptian walk. Once everyone is in a new spot, the player then continues their turn by using another motion. The “super freak” is only limited by someone’s imagination.

Duck Duck Goose

A.K.A. THE MUSH POT (in Indiana)

A.K.A. PESEK (in the Czech Republic)

A.K.A. ANTOAKYIRE (in Ghana)

In this game, kids sit down in a circle facing each other. One person is "IT" and walks around the circle. As they walk around, they tap people's heads and say whether they are a "duck" or a "goose."

Once someone is the "goose" they get up and try to chase "IT" around the circle. The goal is to tap that person before they are able sit down in the "goose's" spot. If the goose is not able to do this, they become

"it" for the next round and play continues. If they do tap the "IT" person, the person tagged has to sit in the center of the circle. Then the goose becomes it for the next round. The person in the middle can't leave until another person is tagged and they are replaced.

Oonch Neech

This game is from Pakistan

Oonch Neech roughly translates into "Up and Down."

The game is based on the traditional tag games: one person is it and runs to catch the other players on the field.

But rather than having one home base to run to for safety, base is anything that you can climb up on top of. So, for instance, if you are playing this game out in the yard, you can jump up on a chair, a tree branch, the porch, and you will be safe.

Ampe'

This challenging game is from Ghana.

Usually two people are involved. It could also be two teams of more than two in a team.

The players or teams are identified as "Ohyiwa" and "Opare."

"Ohyiwa" scores a point when a player's left leg meets the right leg or right leg meets the left leg of "opare."

"Opare" also scores a point when the left leg meets the left or the right leg meets the right leg of "ohyiwa."

The first to get ten points wins the game or contest.

The game: Two contestants at a time, one from each team start clapping their hands while singing and jumping. As they land each manipulates the legs and places one leg forward. As explained above, "ohyiwa" wins by the left leg meeting the right leg or right leg meeting the left leg of "opare." "Opare" scores by the left leg meeting the left leg or right leg meeting the right leg of "ohyiwa." There is no referee but every team counts its scores as the game progresses. The first to get ten points wins. A set of games is played and the higher scorer determines the winner.

Down Down Down

This game comes to us from Australia.

You start off with a tennis ball and throw the ball continuously back and forth until somebody drops the ball when someone drops the ball you say "Down on one knee" then say the same person drops it a second time then you say "Down on two knees" then if the same person drops the ball again you say "Down on one elbow" and again you say "down on two elbows" and then chin and then you're out but remember you have to stay in the position you're in to catch the ball and throw the ball.

Fun Games

Banana

Equipment: A rag or sock or a real banana

Form a circle with all players sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs. The person in the middle has to figure out where the banana is as the people in the circle are passing the "banana" under their legs secretly.

Bugs in My Cup

Need: A cup

Hold a cup in your hands and ask an attentive group, "How many bugs are in this cup?" The answer of course is eight.

Only a rare perceptive player will come up with the definite answer, in fact when you say, "How many bugs was that?" and the answer is five, you can be assured of either a lucky guess or knowing about bug numbers.

Finally, when you ask, "How many?" and the excited voices relay in unison, "two," you know that everyone is has the solution right.

How many words were in each question above "Oh wow...that's so simple."

Catch the Dragon's Tail

Need: One bandana for each team

You will need a good sized playing area for this game.

About 8–10 people line up, one behind the other. Now, everyone puts their hands on the waist of the person in front of them. The last person in line tucks a bandana in their belt loop or pocket.

At the signal the dragon begins to chase it's own tail, the object being for the person at the head of the line to snatch the bandana from the tail. Then have the head put on the bandana and become the new tail.

A green rectangular box containing the text "International Games" in white, bold, sans-serif font.

Chicken Picks

Need: Rubber chicken

Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle.

The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the

group to count how many objects they are able to list. The person that is able to list the most objects is the winner.

Topic example: Chocolate Bars (i.e. Hershey, crispy crunch, aero and so forth)

Doggy Doggy Where's Your Bone

This is a good inside rain game.

A student played the part of the dog. He or she sat in a chair with their back to the class. An eraser or another object was put under the chair. That was the bone. While the dog was turned around with his or her eyes closed someone would sneak up and steal the bone and hide it somewhere on his person. Then everyone would sing: Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be you. Then the dog has three chances to guess who took it. Sometimes it was left under his or her chair. If the dog guessed right then he got to do it again. If he guessed wrong than the person who had the bone got a turn as the dog.

Singing Syllables

Send someone (IT) from the room; divide the remaining players into two groups. The group picks a two syllable word.

When the player comes back into the room, half the group says the first syllable and the other half of the group says the other half of the syllable, at the same time. "IT" listens and tries to guess the word. Once the word is figured out someone new is IT.

**As the group gets better, have them pick a three or four syllable word.

Skin the Snake

Break players up into straight lines facing forward. Then have each person in the line bend over reach forward with their right hand and backwards between their legs with their left hand and link hands with the person in front of and behind them.

Once everyone is attached explain that they are going to skin the snake. The last person in line slowly sits down and puts their legs straight out in front of them. The rest of the line slowly backs up and walks over the last person and they lay down flat on their back as the group passes over them. Once the next person in line has passed over the last person they too sit down behind the last person and the game continues until all players are laying down still joined together. They can also put the skin back on the snake by slowly reversing it with the last person standing back up and moving forward over everyone.

Statues

There must be at least four players though it's more fun with seven or more. One player is a tour guide and another is a tourist. The rest of the players are all statues.

The tour guide and the tourist turn the lights off and leave the room. The tour guide counts loudly and slowly to 20. While the tour guide is counting the statues get into the position that they want to be in. When the tour guide stops counting they stay still.

The tour guide and the tourist then come back into the room. The tour guide brings the tourist around the room using the flashlight. If you are the tour guide or the tourist the object of the game is to make the statues laugh or to catch them moving or making any noise. To do this the tour guide and the tourist may say anything they want about the statue especially if they can make funny comments about their position. The tour guide can also give the statue a silly name or try to bother them with the flashlight. Another way to get a statue out is to make them talk. A way to do this is to say something like, "Andrea, I heard you moving!" Naturally "Andrea" will either say, "I wasn't moving," or "Fine I'm out." Once a statue is out they become a tourist. The last statue remaining wins.

If you are a statue the object of the game is not to be heard and to move without being caught. This is where playing at night with the lights turned off adds fun. You can completely change position while the tour guide has his/her back turned, but be careful not to make too much noise and watch out for a wary tour guide who might suddenly turn and shine the light in all directions to make sure they don't miss a single movement. A good idea is to move around the room, but don't bump into anything.

Flashlight Tag

Played at night, this game mixes the popular games, hide and seek with tag.

The person who is "IT" waits at the "jail" counting to a high number while everyone else hides. Then, armed with a flashlight, this person searches for the others who may be switching hiding spots. The flashlight must remain on at all times and may not be covered. When "IT" spots someone, they must use the flashlight to get a close enough look at the person to identify them and call out their name.

What happens when a person gets caught, gives rise to variations of this exciting game. One variation is to pass the flashlight to the caught person, so they becomes "IT." Another version is to send each caught person to "jail" to wait until everyone is caught. The first person caught then becomes "IT." Another variation is to have more than one person (or a team) be "it." With this configuration, people who are not "IT" can tag other people (or team members) free from jail." One of the "ITs" may stay near to guard the "jail."

Players will find new and interesting ways to improve their play. One such strategy is to watch where "IT(s)" have already searched, and then switch to that hiding spot. One might also find success by following "IT(s)." For added challenge, players may camouflage themselves with dark clothing and face paint. This game is excellent for developing great strategies of guerilla warfare in young minds. This game will also encourage paranoia in parents and entire neighborhoods.

Snaps

Pick a short word to use or two short words together. Here is how you play. For each consonant you give a sentence that starts with that letter when you reach a vowel you snap the number of times for the rank in which that vowel falls in order.

First word = The name of the game is snaps.

Second word = The name of the game is not snaps.

Vowels: A = 1 snap, E = 2 snaps, I = 3 snaps, O = 4 snaps,
U = 5 snaps

Example: The name of the game is snaps.

Perhaps you can figure it out.

1 snap.

Really think about it.

Know you can learn it!

Answer: Park

Snort

The group stands in a circle and the leader begins the game by snorting at the player on their right or their left. When snorting you have to do so without showing your teeth—so players have to wrap their lips around their teeth when playing.

That person then passes the snort onto the next person or back to the person that gave it to them, this will reverse to snort.

A player can pass a snort across the circle by yelling "suey!" and pointing his or her nose at someone across the circle.

A player is out when they pause or show their teeth. Once a player is out they become hecklers and stand outside the circle snorting at the people in the circle to try getting them to laugh.

When two players are left they have a snort off and continue to snort at each other until one of them pauses or starts to laugh. The group outside can continue to snort at them to heckle them.

Electric Hands

Need: One koosh ball, one coin and two blindfolds

Divide the players into two groups and have each group sit in a single file line shoulder to shoulder. The two teams should be facing each other. Have each player hold hands with the players on their left and right. During the game everyone except the first person will have their eyes closed. The last person on each team should be sitting directly across from each other and will be blindfolded (may have them just close their eyes on their honor if you want) and have the ball placed an equal distance between them.

The referee will flip a coin in the center of the first person on each team—these are the only two who should have their eyes open. If the coin lands on **heads** they squeeze the hand of the second person and that person will squeeze the next persons hand and so forth. Once the last person in line feels the squeeze they reach out and grab the ball. The first team to correctly obtain the ball wins.

If a team wins the round the first person in line moves to the end of the line and becomes the grabber. A team wins when the original first person makes it all the way back to the beginning.

If the flip of the coin comes up **tails** the teams do nothing. However, if someone mistakenly squeezes a hand and the last person grabs the ball when they shouldn't have the grabber has to come back up to the first position again.

Foghorn Leghorn

Need: A rubber chicken

Make two groups. One group lines up in a line with the rubber chicken at the front of the line. The other group forms a tight bunch, as close in as possible, and elects a runner. The leader says "Go Foghorn!" The group in the line then passes the rubber chicken Under-Over style down the whole line. While this is going on, the runner runs around the bunch and keeps track of the number of times they make it around. When the rubber chicken makes it to the end of the line then the last person throws it as far as possible and shouts "Go." The group that was in the bunch then runs to where the chicken landed and lines up behind it. They then do the Under-Over thing. The other group forms a bunch and counts how many times the runner makes it around. This keeps on going and the count of runs is a cumulative count, so at the end the group with the most runs around is the winner.

Night Games

Predator and Prey

Need: Blindfold and clothespins

One person is the “Prey” in the middle of the circle. The prey is blindfolded and has a noodle in their hands and clothespins attached to their clothing. An adult will travel around the circle and tap people on the shoulder, they become the predator and it is their job to sneak

undetected into the circle and remove a clothespin from the prey before the prey hits them with the noodle. If the predator is tagged they return to the circle and sit down if they are successful they return to the circle and remain standing

Spud

Need: One Nooby Gertie Ball or other soft ball

Players are huddled around as one person throws the ball into the air. The person throwing the ball is to shout out someone’s name. The person who is called is to get the ball and shout “Freeze!” Everyone freezes where they are.

The person with the ball can take three giant steps towards anyone and then gently try to hit that player with the ball. The person being thrown at can not move their feet, they can duck but can not jump out of the way.

If they are hit they are assigned a letter starting with “S” from the word **spud**. If the person throwing the ball misses then they are assigned a letter. The targeted player will be the one to throw the ball.

Once a player has been given all the letters to spell SPUD, they are out of the game.

Steal the Bacon

Need: A bandana or other object

The group is divided into two equal teams which stand on two lines about thirty feet apart and face each other. Each team member numbers off, so that the players with the same numbers are diagonally opposite each other. A large bandana (or object) is placed in the center between teams. When a number is called out, the players who hold that number race for the object. The “bacon” snatcher then tries to return to his team before being tagged by the player from the opposite team. Anyone who succeeds wins a point for their team. If a tag is made, however, no points are awarded.

The “bacon” is replaced, and a new number is called. The first team to gain a preset number of points is the winner.

1 2 3 4 5 6 7 8 9 10

Bacon

10 9 8 7 6 5 4 3 2 1

Toilet Bowl Tag

Props: Cones to mark boundaries

Game: Mark off a fair sized playing area with cones and these are the boundaries.

Chose one or two people to be IT. When tagged that person must kneel down on one knee and put their right arm out to there side bent up at the elbow like a handle.

It order to be freed to play again another player must come along and sit on the persons knee and pull down on their arm like they are flushing a toilet.

A person is out of the game once they have been tagged three times.

Hospital Tag

Need: Cones

Game: Mark off a fair sized playing area with cones and these are the boundaries.

Everybody is IT! When a person is tagged by another person the tagged person must hold the spot where he or she was tagged (with one hand); but that person is still in the game.

The handicap and good humored embarrassment of a tag varies considerably as to where the tag is affixed. It's hard to keep from laughing if the tag was on your posterior, and trying to run with a tag on your foot is a frustrating task.

Hold the first spot tagged with either hand. Hold the next spot tagged with your only free hand (tag inventively). Having no hands left, you may tag now only with your hip—an obvious disadvantage, unless it's you against another hip tagger. After the third tag, you are mercifully OUT OF THE GAME.

Octopus Tag

Need: Cones

Set up a rectangular area to provide room to run. Pick one player to be the octopus. The octopus stands in the middle of the area. The other players are fish. The fish form a line at one end of the rectangle. The octopus says, "Little fish, little fish, swimming in the sea; who thinks they can swim past me?" When the octopus finishes the rhyme, the fish run to the opposite side of the playing area, trying not to be tagged by the octopus (they must stay within boundaries, and they stop when they get to the end of the playing field). The Octopus tries to tag the fish as they moves past, but **cannot** move their feet (they can stretch and reach.)

The fish that are tagged join hands with the octopus and become tentacles. Again, the octopus recites the rhyme. The fish run toward the opposite side. If the octopus has no tentacles, the octopus continues to try to tag fish. When the octopus has one tentacle, both the octopus and the tentacle use their free hand to try to tag. When there are two or more tentacles, only the tentacles on the ends can tag. The octopus still keeps their feet in place, but the tentacles can move their feet. Fish cannot "swim" through or under the joined hands of the octopus and tentacles. Play until only one fish is left. This person becomes the octopus for the next round.

Tag Games

Amoeba Tag

Two people are it. They hold hands and chase people; the person they catch joins the chain by linking hands. When another person is caught they can stay together or split two and two they must split even numbers and can link together at will. This game is played till nobody is left.

CYB Tag

Need: Bandana or Half Circle Mat—One per player and four Cones

Game: Called Cover Your Butt Tag. Have players tuck in their shirts. Each player gets a mat to tuck into the waistband of his or her pants with it hanging out over their butt. Place the four cones (one on each corner of a square) to mark the boundaries of the playing area. Players may not step outside of the playing area.

Everyone spreads out and takes their place. When the game starts each player runs around trying to pull the mat out of someone else's waistband while trying to protect their own. If they successfully get someone's mat they throw it on the ground and yell "ha!" The player whose mat was taken then has one foot frozen to that spot on the ground and can not move it.

Even after frozen a player can continue to try to take others mats if they get close enough to them. The last player with their mat is the winner!

Elbow Tag

Couples stand spread out around a circle, with elbows hooked between them. One player runs, while another chases. If they are caught, roles reverse as in tag. The runner can get out for a break by hooking elbows with one of the couples, creating a trio, forcing the person on the opposite end of the trio to now become the runner.

Elevator Tag

Need: Cones

Game: Mark off a fair sized playing area with cones and these are the boundaries.

Pair all the players up. Don't worry, there's no holding hands in this game. Considering that there are only two of you, decide who is initially IT. That person tries to tag only their chosen partner. If the tag is made, the IT designation switches over and the chasee becomes the chaser.

The interest stems from the fact that there are a lot of other pairs playing exactly the same game in the same small area. Only fast walking is allowed and once tagged to chaser must count to three before taking off after the chasee.

Try this. Same game, same rules, except this time you start off with pairs holding hands or arm in arm, pairs chase pairs, get it? Or individual pairs or pairs of pairs work. Just shrink the playing area to be about the size of an elevator. This adds an extra challenge and breaks down personal space barriers.

Go Tag

Everyone kneels on one knee in a straight line, alternate players facing opposite directions. The person at one end of the line will chase the person at the other end, around and around the line. As the chaser reaches the end of the line, he can tap the back of any squatting player and shout "**go.**" The tapped player steps forward to begin the chase, while the old chaser replaces him.