



GAMES

INTRODUCTION GAMES

WHO'S YOUR NEIGHBOR?

The players are seated in a circle with "it" standing in the center. There are just enough chairs for those seated but none for "it." "It" approaches one of the players and asks, "Who are your neighbors?" If she cannot name them correctly she must exchange places with "it." If she does name them, "it" asks further, "How do you like them?" If the reply is "All right," everyone shifts one seat to the right; if she says, "lousy," all shift one seat to the left; if the reply is "Get out of town," everyone shifts anywhere they please. During the shifting, "it" attempts to get a seat and the person left without a seat becomes "it."

MADELINE (for no more than 20)

All stand in a circle. Leader begins by saying own name accompanied by a definite action. Everyone repeats the name and action three (3) times. So it moves around the circle. A very fast way to get acquainted with names.

GROUP JUGGLE

Everyone stands in a circle and introduces themselves. The leader begins with one ball. She yells out someone in the circle's name and throws the ball to them. That person yells someone else's name and throw's the ball to them and so on...After the ball is going pretty quickly, the leader starts another ball so there are two balls going at the same time, then another ball, making three balls – now it's a little more challenging!

KNOTS

Knots are a game that gets people together by getting them apart. About a dozen players can tie on a good one. To form the knot, stand in a circle, shoulder-to-shoulder, and place your hands in the center. Now everybody grab a couple of hands. If you ever want to get out of this, make sure that no one holds both hands with the same person or holds the hand of a person right next to them. It might take a bit of switching a round to get the knot tied right. (If you have too much trouble getting this part together, you might want to quit before you try getting it apart!) Now come the true test. You'll probably notice that there are two basic approaches to untangling the knot. The Activist dive right into the problem – under, over, and through their teammates – hoping they hit upon the solution. Instead, they might well hit upon one of the Analysts, firmly rooted, hands locked in a dignified tableau, carefully surveying the situation before instructing each player precisely where to move and in what order. Since you're all in the same tangle together, you'll have to come to some agreement as to which approach to follow. (Note: pivoting on your handholds without actually breaking your grip will add a lot of grace and eliminate the need for a chiropractor!). When at least the knot is unraveled (hurrah!), you will find yourselves in one large circle, or occasionally, tow interconnected ones (amazing

TRAIN WRECK

Everyone starts by standing in a circle with the leader standing in the middle. You must mark you spot in the circle. You can use a pine cone, draw in the sand, or another object to mark each spot. The leader starts by saying something true about herself. "My favorite color is red" or "I have two sisters" or "I was born in North Dakota." If what the leader says her favorite color is red than everyone else in the circle who also has the favorite color red has to find a new spot in the circle. The leader also tries to find a spot. You can't move to spot right next to you. There is always one less spot than there is number of people. Whoever is left in the middle, without a spot, must say something true about themselves next. You can also shout train wreck if you are in the middle and everyone has to find a new spot.

INTRODUCTION GAMES

FAMOUS DUOS (TALKING HEADS)

Come up with a bunch of famous pairs (Mickey and Minnie Mouse, Tom and Jerry, the Olsen Twins, etc.). When the group arrives, explain that you will tape the name of a famous person on their backs. Their task is to go around asking yes or no questions to figure out their identity. Then they must find their partner and introduce each other to the group. If the group is just getting to know each other or is shy it would be a good idea to have questions they need to know about their new partner.

PEOPLE TO PEOPLE

People are in pairs in the circle with the leader in the middle. Leaders call out two body parts that the partners must put together on each other, such as "elbow to knee." After three or so, the leader calls out "people to people" at which point all partners separate and run into the middle to get a new partner, including the leader. The person left without a partner becomes the new caller. If there is an even number of players, the last couple to join together, become the new callers. * Variation- You can change the numbers of the groups as you play, make sure to make it a number divisible by the number of people playing. This is a great way to mix people up.

ACTION RECALL

This works best with a group of less than 20 players. The group stands in a circle and goes around and introduce themselves while doing an action. The first person would say "Hello, I'm _____" and do their action. Then everyone in the group will say "Hello _____" and do that person's action. The second person in the circle then goes, after that person goes follow the same format but do it so that you name the second person and the first. Continue until you get through the entire group.

NAMES AND FACES

This activity works best once you group has gotten to know each other a little but still might not be completely sure of each others names. Divide your group into two team. Place a sheet or blanket between the two sides, the sheet needs to be large enough that the team can comfortable hide behind the sheet. Each team sends one member to the sheet and once in place the sheet drops and the goal is to name the person on the other side of sheet before they name you. If you are the last person to name someone you trade teams. The goal is to get everyone on the same team.

MIND GAMES

TOM THUMB

Place 3 objects on the floor. One person, who is in cahoots, goes out of the room. The other person sits on the opposite side of the circle, directly in front of the 3 objects. Some player picks an object and the confederate is called in. All she has to do to know which object was picked is to look at the folded hands of the one sitting in the circle. The top thumb will be pointed to the left or right, or both thumbs will be lying side by side, if the middle object has been selected.

MAGIC WRITING

A magic "wand" or a broomstick is all the equipment needed for this game of intrigue, except for a gift of "gab!" One player, in cahoots with the leader, goes out of the room. Those left in the room decide on a word such as "come" which the leader will write in magic on the floor when his accomplice returns. The secret of the game, well camouflaged by scribbling on the floor, is that the leader taps on the floor to represent the vowels – one tap for "a", two taps for "e," three taps for "i", four taps for "o," and five taps for "u." She makes statements beginning with the consonants need to spell the word chosen. Thus she might spell "come" by saying, "Can you see from there?" Then scribble a bit, tap out four taps, then say "Most people would get this by now," then tap twice.

SALLY'S GREEN GLASS DOOR

Everyone sits in a circle, and each person asks the leader/counselor if they can bring an object through the door, and the leader answers yes or no. You go around the circle until most of the people seem to have figured out the pattern. The pattern is that they can only bring things that are words with doubled letters in them. Things you can bring: Jelly, Water balloons, Kittens
Things you can't bring: Jam, Watercraft, Cats

SCISSORS

Scissors is a neat trick to have in your bag for those down times when everyone is getting bored. Unfortunately, you can not do it more than once with the same group. If you do not have a pair of scissors, two sticks, two pencils or anything which can simulate open or closed scissors will do.

Have the group sit in a circle. While passing the scissors to the person on his/her right, the leader says "I receive the scissors (either open or closed) and I pass them (either open or closed)".

The person receiving repeats the statement while passing to the next person. The leader (and anyone else who has caught on to the trick) announces if each part of the statement is right or wrong. Continue until everyone can pass the scissors correctly.

The trick has nothing to do with the scissors. Open and closed refer to whether the person's legs or feet are crossed (closed) or uncrossed (open) when receiving and passing.

This activity usually generates some discussion about the importance of looking past the obvious and thinking creatively.

MIND GAMES

YOU CAN DO IT LIKE THIS

The people in the know take an object and position it three different ways while saying "You can do it like this and you can do it like this, but you can't do it like this." Then the object is passed to the next person to try while the people in the know say "correct" or "incorrect."

The secret is to start your phrase with the word "Ok." So, the correct way to do it is to state "Ok, you can do it like this and you can do it like this, but you can't do it like this."

It's funny to watch the kids over emphasize the word "ok" and see the other kids still not get it since "ok" is such a commonly used word.

ALIEN LANGUAGE

There is one counselor who has several sticks. They make up a random combination with the sticks and say, "This is a secret language; The sticks spell out a number 1-10, and 1-10 only."

You can make as many stick figures and arrangements as you want, it doesn't matter. As long as you are making numbers with your hands. Say it is a 5, all you have to do is put your hand on the ground and spread out your finger.

The fingers that you make numbers with must be on the ground and visible, all the campers are looking at is the sticks.

If your campers can't get it, tell a few other counselors the secret and have them guess. This drives campers crazy that a counselor can figure it out.

BRAIN MAGIC

Get your group of campers to sit in a circle and collect any random FIVE objects in the area or on the campers. They can be theme-related if you like...

Line the objects on the floor in a straight line. As you're doing so, explain to the campers about how all camp leaders have the ability to read minds and how you're going to prove it to them right now by playing a mindreading game called "BRAIN."

Send another leader (who is in on the trick) away from the group for a bit. Ask the campers to vote by a show of hands for whatever object they want. Pick ONE object.

Here's where the trick comes in..

The 5 objects each represent a letter in order from left to right which spell out the word "BRAIN." (Don't tell the campers this!) Thing 1 = B Thing 2=R Thing 3 =A Thing 4=I Thing 5=N

When you call the other leader back to the group, call them back by saying a sentence that STARTS with whatever letter of the word "BRAIN" that the object picked represented.

[EG.] If the campers picked object #3 (which is A)
then you can call the other leader back by saying something like
"Alright you can come back now" or
"Ahh i dont think your going to get this , come back"

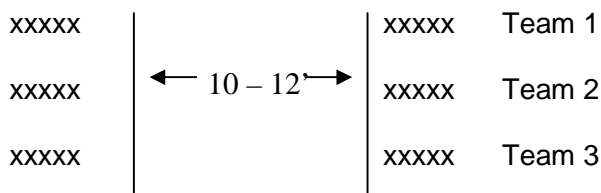
The other leader then comes back to the group and picks the correct object.

RELAY GAMES

BALLOON RELAY

Materials: One inflated balloon per team. Keep a few extras on hand if one pops!

Procedure: Indicate parallel lines about 12 feet apart. Have ½ of team stand behind each of the line, facing each other



First person on one side places balloon between knees and “walks” across to other line. Teammate on opposite side takes the balloon after it crosses the line and places it between her knees and walks across to next team member. This continues through all members of each team. First team to complete these actions wins.

BALL IN SPOON RACE (or potato or egg – same idea)

Materials: Two spoons per team, each with 1 ball, e.g., or potato.

Procedure: This race may be set up as the balloon race, using ½ the team in each side of two line about 12 feet apart or as a single line – where each person runs to a spot and returns to the next person in line. The race concerns transporting the object in the spoon to a certain point and then passing it to the next person (or have extra spoon). Each one on team must complete a turn for team to win.

CINDERELLA AND PRINCE CHARMING

Items needed to play - 2 or more blankets.

Split the children into 2 or more groups - but you need to have a blanket available for each group.

Each girl must takes off one of her shoes, and these are piled at the other end of the gym. The players arrange themselves in a line with the first 2 children being "Cinderella" and "Prince Charming" - the "prince" holds the blanket. To ensure safety, instruct Prince Charming to hold the blanket while Cinderella sits on the blanket with her back leaning against Prince Charming.

Prince Charming then has to pull Cinderella to the end of the room where the shoes are, find Cinderella's shoe, and place it on her foot. He then pulls her back to the line. The children swap roles. Prince Charming becomes Cinderella and the next person in line is the new Prince Charming. Repeat the race until everyone has their shoes back on their feet.

BOLF

Divide the group into two teams and set each one up 15 feet from a large bucket. Each group is given two ping-pong balls, tennis balls, volleyballs, basket balls, golf balls, footballs, baseballs, soccer balls The object is to sink one of each type of ball into the bin. The first player from each team takes 1 toss with one type of ball. If successful, the ball gets put aside. If unsuccessful, the ball is given to the next member of the team. The player goes to the end of the line to await another try with another type of ball. Players keep tossing the balls, one type at a time, 1 per player, until one of each type has been sunk. The first team to sink one of each wins.

RELAY GAMES

ELF RELAY

Scrunch up in a small ball with your rear, touching your ankles (you're in elf mode). You can't use your hands at all, not even to push yourself up when you fall. The object is to walk around something (table, line of chairs, etc.) in elf mode as fast as you can then touch your team member's hand. Then you go to the back of the line and your team member repeats the process.

FILL THE CUP

You can have as many teams as possible. There are usually 6 players on a team. All the children sit side by side in a row shoulder to shoulder. A bucket of water is set at one end and a transparent cup/glass/small container (all identical) is placed at the other end. On a signal from the leader, the girl at the end near the bucket cups her hand and scoops a handful of water and passes the water to the next girl's hands. This goes on down the line with the last girl pouring the water into the transparent container. The teams are given a time frame, for example, 30 seconds, and the team with the the highest water level when the times up wins the game!

THROW AND DUCK

Category: Indoor / (Outdoor)

Equipment: 1 tennis-ball and 2 chairs per team

Number of Players: Approx. 6 - 8 per team. At least 2 teams.

To Play: Each team stands behind one of its chairs in a straight line. The other chair is placed some distance away (not too far) and the ball is placed on this chair.

On a given signal, the first member of each team runs to the far chair and stands beside or behind it (but not in front). She takes the ball and throws it to the girl who is now first in line on her team. This girl catches the ball, throws it back and ducks down. The girl at the chair catches the ball and then throws it to the next girl on her team, who returns it and ducks down.

This continues. When the last girl on the team throws the ball back she shouts "last". This is the signal for the others to stand up again. The girl at the chair catches the ball, leaves it on the chair and returns to the end of her team. When she is back ,the next girl runs to the chair, takes the ball and does the same. This continues until all members of the team have been at the chair to throw the ball.

NOTE: If a girl does not catch the ball, she is the one who must retrieve it. She can not throw the ball until she is back in her proper position.

PHONEY EXPRESS

You will need 1 of each for each team: cowboy hat, sack, beach ball, and "hobby horse." Each team starts with a pony (on a stick), a saddle (beach ball), a mail pouch and a hat. They must transfer all items to the next member each once they have run their route. Because they are a government agency they must complete their run with the beach ball between their knees, hat on the head, the horse and of course the mail pouch. Should the horse hit the ground it is considered dead and they must start again. The pouch (empty or full) must be carried and not strapped on to the horse. First team to complete the course wins.

ACTIVE GAMES FOR LARGE GROUPS

HUG TAG

This variation on classical tag is a perfect example of how you can turn an old game into a new one. Play by whatever rules you're used to, but with one major exception – the only time a player is safe is when he's hugging another player. (No fair for adults to carry small children around under their arms>) After playing for a while, make the game a little more communal – rule that only three people hugging are safe. Then try four, five...everyone.

1 FISH, 2 FISH, RED FISH, BLUE FISH

A good outside, quick game. It is a lot like red light, green light. You have one "it" person and stand about fifty yards away from the rest of the group. On the ground by the "it" person you place a small item, it can be a water bottle, a small stuffed animal, anything easy to throw. The "it" person turns their back to everyone else and says "One fish, two fish, red fish, blue fish" then turns back toward the group. The other player can move while "it" is saying the words but when "it" faces the group they have to freeze. If "it" catches someone moving they will send players back to the start line. The group is trying to get to "it" pick up the object and carry it back to the start line. The players want to work together to pass the object back to the start line. Each time "it" turns around they are able to make one guess about who has the object, so the players want to hide the object once they have picked it up. They cannot hide it in clothes! If "it" guesses correctly the object is returned and the team has to start over again. The player that crosses the finish line with the object becomes the next "it" person.

PAPER, ROCK SCISSORS TAG

This is a great way to play an old favorite game but with a large group. Remember how to play Paper, Rock, Scissors. The hierarchy of signs is rock crushes scissors, scissors cuts paper, paper covers rock. You divide your group up into two teams. Each side has a base/safety zone and in the middle of the playing field is the center/face off line. Each team meets in their safe zone and decide on an agreed upon throw. The teams face each other at the center line, on the count of three everyone shoots. The team that wins chases the losing team back to their safety zone. Anyone tagged switches teams. If both teams throw the same sign no one wins, the group goes back and then tries again. The goal is to get all the players on the same team.

STREETS AND ALLEYS

This is a good active tag game from England. You have several different types of players:

The caller- this is someone not necessarily part of the game but can be. The caller calls out "Streets" or "Alleys"

The chaser- this person chases after the runner.

The runner- this person is trying not to get caught by the chaser

The sides- all the other players

The side form lines, there are like the building on a street or alley. The players should be so they are touching finger tips, both ways. Before beginning, let the teams know that when they hear "streets" they will need to face one direction and when they hear "alley" they will turn 90° to form the alley. The caller will then call out streets or alleys. The object is for the caller to either work to help the chaser or the runner. Once the chaser is caught the chaser turns into the runner and the runner chooses a new chaser.

ACTIVE GAMES FOR LARGE GROUPS

EVOLUTION

This game is an expansion of Rock, Paper, Scissors. Everyone starts out as an “egg.” Eggs must crouch down low to the ground. When the game starts an egg must find another egg and play rock, paper, scissors. If you lose the game of rock, paper, scissors; you stay an egg and have to find a new egg to play rock, paper, scissors with. If you win the game then you evolve into a chicken. To be a chicken you must flap your arms and make a clucking sound. As a chicken you must find another chicken and play rock, paper, scissors. If you win as a chicken then you become a dinosaur. You must make dinosaur sounds and movements. If you win as a dinosaur you become a superhero and if you win as a superhero you become a cloud and win the whole game. If you ever lose a game of rock, paper, scissors you always devolve into an egg and start over. You can only play rock, paper, scissors with a person of your own species.

THE CAPTAINS COMING

Everyone gathers in a circle. Imagine the group is on a ship and the leader of the group is the captain. The group is going to learn eight different motions to successfully play this game. When the captain says the words the player will follow from the following motions.

- “The captain is coming”- Everyone stands at attention and salutes the captain.
- “Swap the deck” – Everyone acts as if they are mopping up the floor.
- “Lighthouse” Everyone gets into pairs. They stand facing each other and then turn in a circle while saying “boop, boop, boop.”
- “Man overboard”- Everyone get into groups of three. Two people hold hands to form a circle around the third person who stands looking for the man overboard.
- “Row ashore”- Everyone gets into groups of four. They line up single file, facing the same direction and act as if they are rowing the board ashore.
- “Grub time” – Everyone gets into groups of five. They stand in a tight huddle and act as if they are scooping food into their mouths while quickly saying “grub, grub, grub.”
- “Walk the plank:”- For people who cannot get into a group in time during the game, they must “walk the plank”. These people go to the designated area and sing a pirate song. “Yo, ho, yo, ho a pirates life for me” (over and over again).
- “All hands on deck”- The captain uses this to extend the game, so he call this order to bring everyone back into the game.

Once everyone has gotten the motions the leader then goes on to explain how to play. The leader will call out the motion and then blow the whistle, if you are not in the right size group or doing the right motion by the time the whistle is blown you will have to walk the plank. The leader will then say “Walk the plank “ to those participants. Give everyone in the group a chance to play.

CONNECTION CIRCLES

This is a great way for the groups to talk about things as a large group but on an individual level. For this to be the most successful you will need to prepare a list of questions to begin with. The questions can be anything from favorite time of year to more details such as your goals for the day or being here. Form two circles one inside and one outside so that each player has as partner. Give them a minute to introduce themselves to each other and tell them what you are going to. Give each partner pair two minutes to discuss the question. Once that two minutes is up you can ask different members if they would like to share what was discussed. After a few groups have shared then have the other circle rotate one space to the left. Repeat the same process. You can do this as many times as you would like. It is a great way for groups to work on team problem solving and to get to know one another.

TEAM BUILDER GAMES

PEANUT BUTTER OOZE

This is a great teambuilding game! You need to have to have an odd number of participants but can have as many participants as you have in the group. The object of the game is to get your entire group from the island to the safe zone. You will have to cross the alligator filled, peanut butter ooze.

The story: Your group has been stranded on an island surrounded by peanut butter ooze; the ooze is filled with alligators. There is one way that you can get across the ooze to wear the magic shoes. (The magic shoes do not have to be shoes but anything people can wear around their neck, baby shoes work well, and it can be as simple as a particular bandanna.) The rules are: 1.) Everyone must wear the shoes at least once. 2.) No one can wear the shoes twice. 3.) The shoes are a pair and cannot be worn apart. 4.) If one team member gets caught by the alligators you must start over again. 5.) As always keep safety in mind at all time.

This is a great challenge game for older players. It can take as long as an hour or as little as fifteen minutes. Good luck and have fun!

ZEN NUMBERS

There are several variations for this game. The object of the game is to get the group to count to a given number. For example the group will need to count to ten. One person will count one, then two, then three, etc. If two people say the same number you have to start over again. You may not communicate-other than to count-by talking, pointing, or indicating directions in any way. You may not speak a number if the player on either side of you just spoke.

*Variation- This is a great way to count to see if everyone in the group is there. Instead of starting with number one you will count back wards from the number of people in the group. You can either tell the group what you are or not.

SING DOWN

Teams are created of anywhere from three to ten in a group. The leader will give the groups a word (i.e. love, boy, dance, etc.), and then give the teams one minute to think of as many songs as they can think of with that word in it. Once the minute has passed, one team begins by singing part of the song with the word in it. All team members must sing the song. The other team responds. NO SONGS MAY BE REPEATED. The group who has the most songs wins. They process can then be completed with another word.

BLIND POLYGON

You will need blindfolds and twine for this game. All players are blindfolded and then give each player a piece of twine that is tied together; the piece will need to be rather large so that each player has a piece that they can hold of it. Ask each player to grab hold and have the group form a perfect square. Players must always have at least one hand on the piece of twine at all times. When they think their task is complete, they stand in position, remove the blindfolds. Have the group try to do it with different shapes (triangle, parallelogram, etc)

* Variation- Divide the group in half and blindfold only half of the group. The blindfolded members hold the twine and are not allowed to talk. The sighted members verbally (no touching) direct the other to form the perfect square.

BRIDGE THE GAP

The goal of this is for small groups to work together to form a suspension bridge using the following items, three knives. Divide your group up into groups of four to six. Each group will get two cups that are placed 12 inches apart, three knives, and a salt and/or pepper shaker. Tell the groups the following " I am going to give you a problem to solve that is not easy but is possible. At your table, take two cups of the same size and height and set them 12 inches apart. Using three table knives, build a suspension bridge between the two cups so that a salt or pepper shaker will be supported in the middle of the bridge. The inside edges of the cups must remain 12 inches apart and no part of the bridge can touch the table. No outside resources can be used and you must have a solution that does not damage the equipment you have been given." Give

TEAM BUILDER GAMES

the groups time to then work on the bridge. Each group may take a different approach. If you notice a group is having hard time getting started you may need to give them some helpful hints.

* Solution- It's all about balance. You will need to weave the three knives. First take the three knives and point the handles in three directions like a triangle with the tips toward the center. Take one of the knife blades and put it one to the left. Do this clockwise until all three knives are interlocked. If you were to pick up two handles by the ends, the third one would rest on the table and be supported by the other two. Now imagine that the two handles you picked up were resting on the cups and third knife will be balanced in mid air between them. It should be obvious that the third knife will need to be shifted so that it causes the bridge to stay balanced and not fall to either side. This is where the shaker comes in. Using the shaker and the third knife, find the balance point in the middle while the knives are still woven. Its not easy to do by yourself, but with a bit of patience and practice it can be done.

This is a great older girl activity and good opportunity to talk about things that can be challenging and what you can do as team.

PICTURE PERFECT

This is a great teambuilding activity that will be done in groups of two. Prior to the activity have a picture that is the same drawing for each team. The picture can vary, it can be for something you a working, have words and symbols, etc. Have your pairs sit so they have their backs to each other. Hand one of the pair the picture you have drawn and the other a blank piece of paper. The partner with the picture than works to tell the partner with the blank piece of paper what to draw on her/his paper. They want to make an exact copy of the first image. If there are words on the image they cannot say the words but must stay the letters. It is great fun to see what the different images end up looking like. This is a good opportunity to talk about listening skills and how when you give directions they need to be very detailed.

MOSTER MACHINE

In this activity the size of your group does not matter. Gather the group behind a start line and go over the object of the game. The group must work together to form a monster, complete with name of monster and a sound it makes, that will make it from the start line to the finish line. The group is to have half of the total number of feet plus one on the group, and must have half minus one of the total number of hands in the group on the ground, and all members will need to be linked together. If the monster comes apart before it gets to the other side they must start over again.

TOXIC OOZE

This is a great teambuilder for a group of 8-10; if you have more it is a good idea to divide your group into two groups. Each player is given a piece of string, twine, or rope. Each group is given a tennis ball and two cups that the tennis ball will fit into. The story for the games is such. You work at a power plant and need to save the toxic ooze (the tennis ball) from exploding so you are moving it to a safe location. (The empty cup about 10 yards away) The only things that can touch the ooze are these ooze protected bands (the twine). It will require the entire team to pick up the ooze and move it. No one can touch the ooze by hand or you will need to start over again.

RAINY DAY GAMES

UP JENKINS

Divide players into two groups with a leader or captain for each. Teams sit at opposite sides of the table. A coin is passed from hand to hand under the table by one team in an effort to conceal its movements from the other side. When he wishes, the leader of the opposite team says, "Up, Jenkins!" All the coin-passing group must raise closed fists and show them to the challengers, palms toward them. The same leader then says, "Down Jenkins!" Palms are slapped onto the table with enough noise to cover the clink of the coin. The opposite team then tries to guess which palm conceals the coin. Points are scored for each palm left on the table when the correct one is guessed. The opposite team then takes the coin and conceals it, continuing the game.

COPY CAT

Give each player a pencil and piece of paper. Select a leader for each table, team, or group. Announce an art contest with only the leader for each group knowing what to draw. Introduce the leaders to all. On a signal, each leader starts drawing. The person on her left copies line for line what the leader draws; the third person copies from the second and so on. Each person begins to draw as soon as a mark is made for her to copy. It is interesting to compare the leader's drawing with the final masterpiece.

STAGECOACH UPSET

Is a great activity to play indoors, or in a contained area outside. All but one player will need a chair or sit-upon to mark her/his place. All players are given an object that could be part of a Wild West story, example are: a pretty lady, the sheriff, tumbleweed, gold, a robber, etc. (You can have as many parts as you have participants). The player without the seat is the beginning story teller. She/he tells a story about the Wild West, making sure to mention the objects that the players have been named. When the story teller says an object that the player is named that player must get up and walk in a complete circle around her/his chair or sit upon. While the player is walking around the chair the story teller has the chance to steal the chair. (They cannot move the chair but can sit in it). If a player loses her/his chair they then become the story teller and continue from where the last story teller stopped. If the story teller cannot think of anything to say she/he says "Stagecoach upset" and everyone has to move and find a new chair.

* If you want to get creative you can change it so it isn't a story about the Wild West but about the rainforest or summer camp. Whatever you want.... The sky's the limit!*

MRS. JUDGE

One person sits with their back to the rest of the group - she is Mrs. Judge. The leader silently chooses one group member to approach Mrs. Judge. Then the chosen member says "Good Morning Mrs. Judge." The chosen member disguises her voice by whispering, making it sound funny or different. Mrs. Judge then has 3 chances to guess who said good morning to her. If Mrs. Judge guesses correctly then she gets to stay Mrs. Judge. If she doesn't guess then the chosen person gets to be the new Mrs. Judge.

FOUR CORNERS

The leader chooses one member to be the "caller." The caller sits in the middle of the room and is blind folded. The leader assigns each corner a number 1-4. The leader then tells the group to pick a corner. Once everyone has chosen a corner the "caller" is told to pick a number (1-4). Which ever number she picks, every person in that corner is out for the rest of that game. So, if the "caller" picks number 3 then everyone in corner number 3 is out. Then the leader tells the group to pick a new corner. The process continues until you get to 1 person. The last person gets to be the new "caller." When you get down to less than 4 people there can't be more than one person in a corner.

RAINY DAY GAMES

WANT TO BUY A DUCK?

This is just a silly game that you can play anywhere any time, for younger kids it works best in a circle.

Person A- to Person B- "Do you want to buy a duck?"

Person B- "A what?"

Person A- "A duck."

Person B- "Does it quack?"

Person A- "Of course it quacks"

Person B to Person C- "Do you want to buy a duck?"

Person C: "A what?"

Person B to person A: "A what?"

Person A: "A duck."

Person B: "A duck."

Person C: "Does it quack?"

Person B: "Does it quack?"

Person A: "Of course it quacks!"

Person B: "Of course it quacks!"

Person C to person D: "Do you want to buy a duck?"

Continue on until you go through the entire group and the last person asks Person A and Person A says "no" to end the game.

Variation: Instead of always asking if you want to buy a duck you can change it to ask different animal or objects that make noise. Examples are: a cow, a horse, a car, a plan, etc.

COUNSELOR EXTREME MAKEOVER

This can be done in the evenings or at any other time during the day. Collect odd clothes, make up, hair gel, etc. Each bunk will choose a counselor they want to dress up. They are given "X" amount of time to "makeover" their counselors. After time is up the counselors will present their kids creations in a silly fashion show. Encourage the kids to pick a theme and to have fun with it. The head judges will be the directors and they will award the kids with various prizes for different awards such as (best hairdo, best makeup, strangest outfit, etc.).

HEADS UP, SEVEN UP

Two or more children, depending on the size of your group, are chosen to stand up and all the others put their heads down with their eyes closed and thumbs sticking up. The two left standing must then creep around and gently touch one person each on the thumb. Everyone is then told to open their eyes and the children who were touched stand up and try to guess which child touched them. If they get it right the children swap places if not the children have another go.

PSYCHIATRIST

One person leaves the room. Everyone in the circle decides on a certain rule to follow when answering the psychiatrist's questions. Examples might be:

--tell the truth when legs uncrossed, tell a lie when legs are crossed

--answer all questions with five word phrases

--begin all sentences with a vowel.

When a rule is decided upon, the psychiatrist comes back into the room and starts asking questions to people in the circle. They continue asking questions until they recognize the pattern. They have three guesses to try and figure out the rule.

When the psychiatrist guesses correctly or guesses three times incorrectly, the round is over, and someone else gets to be the psychiatrist.

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BEETLE GAME

Each "team" chooses a table to sit at. One person at each table will be staying at the table throughout the game. The rest of the team will be moving from table to table after each win. Each table has one dice, scrap paper, pen or pencil that works, and a diagram of a "beetle." The beetle is a large oval abdomen, smaller head, feelers/antennae, two eyes, four legs, and a tail. Each body part has a number from 1-6, just like the dice has numbers 1-6. The abdomen is 6, head is 5, tail is 4, legs are 3, antennae are 2, and eyes are 1. Number all the parts clearly on the body, although as the children get experience with the game, they remember quite well without looking.

Each team is playing simultaneously (at the same time!). The one person at each table that stays is the one that draws the parts on the paper. Each team member at the table take turns rolling the dice. You have to be quick because the first team to complete the picture first, hollers "BEETLE", play stops and the teams move to the next table in a round-robin fashion. The rules are much like a cross between Parcheesi and hangman. The dice is rolled, and you need a 6 to start. Makes sense, body first. As soon as a six is rolled, Beetleguise will quickly draw a body on the paper, while the other members frantically continue rolling the dice to get a five. Once the head is on, then it doesn't matter which numbers come next, as long as you get 6-3's, 2-2's, and 2-1's. Again, once the body is completed, holler "BEETLE" and play stops. Players move to the next table and on a signal, play resumes again.

FIRE ON THE MOUNTAIN

Have the group lay flat on their backs. When you say "fire on the mountain" the group is to stand up as fast as possible. The last one up has to then sit out until the end, or do ten jumping jacks, push-ups, sit-ups etc... When the group is on their back they are to lie perfectly still. If you say something other than mountain (Mickey mouse, Montana, Mazda etc...) and they flinch or begin get up then the sit out or they do the jumping jacks.

TELEPHONE

This game is intended for a large group of kids and/or adults, the more the better. The group sits in a large circle. One person starts the game by whispering a short message into the ear of the person sitter to the right of them. The message is whispered once, then the new messenger passes the message on to the next person, so on and so on. When the message reaches the person to the left of the person that started the game final the message is announced out loud and the first person can announce the original message.

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BIBBITY, BIBBITY BOP

This is a circle game; one player is placed in the middle. Everyone stands in a circle.

Round 1- The person in the middle walks up to people and can say one of two things- "Bop" or "Bibbity, Bibbity, Bop". The goal of the players in the circle is to say "Bop" before the middle person finishes the phrase "Bibbity, Bibbity, Bop". If the circle person says anything but "Bop" **or** says "Bop" when the middle person says "Bop" the two have to change places.

Round 2- Once you have played round 1 for a while and everyone has gotten the hang of it you go to round 2. In this round the middle person can say more things. They can still say "Bop" and "Bibbity, Bibbity, Bop" the rules from round 1 still apply. But they can also say: "Charlie's Angels", "Kamikaze" or "Elephant". The middle person walks up to someone in the circle points at that person says the phrase and then counts out loud, slowly, 1-2-3. The person that is pointed at and the people on either side have until the count of three to get into the pose. If anyone does not get into the correct pose they become the middle person and the middle person becomes part of the circle.

Poses-

Charlie's Angels- All three players clasp their hands together with their index fingers pointed upwards. The middle person takes her/his hands and points them above her/his head. The two turn their back to the middle person and point their hands outward. (Think of the classic Charlie's Angel pose!)

Kamikaze- The middle person takes thumb and index finger of each hand and forms a circle. Then places hands over eyes to form goggles. The outside two take their arm on the opposite side of the middle person and put it straight out to form the wings of the airplane.

Elephant- The middle person takes arm and forms a trunk and makes an up-down motion with arm. Outside people turn toward the middle person and take their back arm to form the top of an elephant ear and their bottom arm to form the bottom of the ear, forming a semi-circle.

AH-SO-GO

Everyone sits in a circle, and learns the 3 commands and their movements.

- 1) Ah – the person says "Ah" loudly, and takes their left or right arm across their chest, pointing at the person next to them
- 2) So - the person says "Soh" loudly, and takes their left or right arm above their head, pointing at the person next to them
- 3) Go – the person says "Go" loudly, and puts both arms together in front of them and point to someone else, anywhere in the circle.

The phrases must always go in that order, and each phrase needs its correct hand motion. You go when you are pointed at by someone next to you using "ah" or "so," or by someone across from you using "go." When you are "go"ed at by someone you can either start again with "Ah" or put your hands up and say "nooooooo." If you say "nooooooo" then the person who said "go" has to start again with "Ah." If you mess up, you step out of the circle and walk around the

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outside trying to confuse people by shouting random words. When you get down to two people they compete in a thumb war to determine the winner.

SENIORITA

A circle game. There is one person in the middle of the circle. The groups sing the following song:

I went to old Kentucky, the old Kentucky,
I met a Senorita with flowers in her hair,
Oh, shake it Senorita, shake it all you got,
Shake it like a milk shake and shake it like a top,
She waddled to the bottom she waddled to the top,
Now turn around and turn around until we holler stop.
S-T-O-P, Stop!

The middle person walks around the circle until the line, “shake it like a milk shake”, and then she/he does the moves of the song. On “turn around, turn around,” the middle person turns in little circle in the middle of the circle and points to someone else in the circle and then switches places with the person that is being pointed at.

WHOOSH BALL

Everyone starts out in a circle. The leader shows off the magical imaginary whoosh ball. It can be any color or size that you want it.

To pass it to the person next to you: You pass the imaginary ball and make the sound “whoosh.” You can pass it to your right or your left.

If a person next to you passes the ball to you and you don’t want it: You hold up your hands in a stopping gesture and say “whoa.”

To pass it to a person across the circle from you: You clap your hands out in front of you - pointing to the person you are passing it to and say “zap.” You cannot “zap” anyone who is standing directly beside you.

If you have the ball: You can “zap” it or “whoosh” it. You can also put your arms above your head and bounce while saying “boing....boing...boing” You can also spin around in a circle and say “psych-a-delic funk-a-licious.” You are only allowed to do one of these stalling measures.

If you make a mistake: If you say the wrong word or do the wrong action.

Everyone puts their thumbs into the circle and says “Your outta here.” (Like a referee would) Once you are out you stand outside the circle and heckle the people who are playing the game. When you get down to two people left they play rock, paper, scissors to decide who is the winner.

ASSASIN

Everyone starts by sitting in a circle with one person in the middle. The person in the middle is the detective. The detective is told to go out of the room or at least far away enough that they can’t see or hear. The leader of the group chooses one person in the circle to be the killer. The killer’s job is to “kill” the other members of the group by catching their eye and winking at them. The leader then invites the detective back into the middle of the circle. The killer will wink at the other people in the circle. If the killer winks at you then you must make an extravagant show at “dieing” and you are out for the rest of this game. The detective has 3 chances to guess who the killer is, but if the killer kills everyone before the detective guesses then the killer wins. Once the detective guesses the killer then a new detective and killer are chosen to start a new game.

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LITTLE SALLY WALKER

Everyone starts by standing in a circle with the leader in the middle. The song that everyone sings for the game is:

Little Sally Walker
Walking Down the Street
She didn't know what to do
So she stopped in front of me
Hey Girl do your thing, do your thing and switch
Hey Girl do your thing, do your thing and switch

The leader starts the song and skips around the circle. When the song says "stop," the leader stops in front of a person in the circle. The leader then does a dance move. Then the person she stopped in front of copies the leader's dance move. Then they switch. The leader is now in the circle and the new person starts the song over.

I WENT TO THE VILLAGE

This is the same as Little Sally Walker except with a different song. It is a version of the game taught in Columbia:

I went to the Village
To see Uncle Willie
Uncle Willie taught me how
To dance!
Chippy Chippy
Dance!
Chippy Chippy

COBBLER, COBBLER

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

Counselor takes one of their own 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 every 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.

DOLLAR DOLLAR

Sit one person in the middle of a circle whose role will be to guess where the "dollar" is. Each person places their left hand on their left knee cupped to receive the "dollar". With the other hand each person pretends to take the "Dollar" from their own left cupped hand and place it in the cupped hand of the person to their

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right.

All sing the song and do the movement in rhythm to the song. Have the person in the middle close their eyes while the rest sing the song through twice. The person in the middle then opens their eyes and guesses at where the “dollar” is all the while the rest continue the song and movement. If they guess wrong then the person who does have the “dollar” gets to be in the middle. If correct gets to stay in the middle. (You can give the guesser one, two or three guesses.)

“Dollar” can be a quarter or small stone. Song: Dollar dollar how I wonder, from the one hand to the other, is it fair or is it square to keep poor (person in middle’s name) sitting there? (Repeat as needed.)

KING LIZARD

Everyone sits in the circle and picks an animal, a motion and a noise for that animal.

One person "sends" the action to another person by making their own noise/motion, and then someone else's noise/motion. That person, in turn, makes their noise/motion, and then another person's.

For example, in a game with a cat, a dog, and a monkey, the action might be as follows:

Cat Dog

Dog Cat

Cat Monkey

Monkey Dog

Dog Cat

and so forth...

Cat, monkey, and dog are commonly used, but creativity is encouraged...the sillier, the better!

If someone "messes up" (stumbles over their noise, does the wrong combination of noise and motion, or hesitates too long), they're out for that round. Last person still in is the winner.

**Non-competitive version: no one gets out (no matter how much they mess up)--the game continues until everyone gets bored. Animals will get crazier with time!

SPEEDY RABBIT

Everyone stands in a circle and the leader is in the middle. You first teach the group the various poses of the game, each should use 3 people. The leader points to 1 person in the circle, and then that person, and the person on either side of them needs to make the pose that you say. If someone messes up, makes the wrong pose, moves when they weren't supposed to, then they are out. There are tons of these poses and you can make up your own, but a few are:

1) Speedy rabbit – the 2 side people face out to make the shape of the ears, and the middle person puts his or her hands in front of them like paws

2) Screaming Viking – the 2 side people make rowing motions on the outside, and the middle person bangs their fists on their chest yelling

3) Girl Scout – the 2 side people put their arms up on a diagonal and lean in to make a house, and the middle person crouches down and says “want a cookie?”

4) Elephant - center will stick both hands in front of their nose in a cylinder to form a trunk. On each side of them they will form the ears by leaning over placing one hand by the center persons hips and the other by their head.

