

Municipality of the District of Chester's Online Recreation Games Manual



**THE MUNICIPALITY OF
CHESTER**

Games are organized by the number of participants and alphabetically

Icebreakers

If I Could Be Any Animal (2+ participants)

- Directions:
- Have children gather in a circle and one begins by saying their name and telling what kind of animal they would be and why.
- Example: "Hi, my name is _____ and if I could be any animal, I would be a _____ because _____".
- Encourage participants to be creative and to come up with unusual animals.



Alphabet Aerobics name game (2+ participants)

- Directions:
- Have participants stand in a circle and spread out.
- To start the circle, have the first person say an adjective that starts with the letter of their name, and their name with a corresponding action (Examples: Bubbly Britt, action- wiggling arms around, Jumping Jack, action-jumps up and down)
- As you go around the circle, the next person has to remember the previous person's adjective and name, and do their action. Then they come up with their own set. The person after them has to remember (in order) both of the other people's sets, and so on around the circle.
- When someone messes up, you start over using new adjectives and actions for each person!
- Try to get through the whole circle with everyone's sets!
- Alternative: if this is too hard, have participants instead only have to remember a specified number of sets. In the end, people who think they can remember all of them can go in the middle and compete to see who remembers the most!

Beachball Questions (2+ participants)

- Materials: 1 beach ball or volleyball with questions written on it
- Directions:
- Have participants form a circle
- The leader starts by throwing the beach ball or volleyball to one of the participants
- The participant catches the ball, and whatever question their right thumb lands on is the question they must answer.
- Examples: "What is your favorite thing to do during the wintertime?" "Describe your all-time favorite food"



selected by freepik.com

Full Value Contract (2+ participants)

- Materials: A unique object to write rules on
- Directions:
- Show children the unique object.
- Ask around to see what sorts of rules the children feel should be put in place for the day/camp.
- When a child offers a rule, give them the opportunity to write it on the full value contract (or the leader can write it).
- Talk about the importance of each rule with the children.
- Once the children are satisfied with the rules they have come up with, have them each sign the object with their name.
- Find a prominent location and display your full value contract for the duration of the event. If desired, you could create a “punishment” who breaks the rules listed on the full value contract (i.e. wear a funny hat, etc).

Sucker for statements (2+ participants)

- Materials: candy with lots of different colors (skittles, m&ms?)
- Directions:
- Pass around a bag of candies and instruct each participant to take the same number of candies. Make sure to instruct participants not to eat the candies just yet.
- The leader will have a sheet that has each color of candy paired with a question or scenario
- Each person, one at a time, picks one of their candies and the leader will read out the corresponding question or scenario (Examples: if you could be any animal which one would you be and why? If you were trapped on a deserted island what three items would you like to have?). Once they have responded they can eat that candy.
- Go around the circle answering the color questions until everyone has used up all their candies



Tag Swap (2+ participants)

- Materials: Paper, markers (or colouring utensils), hole punch, scissors.
- Directions:
- Get children to find a partner
- Have the children make a nametag for their partner. Their nametags should include pictures, words, etc. or hobbies, favourite colours, interests, etc. to make a nametag that represents each partner.
- Children can wear the nametags for the duration of the day.

Two truths and a lie (2+ participants)

- Directions:
- Sit participants in a circle. Instruct each participant to come up with three short stories about themselves, two of which are true, one of which is a lie.
- Go around the circle with each person telling their three stories one at a time. Have the other participants guess which of their stories was a lie.

Would you rather game (2+ participants)

- Directions:
- Have participants make a circle
- The leader will read statements such as “Would you rather play hockey (stand up), or watch basketball (sit down)” or “Would you rather live without internet, or live without television” or “Would you rather be a unicorn, or a fire breathing dragon”
- Participants stand up or sit down depending on their answers

Group Juggle (3+ participants)

- Materials: 4-6 beanbags
- Directions:
- Have children form a circle.
- The leader starts with one beanbag and passes it to someone in the group saying: “Here you go ‘receiver’s name’ ”. The person receiving says “Thanks ‘passer’s name’. Here you go ‘receiver’s name’ ”. The children then throw the beanbags the entire way around the circle until the leader receives the beanbag back. Children are told to remember who threw the beanbag to them and who they threw it to.
- Have the children send the beanbag around the circle in the same pattern.
- Gradually, add in more beanbags until the group is juggling multiple beanbags at one time.

Move your butts (4+ participants)

- Materials: Everyone needs to be wearing shoes
- Directions:
- Form a circle with participants, with one person in the middle. There should be no spaces around the circle.
- Everyone takes off one of their shoes and leaves it in their spot.
- The person in the middle starts the game by saying “move your butt if...” followed by something that applies to them which they believe may apply to others in the room (example: move your butt if you’ve been to Europe). Statements must be unrelated to physical features. The purpose is to get to know people’s interests and experiences.
- After the statement is made, everyone to whom the statement applies must run to find another shoe. They cannot go to the shoe directly beside them.



Memory games

Picnic memory game (2+ participants)

- Directions:
- To play, everyone sits in a circle. The first player says, “In my basket for the picnic, I packed...,” and then says what item they packed.
- The next player then says, “In my basket for the picnic, I packed...,” and then recites what the first player packed and adds their own item to the basket, and so forth.



Uncle Joe’s Suitcase (2+ participants)

- Directions:
- The group forms a circle.
- The first-person states “My name is _____ and I packed Uncle Joe’s suitcase with...” And says what they packed.
- The group continues, each person repeating everything said before them.
- The real trick is that the last person in the group has to name all of the people’s items.



Animal Guessing game (3+ participants)

- Directions:
- Send one person outside the group and explain to them that they are going to act like an animal when they return to the group and that the aim of the game is for everyone else to guess the animal. Then tell them to be a dog.
- While the person is away from the group the rest of the group is told that they must not guess that the camper is a dog when they return. They can guess any other animals but not dogs.
- After 5 mins tell the person in the middle acting like a dog to pick a new animal and then while they are acting as this animal, keep guessing that they are a dog.

Black Magic (3+ participants)

- Directions:
- Send someone who knows who to play out of the room, with someone who does not know how to play as their ‘witness’.
- Let the participants pick an object in the room to be the object.
- Call in the witness and guesser.
- Ask the guesser “is it _____?”
- Continue to ask different objects.
- Ask if it is a black object. The guesser will say “no”.
- Then, ask if it is the object that the participants picked. The guesser will say “yes”.
- You must pick the object the participants picked directly after picking a black object.

Memory Drawing (6+ participant)

- Materials: Blank sheets of paper, a few writing utensils.
- Directions:
- Have the delegates sit in two straight lines, facing the back of the person in front of them.
- The person at the back of each line is the 'team captain' for that round and comes up to the leader.
- The leaders show the person from the back of the line the picture. Each team captain gets 30 seconds to view the picture.
- They then go back and draw the picture on the back of the person in front of them.
- This continues the entire way to the front of the line. When it reaches the person in the front, that person draws the picture they think of on a piece of paper.
- The team with the most accurate drawing wins the round

High Energy Games

Angry Birds (2+ participants)

- Materials: anything found in/outside your house, a dodgeball (or a ball that is safe to throw)
- Directions:
- Set up two separate forts (be creative – use your imagination)
- Create a designated middle line, you may not cross this line
- Take turns throwing the dodgeball back and forth
- Last fort standing wins the game

Everybody's It (2+ participants)

- Directions:
- Proclaim, "Everybody's it!" in an open space and the participants begin trying to tag others while avoiding getting tagged.
- Decide beforehand if simultaneous tags result in both sitting down, and both remaining free.
- Once tagged, participants sit down, extend their arms, and try to tag those left running around on each team's side or evenly spaced apart if you play in a circle.

Freeze dancing (2+ participants)

- Materials: music and a speaker
- Directions:
- Turn the music on and have the participants dance (encourage them to be as crazy as possible!)
- When the leader presses pause on the music and yells 'FREEZE!' all of the participants have to freeze immediately. If caught moving after the stop they are out, or if you don't want to play with outs, they can do an exercise
- Repeat until the game has run its course

In the Pond (2+ participants)

- Materials: rope-like object to create the pond
- Directions:
- A line of tape separates "in the pond" from "out of the pond"
- All players line up outside of the pond
- The leader calls "in the pond" or "out of the pond"
- The Players then have to get themselves in or out of the pond according to the instructions
- The game speeds up as it repeats



Red Light, Green Light (2+ participants)

- Directions:
- Elect a caller for the game
- The rest of the players line up far away from the caller
- The caller will be turned facing away from the players and call out “green light” which means the other players can start to run quickly towards the caller
- The caller will yell out “red light” and rapidly turn towards the players
- If the caller sees anyone still moving, they can send them back to the start point
- The game continues in the rotation until a player tags the caller



Run and scream (2+ participants)

- Directions:
- Participants stand at one end of the field in a straight line
- On the count of three, all participants run and scream
- Participants must stop, freeze, and stand still in the spot once they run out of breath and stop screaming.
- The participant who runs the furthest before running out of breath wins the round

What Time is it Mr. Wolf? (2+ participants)

- Directions:
- The person is selected as the ‘wolf’ and will stand far away from the other participants facing in away from the other participants so that they cannot see them
- The non-wolves will stand together and call out “what time is it, Mr. Wolf”
- The wolf will reply with a time (i.e. 5 o’clock) and the participants will take the number of steps in relation to the time (5 o’clock = 5 steps)
- The game continues in this turn base system until either a non-wolf sneaks up and reaches the wolf (making them the winner) or the wolf calls “Lunchtime” and turns to try and tag a non-wolf.
- If a non-wolf reaches the wolf first, they are the new wolf or if the wolf calls lunchtime and tags someone that person is the new wolf



Ah So Ko No (3+ participants)

- Directions:
- Participants stand in a circle.
- One person starts by saying “AH” and lifts their arm over their head, pointing towards one way or the other. This decides which way around the circle the game goes.
- Whichever way the first person passes it, that person says “SO”, with their arm at waist level pointing in whatever direction.
- The third person who is passed to says “KO” and can send it anywhere in the circle by pointing both arms straight forward.
- The fourth person can accept or deny the “KO” by saying “AH” to accept or “NO” to deny.
- If the deny the “KO”, whoever did “KO” does it again and the 2nd person they point to must accept it and recommence the pattern.

Band-Aid Tag (3+ participants)

- In this variation, when a child is tagged they place a hand on the spot that was tagged. The child must keep a hand on that spot for the rest of the game.
- If the child gets tagged a second time, a hand must be placed on the second spot. Now the child has used up all the band-aids.
- If tagged a third time, the child must go to the "hospital" (the sidelines).



Blob tag (3+ participants)

- Directions
- Participants are informed of the boundaries they have to run within
- Two participants are paired together, and are called “the blob.” These participants are “it”
- Participants run within the boundaries, trying to avoid the blob. If they are tagged by the blob, they become part of the blob.
- The blob must stay together all the time, either by linking arms or holding hands
- The last player not part of the blob wins
- If the blob starts getting too big, you can split the blob into two or three and have multiple blobs chasing participants



Camouflage (3+ participants)

- Directions:
- The Game is begun by a leader shouting "camouflage" at which point the kids scatter and hide
- The leader counts to thirty out loud with their eyes closed.
- After the count is over, the leader begins looking around. If the leader recognizes anyone not completely hidden, they call out the name and location of the kid. If they have correctly identified the kid, then the kid is out, if not, the kid does not have to reveal their true identity, and is still in play.
- Once the leader can no longer identify anyone, they call out "food for 25" - The leader counts out loud to 25 with their eyes closed. The remaining kids have to try and reach the leader, tag them and return to a new hiding spot before the count is over
- The leader will open their eyes on the count of 25 and attempt to find the hiding kids again. After another unsuccessful round, the leader will drop 5 seconds each round to increase the difficulty (i.e. 25 to 20)
- The last person to be found by the leader wins



Fainting goat tag (3+ participants)

- Directions:
- Designate one person as the shepherd. The other participants are the goats. Instruct the goats to spread out around the playing area.
- When the leader yells 'GO!' the shepherd tries to tag one of the goats. If the shepherd successfully tags a goat, that goat becomes the shepherd.
- The goats can fall to the ground with their feet and arms in the air to avoid being tagged for up to ten seconds. As long as they are on the ground, they are safe. The goat can't fall to the ground unless the shepherd is 10 feet away or closer.



Frogger (3+ participants)

- Materials: Dodge balls
- Directions:
- Participants are in partners and they are facing each other a specified distance apart, forming a gauntlet.
- Each pair has a ball and they pass it back and forth to their partner.
- Someone tries to get from one end of the gauntlet to the other without being hit by a ball.
- The people making up the gauntlet try to hit the person running BELOW THE WAIST with the ball.



Jackpot (3+ participants)

- Materials: football or some other ball that is easy to throw and catch
- Directions:
- One person is the thrower and stands across the playing field from the other participants.
- Everyone else spreads out around the other side of the playing area.
- The thrower tosses the ball in the air towards everyone else and announces a number between 50 and 200. If a participant catches the ball they get as many points as the thrower yelled. If the ball is missed or dropped, the closest person or the person who tried to catch it loses the same number of points (negative score is possible).
- If the thrower does not want to be thrower anymore, they can turn around and yell “JACKPOT” throwing the ball behind them toward the other participants. Even if the ball hits the ground, the first person to catch it wins and becomes the thrower.
- The first person to get 500 points wins and becomes the new catcher.



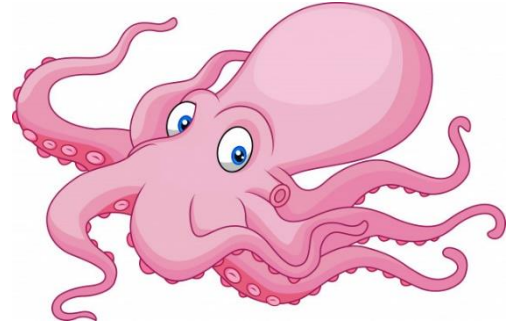
Ninja (3+ participants)

- Directions:
- All the players stand with their hands together, facing the center of the circle.
- Everyone says, “3, 2, 1, NINJA!” and then freezes in a cool ninja pose. (This is the favorite part!)
- Each player takes a turn doing a ninja move. Turns move around the circle, just like any other game.
- The object of the game is to get the other players “out,” one limb at a time.
- When it’s your turn, you get one move. You can karate chop another player’s arm below the elbow, or kick their ankle or foot. You can try to get any player out – it does not need to be the person next to you. You can take a step as part of your move, but only one step. For example, you can step forward or backward and do a karate chop with your arm. The player being attacked can dodge your ninja move. If you successfully karate chop their arm below the elbow or their foot/ankle, then that limb is out!
- A player is out of the game when both of their arms and both of their legs are out.
- The winner is the last ninja standing!



Octopus Tag (3+ participants)

- Materials: hula hoops
- Directions:
- Participants stand at one line, and multiple hula hoops are placed around the field (these are the fishes' homes). These participants are the fish.
- One participant stands halfway between the two lines. This person is the "octopus."
- On the count of three, all the fish leave to find a "home"
- The octopus runs throughout the field, trying to catch the fish. If the octopus is successful, the fish then becomes a stationary octopus and sits on the ground.
- The stationary octopuses can catch fish by catching them with their "tentacles" (tagging them with their arms)
- After the first round, surviving fish return to the start line and some of the hula hoop homes are taken away. Repeat until there is only one fish left, and they are the winner.
- Alternative: if you don't have hula hoops handy, just have the fish try to get to the other side of the play area without being tagged.



Pacman (3+ participants)

- Directions:
- Pacman is like a regular game of tag, but it is usually played in the gym. This is because players must stay on the lines in the gym at all times and move in a linear form like a game of Pacman would be played in an arcade.
- A tagger will chase people down while staying on the lines.
- Participants must all stay on lines as well and once they are tagged, they sit down and become a blockade.
- Last person standing wins.

Tails (3+ participants)

- Materials: pinnies
- Directions:
- Each person takes one pinnie and tucks it into their back pocket, so it looks like a tail.
- There is a leader stationed with a box of pennies to the side of the field.
- Participants are instructed to spread out around the playing area. When the leader shouts 'GO!' the participants must try to steal each other's tails.
- Each time someone steals a tail or loses a tail, they must run as fast as they can to the leader to get a new tail or drop off the one they stole.
- The game can keep going until participants get tired or lose interest.

Tunnel Tag (3+ participants)

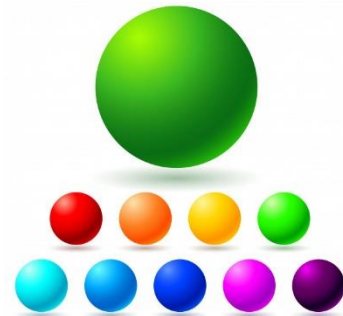
- Directions:
- Tunnel tag is a variation on freeze tag.
- In freeze tag, kids "freeze" in the position they are in when tagged.
- In tunnel tag, someone has to crawl through a child's feet to "unfreeze" them, so they can rejoin the game.

Animal Party (4+ participants)

- Directions:
- All participants sit in a circle with one person starting as 'it' in the middle.
- Everyone picks an animal that they will become in the game. The game starts with someone as a target, they pass the target by saying their animal and someone else's animal.
- Once the tagger gets the target they switch spots (tagger goes into the circle and target becomes tagger).
- If the tagger sits down before restarting the game they are still the tagger and the target goes back in the circle unless they sit down before starting the game. EXAMPLE: Dog to cat, cat to giraffe, giraffe to... (if the tagger tags the person who is a giraffe that person goes in the circle)

Bamba (4+ participants)

- Materials: 1 dodge ball
- Directions
- Participants stand in a circle, with some space between each person
- One participant goes to the middle
- The middle person closes their eyes and counts to fifteen, putting one arm up straight after 5 seconds, the second arm up after 10 seconds, and slapping their hands together above their heads and yelling 'BAMBA' at 15 seconds.
- Meanwhile, the group is passing the ball from person to person.
- When the middle person yells "BAMBA," whoever has the ball becomes the new middle person and the middle person takes their spot, sitting down with their legs out in front of them.
- This continues, and people near the participants sitting down must jump over their legs in order to pass on the ball each round.
- This continues until there is one winner.



Fruit Salad (4+ participants)

- Directions:
- Line participants up on one side of the gym or playing field. Assign each of them the name of a fruit (Apples, bananas, and grapes)
- A leader stands in the middle and calls out the name of one of the fruits. All players with that name try to run to the other side without being tagged.
- When the leader calls out 'Fruit Salad!' everyone runs.
- The last surviving fruit wins



Horses, Knights, and Cavaliers (4+ participants)

- Directions:
- Participants are told to pair off.
- Explain the three different positions (horse: one partner goes on all fours on the ground as a horse while the other pretends to be riding them, knights: one partner kneels on one knee while the other sits on their knee and puts their "sword" into the air, cavaliers: one partner lifts the other in the air, or pretends to)
- Have participants walk all over a designated area, ensuring that partners are not sticking close to one another.
- When you call out one of the three positions, partners have to find each other and get in the positions as fast as they can.
- The last team to successfully get into each position is out and can help you call out the positions.
- Make sure to give a few practice rounds.



Huckle Buckle (4+ participants)

- Directions
- All participants find a partner
- Participants line up, one partner on one line, another partner on a line any distance away, facing each other.
- The leader yells out "Huckle buckle" and a body part, or two body parts (examples, "knee to knee" or "elbow to ear")
- Partners run to meet each other halfway, join their body parts, hold the position for three seconds, and then run back to their spots.
- The last to make it back to their spots are out and helps the leader come up with new body parts to call out, or they can act as judges.

Key Pad (4+ participants)

- Materials: Ice cream tops (or any circular object) numbered 1-30, rope
- Directions:
- Ice cream tops are placed within the rope.
- Participants are split into two teams.
- Team A is timed while they try to hit all 30 ice cream tops. The catch is, two people cannot reach in the circle to try to hit the same ice cream top or the team has to start over. One person cannot tap two ice cream tops in a row.
- Once Team A is done and timed, Team B gets the chance to beat their time.
- This can continue for as many rounds as you like.

Non-violent red rover (4+ participants)

- Directions:
- Participants are split up into two equal teams. Each team stands in a line, facing the other team.
- Participants put their hands out in front of them, palms up
- Team A calls "Red Rover Red, Red River, we call _____ over!"
- At this time, the member from the other team who was called over runs to the other team and sneakily slaps the hands of someone

Picket Fence (4+ participants)

- Directions:
- One participant is chosen as the tagger, another as the runner.
- Everyone else is placed shoulder to shoulder, facing alternate directions in a straight line.
- The tagger and runner run around the circle, the tagger trying to tag the runner.
- The tagger can tap someone from the picket fence from behind, and that person becomes the new tagger.
- If the tagger is successful in catching the runner, the runner becomes the tagger and vice versa.

Pool Noodle Hockey (4+ participants)

- Materials: Pool noodles cut in half (two different colors with equal numbers of each), ball or puck, something with which to create goals
- Directions:
- Use your pool noodles as hockey sticks, with the color of the pool noodles designating who is on which team.
- To keep things simple, use the same rules you would for soccer, but using the pool noodle as a hockey stick to move the ball/ puck
- Offensive players only allowed in the defensive red zone for five seconds at a time (red zone being 15 yards from the goal)



Stalking (4+ participants)

- Materials: Twigs or small object
- Directions:
- Get all participants together in a circle and decide on one person to be the 'prey'.
- The person who is the prey will sit with their legs crossed with a pile of twigs in their lap.
- The other participants are then the 'predators'. The prey will close their eyes while the predators sneak towards the prey (the end goal is to steal one of the twigs from the prey's lap).
- The prey will need to use their hearing to listen for the predators' movements and can point out the predators (without opening their eyes).
- The game ends when every predator has a twig or the predator has lost all three of their lives

Angel/Secret Agent (5+ participants)

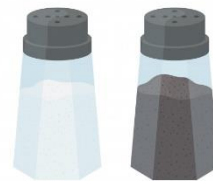
- Directions:
- Participants choose, in their head, someone to be their 'angel' and someone to be their 'secret agent.'
- Once the leader says go, participants need to keep directly in between their angel and secret agent, while everyone else tries to do the same.



Salt & Pepper (5+ participants)

- Directions:
- Select someone to be a big shaker and have everyone else find a partner and stand back-to-back, elbows linked.
- When the big shaker calls out "Salt & Pepper, SHAKE!" partners break arms and scatter as the big shaker tries to tag someone before they can link arms with a new partner. Anyone tagged becomes the next big shaker.
- Alternatives: 1. Increase the number of big shakers or the number of people who can link together. 2/ Designate half the group as pepper and half as salt. Tape a white or black piece of paper to their short and only salt and pepper can pair up; no salt and salt or pepper and pepper combinations allowed.

SALT AND PEPPER



Chuck the Chicken (6+ participants)

- Material: 1 rubber chicken or 1 rubber trout
- Directions:
- Participants are split into two teams.
- Team A stands in a straight line, passing the rubber chicken/ trout over and under, over and under until it gets to the back of the line.
- Meanwhile, Team B is formed in a circle with one person running around the outside of the circle. Each time the runner runs one full lap of the circle, Team B scores a point.
- When the chicken/ trout gets to the back of Team A's line, Team A yells "CHUCK THE CHICKEN!" or "THROW THE TROUT!"
- At this time, Team B runs to grab the chicken/ trout and begins to pass it over and under while Team A forms a circle and begins running to score points.
- Each time Team A or B is required to do the laps around their circle, a different person must do the running.
- You can make this game go as long as you like; 10, 20, 30 points, etc.



Rocks (6+ participants)

- Materials: Hula hoops, beanbags
- Directions:
- Participants are split into two teams.
- There is a rope splitting the field/area in half.
- Each team has a hula hoop at the back of their 'zone' filled with beanbags, balls, etc. Both hula hoops must have the same number of objects in them to start.
- The goal is to reach the hula hoop at the back of the opposing team's side, without being tagged, retrieve the beanbags, etc. and return to your hula hoop without being tagged.
- A participant can only be tagged when they are on the opposing team's side.
- If tagged, participants must drop their beanbag and it is returned to its proper hula hoop.
- Once a participant is tagged, they are frozen in that spot and must sit down until a teammate saves them.
- A person can be saved only if a teammate comes to retrieve them and tags them without being tagged themselves.
- A participant cannot save a teammate and retrieve a beanbag in the same run; they must choose one or the other.
- The game goes until one team has all of the beanbags in their hula hoop, or an entire team has been tagged and is frozen.



Steal the Bacon (6+ participants)

- Materials: One object to 'steal'
- Directions:
- Divide the group into two teams. Everybody on Team 1 gets a number and everybody on Team 2 gets a number.
- Both teams face each other about 15-20 yards apart.
- The leaders call the number and both of these people have to race out and grab the cone and run back past their line without getting tagged. If they get past the line, they are awarded a point.

Indoor Games

Body Language (2+ participants)

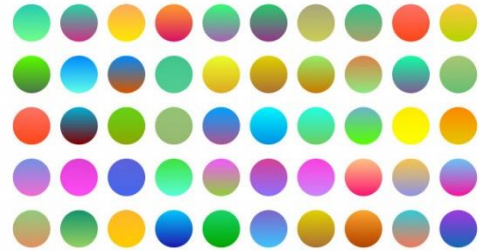
- Directions:
- We all know the drill when the '70s song "Y.M.C.A." comes on the radio.
- Take a cue from the Village People and show your kids how to form letters with their bodies.
- Have them work together to create letters or form their names or short words, either in a standing position or lying flat on the ground.
- Snap pictures of their letters so they can see how great they look.

Catch with a catch (2+ participants)

- Directions:
- Have each player toss a beach ball into the air and try to touch his nose or high-five the other players before the balls drop.
- Make the challenges harder as you go along.

Color Walk (2+ participants)

- Directions:
- Have your child gather sheets of construction paper or a stack of mismatched hand towels and lay them down in a path all through the house. (To keep them from slipping, tape down the construction paper or towels with painter's or masking tape, which won't ruin your floors.)
- Tell them to keep colors separate, so there won't be, say, three sheets of red paper in a row.
- Once they're done, the challenge is on: Can they walk from one room to the next by stepping only on certain colors? Can they make it from one end of the house to the other, stepping only on blue and red? Can they manage it on all fours, or by hopping?



Crab Carry (2+ participants)

- Directions:
- Show your child how to walk like a crab: hands and feet on the floor, stomach facing up.
- Once they can do it, give them a goal. They can balance some beanbags on their belly and move across a marked finish line or gather some wayward toys and move them to their room. (Don't mention that he's helping you clean up!)
- Which is faster: carrying one toy across the room at a time, or a whole pile at once—without spilling?



Crambo (2+ participants)

- Directions:
- One player begins the game by saying, "I am thinking of something in the room that rhymes with ____"
- The others then ask questions to figure out what it might be.
- The one that guesses it correctly goes next. Expand the boundaries as needed.

Giants, Wizards, and Elves! (2+ participants)

- Directions:
- Split the participants into two teams and put them at opposite ends of the play area. That area will be designated as their safe zone.
- Each team gets into a huddle and decides as a team whether they will be giants, wizards, or elves.
- Giants put their hands over their heads, wizards put their hands out straight in front of them wiggling their fingers, and elves make pointy ears on their heads with their pointer fingers.
- Once teams have decided their characters, they come up to the center spot and line up face to face. On the count of three, everyone does the action that corresponds with their team's character.
- Giants beat elves, elves beat wizards, and wizards beat giants. The team that is the winning team chases the other team back to their safe zone, trying to tag as many members of the other team as possible before they reach their safe zone.
- The members from the team that gets tagged become part of the other team. The goal of the game is to get all of the participants on your team.

Group shoe tying (2+ participants)

- Materials: Laced shoes
- Directions:
- Have children pair up in twos, with at least one participant from each pair wearing lace-up shoes.
- When the leader says go, using one hand from each participant, the pair has to try to tie the shoe. It is harder than it sounds!
- Once everyone has had a practice round, have pairs wander around the play area and find other pairs to race. Once a pair has lost a shoe tying race, they are out and have to follow around the pair they lost to, cheering them on.
- If a pair wins the race, they continue to wander and find another pair to race.
- Keep going until there are only two groups left, and everyone else is cheering the groups on!
- The fastest shoe tying pair wins!



Jimmy Jimmy Woo (2+ participants)

- Description:
- The person in the know will hold up a hand (doesn't matter which hand and it doesn't matter if the palm is towards them or not) and touches each finger in their hand starting at the pinky saying Jimmy Jimmy Jimmy Jimmy wooco Jimmy (reverse) wooco Jimmy Jimmy Jimmy Jimmy(the wooco is when you get to the area between the pointer finger and the thumb - you slide your finger down the pointer finger and up the thumb). Then cross your arms and challenge someone else to join the club.
- The goal is to get the people to try and try this over and over again changing the hand they use, the position of the fingers, etc trying to join the club until they finally realize that they need to cross their arms at the end.
Once you are down to a few people not in the club start making the arm-crossing more and more obvious so they finally catch on

Patience (2+ participants)

- Materials: 1 pack of cards
- Directions:
- Each team is given a suit of cards from ace to ten.
- The ten cards for each team are laid face down randomly on a table in front of them.
- One at a time, the players run up and turn over a card.
- If it is not the ace then they turn it face down again and run back to their team and the next player has a go.
- When the ace is turned up they can lay it face up at the front of the table and then run back to let the next person go.
- The next card needed is two and so on.
- Play continues until one team has all its cards turned face up in the correct order.



Speed-read (2+ participants)

- Directions:
- Turbocharge storytime: Choose a word that will be repeated often ("green," for instance, if you're reading Green Eggs and Ham)
- Have your child stand up or sit down each time they hear it.

ABC Basketball (3+ participants)

- Directions:
- This game should be played by a basketball hoop. Children sit in a large circle and pass the basketball around the circle (like hot potato) while singing the alphabet.
- Whoever has the ball when the group gets to the letter Z must go to the basket and try to make a shot.
- If the player makes the shot, they take their seat in the circle. If they miss it, they are out of the game.



Animal Charades (3+ participants)

- Directions:
- Write the names of various animals on slips of paper and drop them into a bowl.
- Take turns choosing a slip and acting out the animal (try it with no sounds for a real challenge) until someone guesses correctly.

Balloon pop (3+ participants)

- Directions:
- Tie a balloon to each player's right leg with a three-foot length of string.
- When everyone is outfitted, assemble the kids in the garage or a room with lots of open space.
- The goal is to pop the other players' balloons by stomping on them. Once a kid's balloon is popped, they're out.
- Loud, wild, fun. (Have them pick up the bits of balloon left on the floor afterward. They're a choking hazard for little kids.)



Blind Cow (3+ participants)

- Directions:
- All players sit in a circle facing the center.
- One person is blindfolded and is the "Blind Cow."
- The "blind cow" should be spun around and then brought to the center of the circle.
- A bell should then be passed around the circle and rung.
- The "blind cow" will then follow the sound of the bell. The game leader points at the person who should stop the bell.
- The "blind cow" now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, they have to go again (until they guess right).

Catch, Don't Catch (3+ participants)

- Directions:
- One person goes into the middle of the circle with a ball.
- They will go around the circle saying 'catch or don't catch' to the group.
- If a person catches a ball and the person in the middle said don't catch they are out and vice versa.
- As the group gets better speed it up, the last person standing is the new middle person

Dream game (3+ participants)

- Directions:
- Have one person who has never played the game before leaving the room. Let them know the group will be coming up with a dream and they will have to ask yes or no questions to guess the story.
- While the other person is gone, the leader will explain that they won't actually come up with a story. Instead, they come up with an order of how many times they will say yes or no (example, yes three times, no twice, yes three times, no twice, and so on)
- When the person comes back in the room, they can start asking yes or no questions. The group will call out yes or no together based on the pattern they decided. To make it extra hilarious participants can pretend to ponder some questions before saying yes or no.



Face Charades (3+ participants)

- Materials: Paper, pen, hat
- Directions:
- Before you begin, have each person write three or four emotions on different pieces of paper. If you're doing it with a younger group you can do it yourself.
- Fold them up, and put them into a cup or hat.
- Each player takes a turn drawing emotion out of the cup and then acting it out for the other players. This must be done without making any sound and without moving any part of the body except for the face and head. That's right- no hand, arm, leg, or other body motions.
- Examples: Happiness, sadness, shyness, surprise, hunger, anger, love, confusion, fright, sleepiness, disgust, boredom.

Hand Slap (3+ participants)

- Directions:
- All participants kneel on the floor and put both hands on the floor in front of them.
- Everyone should place their left hand under the arm of the person to their left. This way, everyone should have two other hands between their own two hands.
- One person starts a pulse by slapping one of his/her hands on the floor.
- This is passed around the circle in one direction with each hand slapping in turn.
- If someone slaps his/her hand twice in succession, then the direction gets reversed.
- If someone bounds a fist on the floor the pulse humps skip a hand.
- A hand is out if the person hesitates or slaps when it is not their turn. A person is out when both of his/her hands are out.
- Try to speed up the game towards the end by punishing hesitations severely.



Flinch (3+ participants)

- Directions:
- Start with a ball or a rolled-up sock or bandana.
- One person (the flinch master) stands in the middle of a circle created by everyone else (group size is n/a).
- The people making up the circle should stand about 8-10 feet away from the flinch master.
- The flinch master tosses the ball, or sock, or whatever to each person in the circle in no particular order.
- This is an elimination game, in order to get the people out the flinch master tries to get them to flinch by pump-faking a throw.
- The people in the circle stand with their arms crossed over their chest and are eliminated if they flinch when the ball is not thrown to them or if they drop the ball.
- The ball must be thrown underhand and people playing will determine if a dropped pass is a good throw or not.
- The last person standing becomes the new flinch master.

Grandma's Underpants (3+ participants)

- Directions:
- Have the group sit in a circle. One person is "it" and stands in the middle of the circle.
- The people on the outside of the circle ask the "it" questions. The only thing the "it" can say is "My grandma's underpants."
- The object is to try to make the "it" laugh. When someone makes the "it" laugh, they become "it".



Group Knot (3+ participants)

- Directions:
- Have the campers stand in a tight circle, with their hands in the center.
- Then have them grab other hands at random.
- The puzzle is for the whole group to work together to get themselves untangled.
- Sometimes you'll find that the group has formed several smaller circles.

Ha Ha Ha! (3+ participants)

- Directions:
- Have everyone lie in a circle with each other's heads on each other's stomachs.
- On 'go', the first person will shout 'HA', and then it will be repeated one by one clock-wise around the circle. (When you do this everyone's heads bounce up on the person's stomachs).
- Then you shout two 'HA HA's' and go around. Continue doing this and increase the number of 'HA's'!
- See if you can get up to 10 HA HA's without everyone going bananas laughing!

How long is a minute? (3+ participants)

- Directions:
- Tell the participants that you are going to time a minute on your watch.
- The participants must raise their hand when they have counted a minute in their heads.
- The closest one is the winner.
- Alternative: split participants into equal groups. Set the amount of time they need to count to based on thirty seconds per group member. Have the participants hold hands and decide who is going to start first.
- Once the leader says go, the first participant will estimate their thirty seconds. Once they think it has been thirty seconds, they will squeeze the next person's hand, who will then start their count and squeeze the next person's hand after their thirty seconds.
- The last person will stand up after their thirty seconds up. Whoever stands up the closest to the designated amount of time wins the game for their team.



Hula Hoop Pass (3+ participants)

- Materials: 1 hula hoop (or two, if doing teams)
- Directions:
- Participants are told to stand in a circle, holding hands.
- The leader begins passing the hula hoop around the circle, without anyone's hands letting go.
- If you want, do this in teams and make it a race or time them and see if they can beat their scores.

Lion's Cub (3+ participants)

- Materials: Stuffed animal
- Directions:
- Select a participant to be the lion and have them sit with their backs to the other players at least ten feet away.
- Put the stuffed animal behind the lion and have the lion pretend it is their cub.
- Have the other participants take turns sneaking up behind the lion to try to steal the cub.
- If the lion hears the person sneaking up it can roar and then turn around. If the lion has caught a participant, that person then becomes the lion and they switch places.
- If there is no person there when the lion roars then the lion remains the lion and the game starts again.



Pass the Pebble (3+ participants)

- Materials: A small pebble
- Directions:
- All players stand about while one goes around pretending to drop a pebble into the hands of each of the players, who hold their palms together.
- When the pebble has been passed around the group and has been left in one player's hands, the one who has it slyly slips away and runs for the goal previously determined by the group, and all try to catch them.
- The one who succeeds passes the pebble in the next round. If no one succeeds in catching the player, that player passes the pebble in the next round. HINT: Ask players to spread out so no one knows who holds the pebble.

Quiet on the set (3+ participants)

- Directions:
- All the participants have to be completely silent. Anybody who makes noise is out.
- Leaders walk around and try to get them to talk. Try asking questions to throw them off guard to get them to talk!



Signal (3+ participants)

- Directions:
- Participants sit or stand in a circle
- Each participant chooses a motion, movement, hand sign, etc.
- The goal is to pass the movement around the circle using signals
- To receive a signal, the participant must do their signal and then do the signal of someone else in the circle to pass the movement on.
- This continues until someone messes up, and that person is out (or if you want the game to last longer, that person has to do something silly or do an exercise). If you are playing with 'outs,' the game continues until there is one winner.

Syllable Name (3+ participants)

- Directions:
- With the group standing in a circle, have the participants each choose an action for every syllable of their name (example: Elvis has 2 syllables, so they do a hip shake with “El” and snaps his fingers for “vis”).
- Once Elvis has done his action while saying his name, the whole group repeats.
- After the 2nd person does their name, the whole group repeats, then do Elvis’s again and so on until everyone’s done it.

Zip Zap Zop (3+ participants)

- Directions:
- The first player claps their hands, says “Zip”, and points at another player in the circle.
- The player that was pointed to must immediately clap and point at someone else in the circle (including the previous player), saying “Zap”.
- The third player continues the pattern, this time using the word “Zop”.
- The pattern of words repeats, going: “Zip”, “Zap”, “Zop”, “Zip”, “Zap” etc.
- If anyone hesitates or says the wrong word, they take a strike. Three strikes and a player loses, which ends the round.
- Try to play the game with some speed to increase the chances of a mistake.
- If they say the name correctly, the “It” continues going to other people in the circle. If they make a mistake or don't say the name in time, they become the new “It.”

Bippity Boppity Boo (4+ participants)

- Directions:
- Everyone stands or sits in a circle with one “It” person in the middle.
- The “It” then walks up to a person and says either “Me, Bippity Boppity Boo,” “You, Bippity Boppity Boo,” “Left, Bippity Boppity Boo,” or “Right, Bippity Boppity Boo.”
- If the “it” person says “Left, Bippity Boppity Boo,” then the person must correctly say the name of the person to the left of them before “it” person finishes saying “Bippity Boppity Boo”
- If they say the name correctly, the “It” continues going to other people in the circle. If they make a mistake or don't say the name in time, they become the new “It.”



Blind Grid (4+ participants)

- Materials: Masking tape, pen/marker, paper
- Directions:
- Set up a grid with any given number of squares.
- Create a map with a specific route from one end of the grid to the other.
- Participants go one at a time, trying to make their way through the grid one square at a time.
- If a participant is correct, the leader says nothing, but if the participant steps in an incorrect spot the leader sends them to the back of the line and lets the next child try.
- This continues until someone is successful in getting the entire way through the grid.

Bob The Weasel (4+ participants)

- Directions:
- One member of a group steps into the center of the group who are circled around that member.
- The outside group put their arms around each other as in a huddle and pass an object around the outside of the circle. the person on the inside of the circle must try to guess who has the object while turning slowly and the group is jumping and repeating "Bob the Weasel keep it goin' keep it goin'".
- If the person inside the circle has their back turned to the person in the circle with "Bob" that circle member may hold up the object and everyone would say "I saw the weasel,
- I saw the weasel" and then return to the original "Bob the Weasel Keep it Goin' keep it Goin'"
- When the person in the middle correctly guesses who has the weasel, the person holding the weasel goes in the middle.



Ducks and Cows (4+ participants)



- Directions:
- This is a great way to divide a large group into two smaller groups.
- Players close their eyes while one person goes around tapping them on the shoulders designating them either a duck or a cow.
- On a given signal, players keep their eyes closed and must find other members of their duck or cow team by "mooing" or "quacking".



Honey, Do You Love Me? (4+ participants)

- Directions:
- The participants sit in a circle.
- One participant is chosen to be “it”.
- The person who is “it” asks someone else in the circle “Honey Do You Love Me?”
- The person must respond “Honey, I love you, but I just can’t smile” (obviously, they must say this without smiling!)
- If they can do it without smiling, the person who is “it” must keep asking people around the room, until someone smiles.
- The person who smiles becomes the new “it”.
- The person who is “it” can use whatever theatrics they’d like.. Batting eyelashes, making faces, silly voices, to get the other person to smile.

Indy 500 (4+ participants)

- Directions:
- The group should be sitting in a circle and numbered 1-4.
- Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's... etc)
- 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), NO MUFFLER (noisy!)...etc

One Frog (4+ participants)

- Directions:
- Everyone gets in a circle and sits crossed legged.
- One person will start the beat, and everyone will continue the beat by patting their hands on their laps. The beat will continue throughout the game.
- The chant for this game is ONE FROG, IN THE WATER, KERPLUNK. The first person will start by saying ONE FROG on the beat. The person to the left of them will say IN THE WATER, the person to the left of them will say KERPLUNK.
- After the first three people say this it goes TWO FROGS, TWO FROGS... the game continues with each part of the chant being said the number of times as there are frogs.
- When a person makes a mistake, they are put in the middle to distract the other players. Each player can only say one part of the chant at a time. The beat should stay the same throughout.



Pass the Parcel (4+ participants)

- Directions:
- Children form a circle on the floor, sitting close to one another.
- Someone who is not in the game turns on some music and the children start passing the parcel around the circle. At random intervals, the music person will turn off the music. It is very important that the music person NOT see what is going on in the circle! Their back should be to the circle.
- As long as the music is playing, the players pass the parcel. When the music stops, the person who happens to be holding the package tries to open it. As soon as the music starts up again, they must pass the parcel along again, keeping the wrappings as intact as possible.
- Only when the music stops can wrapping paper be removed.

Pipety-Pop (4+ participants)

- Directions:
- The person who opens the gift gets to keep it.
- Players sit or stand in a circle, and "It" is in the middle.
- He points his finger at someone in the circle and says either "Pipety-pop," or "Popety-pip."
- If Pipety-pop is said then the player that is pointed at must say pip before the entire phrase is said by the pointer.
- For Popety-pip, the person must say pop before the phrase is finished. If they do not say the correct word or do not say it in time then they become the person in the middle.



Pterodactyl (4+ participants)

- Directions:
- All participants sit in a circle
- Players are not allowed to show their teeth
- To start, the first participant says "Pterodactyl" to the person on their left.
- That continues around the circle until someone says "SQUAWK" at which point the game changes direction.
- If you, laugh or show your teeth at any point, you are out

Question Game (4+ participants)

- Directions:
- Arrange the group in a circle.
- In order, each person asks an open-ended (can't be answered with "yes" or "no") question to the person to their left.
- Instruct everyone to remember the question that they asked and the answer they gave to the question they were asked.
- Those are now the only 2 phrases each person can say.
- Instruct everyone to get up and sit next to someone new in the circle.
- Then you will go around the circle and people will ask their original questions, and give their original answers, regardless of their question.
- It is funny to listen to how it comes out in the end.

Rhythm Game (4+ participants)

- Directions:
- Everyone is in a circle. One camper closes their eyes or steps out of the room.
- The leader chooses a secret leader. Be sure to choose quietly so the "guesser" can't hear you.
- The leader begins an action such as snapping fingers, patting the tummy, or slapping knees, and everyone in the circle imitates the Leader.
- The guesser returns and tries to figure out who the leader is within three guesses. As the guesser looks around, the leader should change the action without being detected.

Telephone (4+ participants)

- Directions:
- Have children sit in a circle.
- The leader comes up with a simple sentence and whispers it in the ear of the person to their right.
- That person is then instructed to whisper the sentence to the next person, and so on until the story makes its way the entire way around the circle.
- The last person is asked to say the sentence out loud, and the leader then says what the sentence was originally.
- Chances are, it will be different.



Chicken, Chicken, Who's got the Chicken? (5+ participants)

- Directions:
- One person starts by saying (dramatically), "(Clear throat) Chicken, Chicken, who's got the Chicken?"
- Players must guess who has "got" the chicken.
- To have the chicken, the player must say phrase STARTING WITH A CLEAR OF THE THROAT. This can be done rather inconspicuously at first and much more dramatic as people begin to get frustrated from not being able to figure out this game.
- Players can make whatever motions they want and say the phrase however they want.

Cobbler, Cobbler (5+ participants)

- Directions: Campers sit in a circle and begin to sing this song:
Cobbler, Cobbler where's my shoe
Have it ready by half-past two
If by half-past two it can't be done
Have it ready by half-past one
- The counselor takes one of their shoes (or something else) and passes it behind their back to the person next to them. This continues around the circle.
- One camper is sitting in the middle of the circle with their eyes closed. When the song is sung through once, the shoe stops in the circle and everyone has their hands behind their backs. The camper in the middle tries to guess where the shoe has stopped. They get three guesses, then you choose someone else to go in the middle.

Evolution (5+ participants)

- Directions: (Every group member must know how to play “Rock, Paper, Scissors.”)
- Everyone starts as an egg, and waddles around saying “Wobble! Wobble!” When an egg finds another egg, they play “Rock, Paper, Scissors”
- The winner will evolve into a chicken, and hop around making chicken noises until they find another chicken to play ‘Rock., Paper, Scissors”
- The loser will become an egg again; an egg is the lowest species one can be.
- The winner of the chickens will become a dinosaur
- The dinosaurs walk around t-rexes and roar until they find another dinosaur to play “Rock, Paper, Scissors”
- The winner of the dinosaur match becomes an ultimate being. Ultimate beings walk around saying ‘Ultimate being, Ultimate being!”
- The loser of the dinosaur match becomes a chicken again.
- Once an ultimate being has won their final match up, they can decide to remain an ultimate being, or try their luck and continue to match other ultimate beings.

Hazoo (5+ participants)

- Choose someone to be it and divide the group into 2 parallel lines.
- The person who is it must walk down the column without laughing or smiling. The rest of the people try to make the person laugh without touching them.
- This game can also be done in a circle and the person in the centre can be put in the hot seat. Specific questions can be asked and if successful they become the Grand Pooba.

Human Taco (5+ participants)

- Materials: Sticky notes, markers.
- Directions:
- Stick labeled note cards (with one taco ingredient for each group) on the back of everyone’s shirt. (i.e. the word ‘meat’ printed on a notecard)
- Have each player mingle around asking yes/no questions to find out the taco ingredient that is on their back.
- Explain the correct order of ingredients in a Human Taco: Shell, meat, cheese, lettuce, tomato, salsa, and give the start command “I’m hungry! Let’s eat! Run for the border!”
- Each individual must find out which ingredient they are and then find enough to form a complete Human Taco.



I am in a Triangle (5+ participants)

- Directions:
- The leaders should both know the trick before the start of the game.
- One leader can say “I’m making a triangle with Drew, Bob, and Anne” (of course you will insert names of group participants).
- The question you ask the participants is: “Who does this triangle belong to?”
- The trick is, whoever talks first, after this question, is who the triangle belongs to!
- You may have to repeat it several times before the delegates catch onto the pattern.

Peek-A-Who (5+ participants)

- Materials: one large blanket
- Directions:
- Split participants into two even groups and send them to opposite sides of the room
- Hold up a large blanket between the groups so that each team cannot see each other
- Have a member of each team quietly move up to the blanket
- On the count of three, drop the blanket so that each of the selected members are facing each other
- When the blanket drops, whoever says the other person’s name first wins. Whoever loses joins the other team.
- The goal for each group is to get all members on their side of the blanket.

Wink Murderer (5+ participants)

- Directions:
- The player sits in a circle facing each other.
- One player, the detective, leaves the group so that they cannot hear or see the group.
- One of the players in the circle is chosen to be the murderer.
- The players are told that if the murderer does a certain thing (i.e. wink or a hand signal) to them they are dead.
- The detective comes back to the circle where they must guess the identity of the murderer before the entire group is killed.
- The detective only has a certain number of guesses before the murderer gets away with the crime.
- Once the murderer gets away with it or gets caught, choose a new detective and murderer.



Impulse (6+ participants)

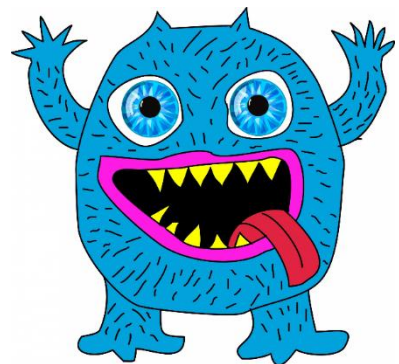
- Materials: 1 object
- Directions:
- Players sit in two lines holding hands, facing away from the other team.
- The leader sits holding the hands of the first player in each line.
- When both lines are ready the leader squeezes the hand of one of the players.
- That player squeezes the hand of the person next to them, then that person squeezes the next person's hand and so on.
- When the squeezes get to the person at the end of the line the last person grabs the object. Whichever team grabs the object first wins.

Mafia (7+ participants)

- Directions:
- The leader of the game (the storyteller) asks everyone in a large circle to close their eyes
- While their eyes are closed the leader chooses 2-3 Mafia members depending on the size of the group
- The leader instructs for only the Mafia to open their eyes, see who they are partnered with, decide one player to eliminate (without talking), and Mafia closes their eyes
- The leader will instruct everyone to open their eyes and announce who has been eliminated by the Mafia
- The whole group begin to speculate who the Mafia are and collectively the group will decide on one person to eliminate (If a unanimous decision can't be made, put it to a vote)
- They return to sleep when someone has been eliminated and the game continues in the Mafia wakes, Mafia decides to kill, Mafia sleeps, everyone wakes, group eliminates a person – until the Mafia have all been found or all the townspeople have been eliminated

Escape From the Monsters (10+ participants)

- Four monsters are chosen, and they are blindfolded and sat in the middle of a circle that is formed by the rest of the players.
- In front of these Monsters sits on their treasure (keys). They have bean bags for ammunition.
- Four monsters are chosen, and they are blindfolded and sat in the middle of a circle that is formed by the rest of the players.
- In front of these Monsters sits on their treasure (keys). They have bean bags for ammunition.
- The leaders chose one person to go through the circle and get the treasure. This person gets 3 monster de-activators (ropes tied into a circle). These will de-activate the monster if it is put over their head.
- The monster can stop trespasser by hitting them with a bean bag.
- The players in the circle can help the monsters by telling them where the trespasser is.



Thumbs up 7Up! (14+ participants)

- Materials: tables and chairs
- Directions:
- Choose 7 participants to be 'it' first
- Have all of the other participants put their face in their arms, laying on the table with their eyes closed. Have them place one hand on the table with their thumb up.
- Once the leader says go, the 7 participants who are 'it' have to choose someone and push their thumb down. Once they have pushed someone's thumb down they return to the front of the room.
- The participants whose thumbs had been pushed down then stand up and take turns guessing who pushed their thumb down. Each person gets three guesses. If they do not guess the right person, they sit back down for the next round.
- The 'it' people who do not get guessed stay up and continue to be 'it'
- The people who guess who pushed their thumb down switch places with the person who pushed their thumb down and are 'it'

Water games

Hole in the Bucket (2+ participants)

- Materials: 3 buckets, 2 milk/juice containers with 10 holes in each
- Directions:
- Take 1 big bucket and fill it with water.
- Take 2 more buckets and put them down about 20 meters away.
- Divide the participants into 2 teams and each team is given a milk/juice container with water and place it on your head to try and keep as much water as possible in the container.
- The first team to fill their bucket with water wins.

Ice cube melt (2+ participants)

- Materials: Ice cubes (or frozen t-shirts)
- Directions:
- Divide participants into two equal teams
- At a starting signal, each team picks up an ice cube (or frozen t-shirt) and tries to melt it as quickly as possible.
- Players can rub it between their hands or against other clothes, but they may NOT put it in their mouths
- While they are trying to melt the ice cube or t-shirt, it should be passed around the team frequently. No participant should keep it for more than 10 seconds at a time. Players should also keep it off the ground.
- If you play with a frozen t-shirt, the first team to melt their t-shirt enough to put it on one of their teammates wins.



Drip, Drip, DROP! (3+ participants)

- Materials: a cup, a bucket of water
- Directions:
- The game is duck, duck, goose! But slightly different for hot days.
- Have participants sit in a circle and decide who will be 'it' first. Give them a cup of water.
- The 'it' person will walk around the circle, dropping little drips of water on each person's head saying "drip" every time they drop water on someone's head.
- When they get to the person they want to race, they drop the rest of the cup of water on their head and yell 'DROP!' That person then has to race the dropper around the circle back to their spot. Whoever gets there first wins, and the loser becomes the dropper

Musical Water Balloons (3+ participants)

- Materials: Water Balloons, music
- Directions:
- Just like musical chairs, you will need 1 less water balloon each round (for instance, 5 players= 4 water balloons).
- Gently lay the balloons on the grass.
- Start playing some music and then have the kids walk in a circular motion.
- At random intervals, turn off the music.
- When the music stops, the kids need to find a balloon and sit on it.
- Whoever is left without a water balloon to sit on is out.
- The last child left in the game is the winner.

Water balloon hot potato (3+ participants)

- Materials: water balloons
- Directions:
- Participants sit in a circle and start passing the water balloon around when the music begins.
- When the music stops, whoever is holding the water balloon has to break it over their head!

What time is it blue whale? (3+ participants)

- Materials: functioning water hose
- Directions:
- Basically, the same thing as 'What time is it Mr. Wolf?' but the person who is 'it' has a water hose that they spray participants with instead of trying to tag them.
- A leader should help the participant who is 'it' with the hose to ensure they are spraying the water below the waist.
- Participants call out "What time is it blue whale?" and the whale will call out a time between 1 and 10. The other participants will take that number of steps while counting out loud as a group. This continues until the whale decides to respond with 'SPRAY TIME!' at which time the whale will turn around and try to spray other participants while they run back to the other end of the field.

Greasy Pig Relay (4+ participants)

- Materials: Water balloons, dish soap
- Directions:
- Fill multiple water balloons and coat them in dish soap (or baby oil) to make them slimy and slippery.
- Divide participants into teams, have them line up, and instruct them to complete an “over-under” pass pattern through the line without dropping the balloon.
- This can be done to move a certain amount of water balloons from start to finish OR to move the team from a start line to a finish line.



Attention Grabbers

Car Wash Clap

- Directions:
- Standing in front of all of the participants, the leader will start to clap the melody to the tune 'car wash'
- As the participants start to hear the clapping, they start to clap too and come toward the leader, forming a circle around the leader.
- Continue until everyone is clapping the tune and standing in the circle.

Catch Phrases

- Directions:
- Teach the group a catchphrase or a two-part sentence that they think is fun, and then periodically when you need to get the attention of the whole group, yell your part of the catchphrase, have them freeze, respond and remain quiet for the next set of instructions. A couple of examples include:
 - To Infinity... AND BEYOND
 - Shark Bait... HOO HA HA
 - I've got a starfish... CHUCK IT
 - Two hands-on top (place both hands on top of your head as you say this)... This means stop! (the kids place their hands on their head as they respond)
 - Alright, stop... Collaborate and Listen
 - Peanut butter... Jelly time
 - Mac and Cheese... EVERYONE FREEZE

Dead Beaver

- Directions:
- When the leader calls "Dead Beaver", participants have to play dead (lie on the ground, being quiet, not moving, etc).

If You Can Hear Me...

- Directions:
- The leader quietly says "If you can hear me clap once", children respond with a clap.
- The leader says "If you can hear me, clap twice", children respond with two claps.
- Continue until all children are paying attention.

Minute Zappers Clapping Game

- Standing in front of the group, the leader passes their hands back and forth across each other for all to see.
- Participants must clap at the exact moment the hands pass each other
- Keep going until everyone is clapping if you are trying simply to get the participant's attention.
- If you would like to keep going with the game, follow these rules:
- If a participant claps early, late, or doesn't clap at all, they are out.
- If the leader stops before the hands pass, whoever claps is out. The last person wins.

Nose game

- Directions:
- When the leader wants the participant's attention, they put their pointer finger on their nose. When participants see that the leader has their finger on their nose, they put their finger on their nose and stay quiet. The leader will keep their finger on their nose until everyone is touching their nose and is quiet.

Quiet Spray

- Materials: Spray bottle (empty or filled with water on a hot day)
- Directions:
- Squirt bottle with water labeled as Quiet Spray, spray into the air to get attention.