

A - Z Games Manual



A – Z Games Manual

A

Ali Baba and the Forty Thieves (passive)

Group sits in a circle and chants Ali Baba and the 40 thieves, while doing an action. The group leader on the next beat changes the action and then on the next beat the person beside him/her does that action. The action follows its way around the circle and the whole time the group is repeating the phrase. The group leader must change the action after every beat, so that every person in the circle eventually ends up doing a different action. (This may be compared to singing a song in a round).

All on One Side (cooperative)

Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

The Ambush Game (coop)

The group splits up into two sub-groups which we will call A and B. Group A leaves 5 to 10 minutes before group B and must leave clues behind (footprints, marks, arrows, codes, pieces of paper, etc....). They must then camouflage and set up an ambush for group B. Group B leaves and follows the footprints and clues left by group A and tries to discover the ambush site. During the ambush the groups face each other in mock combat (stealing of scarves, Indian wrestling, etc...). The meeting of the two groups could also result in the yelling of, "AMBUSH" and a race back to home base again.

Auto Trip (circle/passive)

Players sit in a circle and are assigned the names of auto parts. (I.e. hood, wheel, door, etc.) The storyteller tells a story of an auto trip. As the player tells the story, the parts mentioned get up and follow him/her. When the storyteller yells "Blowout" each player scramblers for a seat. The one left out becomes the next storyteller.

A What? (passive/circle)

Equipment: 2 objects the leader of the game starts by passing the first object to the person on their right and saying, "This is a whit." The reply is, "A what?" The leader would then clarify, "A whit." This question sequence continues around the circle but the question "A what?" is passed all the way back to the beginning and back again. This game can be confused by adding an additional object called a Watt in the opposite direction.

VARIATION:

In this version, you have a circle of however many people, and the same number of monosyllabic items. One person, the leader, starts by choosing one object, let's say it is a spoon. He/she hands this object to the person on his right, and says: This is a spoon. The person replies:

"A what?"

Leader: "A Spoon."

Person: "Oh, A spoon!"

the person then takes the spoon and hands it to the person on their right, now becoming the leader. At the same time, the original leader has picked up a new object, and has passed it on. The second person now must carry on two conversations at the same time, looking from one to the other. I have included a diagram of what I mean:

Leader: Person #1 Person#2 Person #3

This is a spoon.

<A what?

A Spoon

<A What?

A Spoon

<Oh! A Spoon

This is a knife This is a spoon>

<A What? <A what?

A knife! A Spoon>

<A What? <A what?

A Knife! A Spoon! >

<Oh, a knife! <Oh, a spoon!

This is a Fork This is a knife> This is a spoon>

<A What? <A what? <A what?

A Fork! A Knife> A spoon!

<A what? <A what? <A what?

A Fork! A knife! A spoon!

<Oh, a fork! <Oh, a knife! <Oh, a spoon!

This game is really fun, and it tends to get louder and louder as the more people play the game. we did this with a group of about 35 once, and it is so much fun. It can be really frustrating to learn, but it really is a blast!

Contributed by Mark Stephens

B

Back to Back (active/back pocket game)

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

Backlash (cooperative/active)

Equipment: 4 round balloons Divide the group into two teams, then divide each team into pairs. This is a relay race, and the racecourse can extend across a large field or around a building. Mark a start and finish line. Teams of pair's space themselves equally from one end of the racecourse to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says, "Go", the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.

Balloon Battle (active)

Equipment: Balloons, string inflated balloons and string for each team member. Have two teams - tie balloons to ankle and teams try to burst the others first. Team with the last balloon wins. As your balloon is burst you withdraw from the game.

Balloon Buns (circle/passive)

Equipment: balloon with message inside the players sit in a circle. A balloon is passed around the circle. Each player has to sit on the balloon with all their weight for 3 seconds. If someone breaks the balloon, they must do what it says on the message. (ex, sing a song, bark like a dog, dance)

Banana (circle/passive)

Equipment: A rag or sock or a real banana form a circle with all players sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs. The person in the middle has to figure out where the banana is as the people in the circle are passing the "banana" under their legs secretly. Bandit (circle/passive)

"It" stands in the middle of the circle. When he points at one of the players in the circle and says "Bandit!", that person must put both hands over his ears. The person to the bandit's right must put the hand nearest to the bandit over his own left ear, while the person on the bandit's left puts his nearest hand over his own right ear. If any one of the three make a mistake by covering the wrong ear, or by using two hands when only one is to be used, or failing to react at all before the person who is "IT" counts to ten, he becomes "IT".

Barnyard (cooperative/active)

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

Baseball (petrified) (active)

Divide into two teams. The rules are similar to regular baseball except that the fielding team may not move their feet. The hitting team hits the volleyball with their hand, and crawls around the bases. To score a point, the batter must crawl all around the bases back to home before the fielding team gets the ball to the catcher at home. If the fielding team gets the ball ahead of the batter, he is out. After three people are out, the teams trade places.

Basket-Soccer Ball (active/cooperative)

Equipment: balls Two teams are needed. The object of the game is to get both teams up and down the court as many times as possible in 15 minutes. Eg. Team 'A' and Team 'B' when at one end of the court, work together to pass the ball around pylons, then kick or lift the ball up into the hands of one of the team members, who then shoots at the basket. If the ball goes in, they can then go to the other end of the court and shoot for that hoop. Note: Only Team "A" can shoot at "A" basket and "B" shoots at "B" basket.

Beat the Bunny (circle/passive)

Equipment: Two balls of different size. The bunny (small ball) is started first and is passed from child to child around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. Note: The farmer can change directions to try and catch the bunny, but the bunny can only go one way.

Big Wind Blows (circle/passive)

The group forms a large circle sitting at an arm's length apart. One person is chosen to be the "wind", and stands in the centre of the circle. The game begins when the person in the middle acts like the wind (by turning in a circle and waving their arms) and says "THE BIG WIND BLOWS" At this point they must specifically state what the wind blows, a statement which must be true about themselves. ie "The Big Wind Blows everyone who has blue eyes." All of the kids who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. One person will be left over, they are now the wind and the game continues. There is no winner or loser, just a lot of fun.

Birds Have Feathers (moderate)

One player is leader. He and all the others flap their arms like birds. He calls out names of something with feathers. If a player flaps his wings on a calling that doesn't have feathers he's

out. The leader flaps his wings on almost all things to confuse the group and calls as rapidly as possible. "Birds have feathers, bats have feathers, babies have feathers, etc."

Blanket Stand (cooperative)

Equipment: Blanket spread out blanket; whole group must get on it so that no appendages are touching the ground off the blanket. If the group completes the stand, have them get off and fold blanket in half. Repeat the above process for as long as possible.

Blanket Toss (active/cooperative)

Equipment: Blanket and water balloon All players should be standing around the blanket holding an edge. The leader of the game will launch (by catapult or throwing) water balloons into the air. The object of the game is to catch the water balloons in the blanket.

Blind Beach Volley-ball (active)

Equipment: Blanket and beach ball A blanket should be draped over a volleyball net. The game goes as usual except you can not see when the ball is coming. Scary!!

Blind Cow (circle)

Equipment: bell and blindfolds All players sit in a circle facing the centre. One person is blindfolded and is the "Blind Cow." The "blind cow" should be spun around and then brought to the centre of the circle. The 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, he has to go again (until he guesses right).

Blindman's Bluff (active)

Equipment: blindfold Blindfold one player and spin them around 3 times. The blindfolded player tries to tag one of the other players, who may crouch low, sneak up behind the "blindman" and yell "Boo", or stand still and keep very quiet. Eventually though, someone will get careless and be tagged. That player is then blindfolded for the next game.

Body Surfing (cooperative)

All the players lie face down, side by side, spaced about a body's width apart to form a long human breaker. A player kneels at one end of the line of bodies and launches himself onto the surface, belly down with his/her arms outstretched. The wave action now begins. Those at the beginning of the line start rolling over continuously in the same direction. As the surfer moves onto new players, they roll as well. When the surfer reaches the beach at the other end of the line he lies down and becomes part of the wave and the person at the head of the line gets to try her surfing skills.

Boiler Burst (active)

The goal is a line thirty feet long. The players form a semi-circle forty feet from the goal with their backs to it and facing in. IT stands at the centre of the circle and begins to tell a story, either

making it up or an old familiar one. At any point he chooses, the storyteller says "and the boiler burst" upon which all the players run for the goal. IT runs after them attempting to touch one. The runners are safe when they reach the goal; the first player tagged before reaching safety is IT.

Bola (active)

To make a Bola, stuff a rubber softball into a long sock and tie a knot in the sock just above the ball. Now tie a rope to the sock. Lie down on your back and start spinning the Bola, slowly letting out the rope. When you've got it rotating at a full radius, everyone can begin jumping into the circle. You may increase the speed, or have two people join hands, and jump in partners. If you're nicked by the Bola, you may continue or sit out.

Bombardment Pins (active)

At either end of the playing space, set up in a row as many tenpins, or popbottles as there are players. Make a dividing line across the centre of the playing space. Divide players into two teams. Each team takes one side of the field and must not step over into the other side. One team starts the game by throwing a volleyball or playball, trying to knock down the pins on the other side. The opponents protect their pins by catching or blocking the ball with their hands and bodies. If the ball hits outside the field and knocks a pin down on the rebound it still counts. Play for fifteen minutes with the ball shooting back and forth rapidly. With a large number two balls can be used. The winner is the team that knocks down all the other teams pins.

Boom, Boom, Boom

There are two sides (teams), doesn't matter how many on each side and it doesn't have to be even. It sort of like Charades, but instead of acting out a word or phrase, you act out occupations. Each side gets in a "huddle" at their "home base" to decide what occupation they will act out and whichever side is ready first begins. That "team" yells loudly, while "marching" toward the other team, "Boom, Boom, Boom...Here we come...All the way from Washington."

Then the other team yells, "Where'd you come from?"

Answer: "Pretty girls' station!"

The other team yells, "What's your occupation?"

Answer: "Almost anything!"

Then the other team yells, "Get to work!"

The team starts acting out its occupation (such as painters, auto mechanic, etc...) and when the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

OR

To begin when there is a group of children, pick two captains and they then choose their "team". Each team has a home base. After teams are chosen, one team is chosen to present the charade. This team then decides what to do, ie. "wash dishes"; "wash clothes"; "ride a horse"; "going grocery shopping"; etc. Once this has been done and the actions for the charade discussed, the teams line up on their home bases facing each other. The teams then approach each other and the team chosen to begin the game, begins

with the following question:

Team 1: "Here we come."

Team 2: "Where are you from?"

Team 1: "New Orleans." (This is the name that we always called the game.)

Team 2: "What's your trade?"

Team 1: "Ice cream and lemonade."

(Team 1 then begins the charade and Team 2 tries to guess. The captain of Team 1 answers the guesses either by saying yes or no or you're getting warm, you're getting closer, you're going to burn, etc. If the correct guess is made, Team 2 tries to catch the members of Team 1 before Team 1 can run back to their home base.)

Bop Bop (active/circle)

The players start sitting in a circle. The leader stands up and "bops" or dances around the inside of the circle. The players can help out by making their own music. The leader then taps selected people on the head and says, "start bopping right now." These tapped people will join the leader in the middle. These boppers keep dancing and tapping until they hear, "Bop Bop Over!" The players will then stop dancing and run back to their spots. The last one there is the new leader.

Box the Leader (active)

The group should be split into 4 groups. Each group should form one side of the box that should be surrounding the game leader. Each side has a name. These are: - NORTH ("North is Aaaaa Ooooookay!!!) - SOUTH ("South, Wooh!) - EAST ("East is the beast to beat") - WEST ("West is the best") The object of the game is to be the first team to be in the appropriate order in a straight line in the right relation to the leader. Once your whole team has arrived, you should yell your team's chant (they are listed above)

British Bulldog (active)

The players are at the ends of the field, with 3 bulldogs standing in the middle. Whenever they are ready they will call, "British Bulldog". The players must then run to the opposite side of the field without being touched.

Bump and Scoot (active/cooperative)

Equipment: Volleyball net, ball using a volleyball net, have the girls on one side and the boys on the other. Whenever a boy or girl hits the ball over the net, they "scoot" to the other side. the idea of the game is to completely switch the teams to the other side, but they all must work together to succeed.

Bumpety Bump Bump (circle/active)

All players stand in a circle with someone in the centre. The person in the centre will choose someone in the circle to point at and will say, "Right, Bumpety Bump Bump Bump" or "Left, Bumpety Bump Bump Bump." The person who is pointed at has to say the name of the person to

their right or left (depending upon what is asked by the person in the centre) before the phrase is finished. If they fail to do this, they are out. The centre person is trying to eliminate all players.

Buzz (circle/passive/back-pocket)

The players start counting substituting buzz for the number seven and multiples of seven. If a player makes a mistake he must drop out or the whole group must start again.

C

Camping Trip

You need at least two people who already know how to play the game. Play begins by one person saying "I'M GOING ON A CAMPING TRIP AND I'M GOING TO BRING...(at this point the person talking picks anything s/he would like to bring on the trip. Let's use a sleeping bag as an example) A SLEEPING BAG". The next person says "I'M GOING ON A CAMPING TRIP AND I'M GOING TO BRING...(at this point the person talking picks anything s/he would like to bring on the trip, but it must begin with the letter "G", since the last letter of the first person 'camping accessory' was a "G". For example let's say the second person wanted to bring a "GUARDIAN" they can bring that so everyone says "OKAY YOU CAN BRING THAT ON OUR CAMPING TRIP". Say the third person hasn't caught on to the game yet and says, "I'M GOING ON A CAMPING TRIP AND I'M GOING TO BRING HOT DOGS". Everyone should say, "NO, YOU CAN'T BRING HOT DOGS" and play continues to the next player until everyone has caught onto the game.

Cat and Mouse (active/circle)

The players should stand in a circle. Two people are chosen, one to be the cat and the other to be the mouse. The object of the game is for the mouse to catch the cat on the inside of the circle. This can be achieved because when the mouse runs in between two people, they will join hands and the cat can not pass through. This game can be repeated with a new cat and mouse.

Catching the Dragon's Tail (active/cooperative)

A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of him. The first in the row is the dragon's head. The last in the row is the dragon's tail, eager to lash to the right and left in order to escape the head. Until the signal GO is given, the dragon must be a straight line. Someone in the group counts "One, two, three, go!" On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken. If the head succeeds in touching the tail, they may continue to be the head. If the body breaks before he catches the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.

Capture the Flag (active)

See "Stealing Sticks"

Catch Don't Catch (circle/active)

This is similar to "flinch". The players should be standing in a circle with their arms crossed. The person in the centre will throw the ball to someone in the circle. They will either say, "Catch" or "Don't Catch". If they say "Catch", the player should not catch the ball and cannot flinch (move their arms). If they say, "Don't Catch", the player should catch the ball. If a player does the wrong thing or misses the ball, they are out. Caterpillar (active) the players must lie face down, side by side and very close to each other. Alternate small players and older players. Player at one

end must get to the other end by rolling on this corduroy road. When this player reaches the other end, the rest player starts rolling on the carpet.

Chicken Picks (passive)

Equipment: rubber chicken

Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (ie) Hershey, crispy crunch, aero etc. etc. etc.

Circle Run (circle/active)

The players should start sitting in a circle numbered 1-4 (this can be adjusted depending upon the size of the group). The game leader will call out a number and all players with that number will stand up and run clockwise around the circle. After one warm-up lap, the race begins. A runner is out if another runner passes them on the outside. The run continues until one person is left. The leader then continues to call numbers. A winners round might be a good way to end the game.

Circle Stride Ball (circle/moderate)

Equipment: Volleyball A circle is formed, feet apart and touching neighbours. The player inside the circle with the ball tries to throw the ball out the circle between the player's legs. Players try to stop it by using their hands. If the ball goes through, then that person goes in the centre.

Collective-Score Blanket/Towel Ball (cooperative)

Equipment: Ball, blanket or towels or both. This game is basically group juggling with blankets and towels.

Coloured Eggs

One player is chosen to be the Fox. One player is chosen to be the Hen. All the rest of the players are the coloured eggs. The fox must stand far enough away from the hen and her eggs that he can't hear them. The hen assigns a colour to each egg by whispering the colour in their ear. The eggs line up facing the hen. The fox comes up behind the hen and acts like he is knocking on a door. The hen responds, "Who is it?" The fox replies, "It's the fox." The hen says, "What do you want?" The fox says, "Coloured eggs." The hen says, "I haven't got any." At this point all the players who are eggs laugh loudly. The fox says, "I hear them laughing." "O.K." says the hen. "What colour do you want." The fox begins to guess colours. When he guesses a colour that is assigned to an egg the egg begins to run. If the fox catches the egg a new fox and a new hen are picked. If the fox doesn't catch the egg before it gets back to the hen he must guess another colour and try to catch the next egg. However, before the fox can make his/her guess the fox must knock on the door each time and the conversation between fox and hen must be repeated each time.

Contributed by Bizzie Vunderink

A – Z Games Manual
Colours (back pocket)

Chose a colour. You must stop someone and touch part of their clothing, which is of the chosen colour.

Crab Grab (active)

The players are split into 2 teams and the classic crab position is assumed. This position is maintained supported by at least 3 extremities, while each player tries to make the team members of the opposite team touch their rear to the ground, at which point they win.

Crab Walk Soccer (active)

Two teams sit on lines a short distance apart. Team members are numbered. Soccer ball sits in the centre. Official calls number. The member of that number from each team crab walk and attempts to get the ball over the opponent's goal line. When a point is scored, the ball is returned to the centre and another number is called. Team members may help but not score.

Crows and Cranes (active)

Divide the children into two equal teams. Name one of the team's crows and the other cranes. Line the two teams up four or five feet apart facing each other. Flip a coin, and if it comes up heads call crows. Upon calling crows, the crows must turn in flight with the cranes after them. If any of the cranes makes it to the safety zone he is free. If he is touched he switches teams.

D

Dancing Bear (active)

Equipment: rope Tie the rope to a tree. One person should be chosen to be the bear. They should hold the rope in one hand. The rest of the players need to run around in touching distance. With their free hand, the bear tries to touch the other players. If touched, the player would hold hands with the bear and help catch people.

Dancing Statues (active)

Equipment: Yogurt cups (or something else. be creative) Each player is given an empty yogurt cup and they put it on their head. All of the players must start dancing. Whoever keeps the cup on their head the longest, wins

Dho-Dho-Dho (active)

You need a soft area that is divided into 2 equal parts with a centre line. The players should be in two teams on either side of the centre line leaving a no-mans land in between them. One team chooses a player to go across the line, tag one or more players on the other side, and return safely home. Clearly that could require agility-but breath control? That's where the "dho-dho-dho" comes in. Before crossing the centre line, the player who is IT takes a deep breath. Not only must he complete his mission in one breath, but he must use that breath to repeat aloud in a steady flow, "Dho-Dho-Dho-Dho-Dho...." If members of the opposite team can catch and hold him in their territory until they run out of breath, they've acquired a new team member. If he makes it back across the line with any part of their body, even a fingertip, all those he has tagged join their team.

Dice Count (circle/moderate)

Equipment: 1 die, a pair of oven mits, a chocolate bar or other wrapped up treat, and a hat.

A chocolate bar is wrapped up in 5-6 layers of paper and placed in front of one of the players who are sitting in a circle. The person directly to the left of the person who has the chocolate bar starts rolling the die while the person with the chocolate bar starts to put on the hat and oven mits. Once the oven mits and hat are on the player starts to unwrap the chocolate bar. The unwrapping continues until the roller rolls a 6. When that happens, everything is passed to the left, and a new person starts to roll the die, and the old roller starts to put on the mits and hat. The game continues until the chocolate bar is eaten.

Dodge Ball (active/circle)

Divide the group evenly into two teams. Team A forms a circle around team B. Team A is given a large rubber ball. At signal team A players throw ball at team B, attempting to hit them below the waist. Team B players may avoid being hit by moving or running aside or ducking. A player must leave the circle when hit OR a player who is hit may join team A. Leader may time the eliminating process to determine which team eliminated its opponents fastest

Donkey Dodge-ball (circle/active)

Equipment: ball this game is played with the same objectives as in all dodge-ball games. In this game a circle is formed and 4 people are chosen to go into the middle. The 4 people hold on to each other at the waist, forming a chain. The front and middle protect the back of the donkey by using their bodies as a block. The players who form the circle try to hit the back end of the donkey, below the waist with the ball. If someone does hit the last person of the donkey, then the thrower will join the front of the donkey and the person who was hit, joins the circle.

Do This, Do That (active)

see Simon says

Dracula (active)

One player is chosen (secretly) by the leader to be Dracula. When the game starts, everyone starts to mingle with their eyes closed. (Make sure that there are people watching to make sure no one gets hurt.) Dracula keeps their eyes open. Dracula picks their victim, goes up to them and screams. This caught person, opens their eyes and becomes a Dracula as well. The game continues and the Draculas move around together. The game is over when all of the Draculas surround the last human. Watch the ears!

Duck, Duck, Goose or Drip, Drip, Drop (active/circle)

The children form a small circle and all sit down. One person is it and he walks around the outside of the circle, touching the other children's heads saying "duck, duck, duck," and when he comes to the person whom he wants to chase him, he calls "goose". The goose chases the it around the circle and the one who reaches the space first sits down and the other one is it.

Ducks that Fly (active)

When the leader says, "Ducks fly", and flaps his/her arms, all the players must flap their arms. The leader goes on to say, "Cats Meow", with appropriate sounds or gestures, which must be imitated as above. He/she may continue, "hens cluck", "horses trot", and so on with appropriate gestures and sounds. When he/she chooses, he/she may substitute a false statement and motion, such as, "cows bark", "elephants fly", and so on. If the player imitates the false motion, he/she is penalised. If any player makes a false motion or sound at any time, he/she's out (can be given three chances).

Drop the Handkerchief (active/circle)

The players form a circle. One player is chosen to be IT. He walks around outside the circle with a handkerchief in his hand. He drops it quietly behind one player and keeps walking trying to get around the circle before the player discovers the handkerchief. If IT gets all the way around the player becomes a dead fish and stands in the middle of the circle. If the player discovers it he chases IT and catches him, they are not IT. If he doesn't catch IT, he becomes IT. A dead fish can rescue himself in two ways. He may snatch the handkerchief from behind some other player before that player sees it, or a player behind whom the handkerchief has been dropped may toss it into the circle behind a dead fish. The dead fish then picks up the handkerchief and chases IT.

E

Eco-Ball (active)

Participants split up into as many teams as you want or feel are necessary. The entire tournament site (including play, rest, food, and sanitation areas) is divided into a like number of parts. The boundaries should be clearly described but not marked. Each team is given one portion of the field.

The Electric Fence (cooperative)

Equipment: Sturdy 8' pole, "wire"

Object: To transport a group over an "electrified" wire or fence using only themselves and a conductive beam.

Rules: If a participant touches the fence (rope) he is "dead" and must attempt the crossing again. Any person touching the individual as he touches the wire must also return for another crossing. If the conductive beam touches the wire all those in contact with that beam are dead and must attempt another crossing. An electric field extends from the wire to the ground and cannot be penetrated. The trees or other supports which hold up the "wire" cannot be safely touched and so cannot be of assistance in the problem.

Caution: Be careful not to let the more enthusiastic people literally throw other participant's 7'- 8' in the air over the rope.

Electricity (circle/passive)

The group sits in a circle holding hands while someone sits in the centre. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbour. The person in the middle tries to figure out where the current is. If successful, he exchanges places with the immediate sender of the charge. Elephant ball (moderate/circle)

All the players are in a circle with their legs spread apart and their feet touching the next person's feet. The ball must be punched around the circle until it goes through someone's legs. That person is then out. This continues until there is one person left, who would be the winner.

Elephant, Giraffe, Palm Tree (active/circle)

Form a circle with one person in the middle. The middle person will point to an individual and the person pointed to along with the persons on each side will have to form what was called out. ELEPHANT- Middle person (one pointed to) will form an elephant trunk by putting arms straight in front of you crossed at the wrists. Persons on each side will form the ears of the elephant by bending toward middle person, cupping around the mouth with hands as if whispering to the middle person. GIRAFFE- Person pointed to raise arms above head, arms extended fingers closed. Side people will grab middle ones waist bending over. PALM TREE- Middle person raise arms above head in "Y" formation, fingers open. Side people do the same but lean toward outside, away from the middle person. The object of the game is to try to keep changing all the time. The game has to be played quickly. As soon as an object is formed, the person in the middle of the circle has to point to someone else.

Elves, Giants, Wizards (active)

This game is based on the same concept as rock, paper, scissors. In this game; Elves beat Wizards (they can run through their legs) Giants beat Elves (they stomp on their heads) Wizards beat Giants (because they are smarter) The group needs to be split into 2 groups. Each group needs to choose one of these signs. The two teams come face to face in parallel lines about 2 meters apart. Both groups will yell, "Elves, Giants, Wizards,....."(chosen sign goes here). The side that won chases the other team back to their home and tries to tag them. The players that are touched must join the other team. The object is to get everyone on your team. The actions are; ELVES- swat low to the ground and put one finger to either side of your head like little pointed ears. GIANTS- stand up on your tip toes and stretch your arms high over your head WIZARDS- turn body 90o to the left. Stretch right arm out in front and put left hand by left shoulder. Wiggle your fingers like you are casting a spell. If both teams do the same sign, it is a tie. (go pick again!)

Escape From the Planet of "What" (active)

The game begins by giving each team a clue that will lead them to their spaceship. These can be anywhere. Once at their spaceship, the team finds a message for them either in a tape recorder or on a piece of paper explaining that their spaceship has malfunctioned and they have crashed on the Planet of "What". They have 40 minutes to follow the clues that will lead them to a new spaceship so that they will only be able to say "who", "what" and "where". Clues lead them from station to station where they have to perform a task (such as making up a national anthem for the planet, or crawling through a laser field). The final task is to build a spaceship out of any equipment available.

Escape From the Monsters (circle/active)

Equipment: bean bags, blindfolds, ropes and keys 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 their treasure (keys). They have beanbags 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 beanbag. The players in the circle can help the monsters by telling them where the trespasser is.

F

Farmer and the Crow (active)

Equipment: six objects such as paper plates, beanbags, small boxes Divide the children into teams of equal number, each team behind a starting line, facing a wall or finish line about twenty feet away. The first player on each team is a farmer, the second player is a crow, the third a farmer, the fourth a crow, and so on. At a signal, the first farmer on each team takes the seeds (six beanbags) and places them at equal intervals from the starting line to the finish line. He runs back and touches the second player, a crow. The crow must hop over each of the beanbags, touch the finish line, change to the other foot, hop back, pick up each seed as he comes to it. He hands them to player number 3, a farmer, who goes out to plant them again, and so on. The team finishing first wins. Play again letting each crow be a farmer.

Feeding Time (active)

Equipment: small pieces of paper, peanuts or candies. The group needs to be split into small groups of at least 4 people. Each group needs to be a different animal and decide on the sound they will make. A leader needs to be chosen for every group. The object of the game is for each group to try and collect the most food. On the word "go", the players can start looking around the playing area for food. The only people that can actually pick up the food are the group leaders but they can not pick up any food they want. The rest of the team member's look for the food and when they find it, they stand on it or beside it and make their animal noise until their leader comes. Once the food is taken by the leader, the player would go and look for food again. The team that collects the most wins.

Fight for My Attention (drama/passive)

Two people are challenged to come up to the front of the room and the audience then chooses a topic. The two people must talk about that topic for one minute in front of the crowd, BUT they are both talking about the topic AT THE SAME TIME! The audience must then vote on which person held their attention for longer.

Fire (cooperative/active)

'Victims' must remain motionless and not aid the rescuers until the victims are healthy again. Rescuers cannot look at signs until victims are removed to safe area. All the group except 3 people are unconscious in that burning building. The rescuers know that the building will explode in 4 minutes. Save as many people as you can. Go!!

Fish In A Pond

Divide children into groups of two. Give each group a name of a fish. Then have one member of each pair form a circle (Pond) at one end of the playing area by holding hands, while the other partners do the same at the opposite end. Select one person to stand in the space between the circles. This person calls the name of the fish and the two people who represent this fish rush to their partner's circle to switch places. The person in the space attempts to catch one of the partners. If caught this "fish" calls a different name and their position is taken by the person originally in that space. Position is marked by gaps in holding hands.

Five Hundred (500)

This game needs a couple of kids and a ball (both a football or a baseball are common). One person is the thrower, and everyone else clusters about throwing distance away from the thrower. The thrower tosses the ball in the air towards everyone else and announces a number between 50 and 500, like so: "I've got 200 up for grabs". If a kid catches it they get as many points as the thrower yelled. If someone drops it though, they lose the same number of points (negative score are possible).

The first person to get 500 points wins and become the thrower for the next game.

OR

The baseball was batted and there was a set number of points for each type of hit. A "grounder" was 25, a line drive on the fly was 50 and anything of the order of a pop fly was 100.

Contributed by Chuck Miller

OR

One person is the thrower, and everyone else clusters about throwing distance away from the thrower. The ball is then thrown (or kicked) towards the group. If caught on the fly, it is worth 100 points; after the first bounce: 75, second bounce: 50, and after the third bounce: 25.

First person to 500 becomes the thrower (or kicker) for the next round.

Contributed by Brian McClendon

OR

Five Dollars

The baseball is batted to players in a field (batter throws the ball up for him/herself to hit; no pitching). There are a set number of points for each type of hit fielded. The players continued fielding balls until someone reached exactly \$5.00. The person reaching exactly \$5.00 becomes the new batter, with the old batter going to the field. If a ball is dropped, the player loses that much money. A player can go "in the hole" if they continue to lose money beyond zero.

Hit Values

Grounder .25

1 bounce .75

2 bounces .50

3 bounces .25

In the air 1.00

If the ball stops rolling (grounder) before being retrieved by the player, no money is awarded.

If a player has \$4.75 and he catches a fly ball, he stays at \$4.75 because he did not reach \$5.00 exactly.

Flinch (circle/active)

Equipment: ball the players stand in a circle with their arms crossed. One person should be in the centre. The person in the centre is trying to get everyone in the centre out. The person in the centre will throw the ball at the people in the circle. If they miss the ball, they are out. The person in the centre can also pretend to throw the ball. If the people in the circle "flinch" (move their arms from the crossed position), they are out.

Flipper Flopper (moderate)

Equipment: One penny per pair of campers, rubber chicken Players form a circle and stand beside their partners. The rubber chicken is in the middle of the circle. One player is the flipper (with the penny) and the other is the flopper. When the leader says go, the flipper must flip the penny on the ground. If it is heads then the flopper takes two steps forward and if it is tails then the flopper takes one step backward. The first flopper to reach the chicken wins!!

Flying Dutchman (circle/active)

The players stand in a circle with their hands joined. The player who is it runs around the outside of the circle and slaps any two joining hands, the owners of which become flying Dutchmen. They run in opposite directions around the outside of the circle. The player who was it steps into the circle. The last player back to the place in the circle is it.

Foghorn Leghorn (active)

Equipment: rubber chicken Groups are divided in half (no, not each of them in case you were wondering!). One group lines up in a line with the rubber chicken at the front of the line. The other group forms a tight bunch, as close in as possible, and elects a runner. The leader says "Go Foghorn!" The group in the line then passes the rubber chicken Under-Over style down the whole line. While this is going on, the runner runs around the bunch and keeps track of the number of times they make it around. When the rubber chicken makes it to the end of the line then the last person throws it as far as possible and shouts "Go". The group that was in the bunch then runs to where the chicken landed and lines up behind it. They then do the Under-Over thing. The other group forms a bunch and counts how many times the runner makes it around. This keeps on going and the count of runs is a cumulative count, so at the end of an allotted time period the group with the most runs around is the winner.

Footloose (active/cooperative) ** For older campers

The object of this game is to transport everyone from one end of the playground to the other. To heighten the challenge and make the game more fun, suggest that players are fleeing a dreaded disease and can only escape if they are carried by other players. The players may be carried by as many players as necessary. When the carried player is delivered to the other side of the playground the others must go back and carry each other. This continues until the last player is carried by a single person. The last player, who was not carried gets carried back triumphantly on the shoulders of the entire group.

Fool Your Family (active/icebreaker)

Equipment: One slip of paper for every player. Papers should be in groups of five, and each group represents a family, for example, the Smiths. So the first Smith paper would be Mr. Smith, the second Mrs. Smith, the third Brother Smith and so on. Each family should have a different last name but the same characters (ie) one mom and one dad. Each player is given one slip of paper and they must walk around trading papers with everyone else on the room. They should try to make as many exchanges as possible, and they should not be looking at which papers they are receiving. The leader then calls out "Find your family". The players must find the other members in their family. When they have found them, they must sit in order from dad to baby in a line on the floor. The last family to sit down may be eliminated if you choose to do so. The leader may also give out specific instructions, for example "Find your family without talking".

Frozen Beanbag (Help Your Friend) (active/cooperative)

Equipment: beanbags Players should be balancing beanbags on their heads. On a signal, players move around the area at their own pace. To change the pace or action, the leader can ask the campers to hop or skip. If the beanbag falls off a camper's head, that child is frozen. If the beanbag falls off a camper's head, that child is frozen. Another camper (the friend) must pick up the beanbag and replace it on the first person's head without losing his or her own bean bag. When the game is over, ask the players how many times they helped their friends, or how many times their friends helped them.

Fruit Bowl

You have a minimum of 5 players one person sits in the middle of a circle then each person picks a fruit name (short ones work best, Kiwi, pear, etc.) You then pick one person to start the game (excluding the middle player) s/he then calls their fruit name and someone else's, the person in the middle then tries to tag the second person before they call out their name and someone else's.

For example if I was Kiwi and it was my turn I might say "Kiwi Grape" - the person who was Grape would need to say "Grape ---" Before the middle person tagged that Grape person. You go like that until someone on the outside gets tagged by the middle person, then they switch places.

You do this until you get bored of it. I hope you use and like this game.

Fruits and Vegetables (active/circle)

Divide the children into two large groups. One group will take the names of vegetables, the other fruit. In each large group, two or three children take the same name of a fruit or vegetable. The children mix themselves up and form a seated circle. It, the leader to start, sits in the centre. It call out "Peas and apples change places". While they are doing so, it tries to get to one of the vacant seats. If he succeeds the ousted one becomes it.

Flying Fish (active)

Equipment: Construction paper cut outs of fish

Each team is given a folded magazine or newspaper. Players line up in a straight line. A plate is placed on the finish line. At the word "go" each player places their fish on the ground and fans it with the newspaper towards the plate. As soon as they have done this, they would race back to their team and hands the newspaper to the next player in the line.

Fox and the Rabbit (active)

The players are divided into groups of threes and are scattered into groups around the playground. Two of the three form a 'home' by facing each other and joining hands. The third one will be the rabbit and will simply stand in this house. In addition these groups of three, there should be two extra players, a homeless rabbit and a fox. The fox starts the game by chasing the homeless rabbit around and around in and out of the groups. When the rabbit has grown tired, he may go into one of the homes and at once the rabbit that was already there must leave, and this rabbit is chased by the fox. When the fox catches the rabbit the two change places.

G

Gates, Bridges and Tunnels (active/circle)

Equipment: Rubber chicken
Players get into groups of three and form a circle so that they are standing beside the people in their group. One person is the gate person, one is the bridge person and one person is the tunnel person. The leader should be standing in the middle holding the rubber chicken. When Gates is called, the gate people leave their spot in the circle and run around the outside of the circle. The two people from the group then form a gate by putting their arms together. When the gate person gets all the way around they then run through their gate into the middle of the circle and try to grab the rubber chicken. The same thing happens for the tunnel and the bridge people except their partners form tunnels and bridges. The first person to grab the rubber chicken is the winner. (name your chicken, it is Fun, Fun, Fun!!!)

George

"George" can entertain groups for a while. To play this game everyone sits in a circle. Every one goes around the group and says their name. This allows everyone to learn everyone's name, in case they didn't already know. After the names are said the name stays with that seat/spot. George is "it". He can start it by saying a name of one person. Amy do you want to leave? Amy answers: no. George says, then who? Amy will take over and repeat it with another or the same name. Scott do you want to leave? Scott says: no. Amy says: then who? It continues until someone messes up. When someone messes up the person to the right of George gets up and the one who messed up goes in his place (the last position) and everyone rotates up to where the person who messed up was sitting. Remember when everyone moves their name stays at that seat. It can get confusing to remember whose name goes with what seat.
A good way to memorise everyone in the groups name.

Ghost (passive)

Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing space and choose a spot to stand in. All players need to close their eyes. The ghosts will roam about the playing space. They will try to kill the people by standing close behind the

players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong they are out and should sit down. This is a great game is you want to quiet your camp down.

Good Morning Captain (passive)

The captain sits slightly apart from the group and is blindfolded. The leader indicates a player who says "Good Morning Captain!" The captain tries to name the speaker. If he responds "I said good morning captain!" If the captain correctly identifies the speaker he retains his position. If not the player becomes the new captain. Players should try to disguise their voices.

Go Tag (active)

Everyone squats in a line, alternate players facing opposite directions. The person at one end of the line will be the first runner. They may run around the line in either direction. The person at the other end will be the first chaser. They may start running either clockwise or counter-clockwise, but they may not switch directions once they start. The object of the game is for the chaser to tag the runner. The chased person may change place with anyone in line. The chaser can only push out a new runner who is facing the appropriate direction. When the chaser catches the chased, the person who tagged them becomes the starting chaser for the next game

Guard the Pin (active)

Equipment: ball and pin

Everyone stands in the circle facing in. A pin is placed in the centre of the circle. A guard is chosen. The guard stands in the centre of the circle and guards the pin. The object of the game is for the players in the circle to try and knock down the pin with the ball. All throws should be thrown underhand. The person who knocks down the pin gets to be the new guard.

Guess Who (moderate/icebreaker)

Equipment: pieces of paper with names on them, tape each player needs a name taped to their back. The object of the game is to figure out who you are. Everyone goes around and asks the other players questions. The players can only answer yes or no. This game is great when a theme is incorporated. (ex. cartoon characters, book characters)

H

Ha Ha Ha (passive/cooperative)

This is a contagious laughing game. Player #1 lies on their back and places their head on the belly of player #2. Player #2 then places their head on the belly of player #3, and so on. Players should end up lying in a zig zag formation. Now the first person shouts "ha!" and the next person answers with "ha ha!" etc. Soon everyone loses control and starts laughing hysterically.

Hand Wave (circle/moderate)

Everyone starts in a circle, on their stomachs, with their heads towards the centre and their arms forward. The players should have their right hand over their neighbour to the right's hand and their left hand under the hand of their neighbour to the left. Arms should cross at the wrist. The object of the game is to pass the slap. The person who starts slaps the ground and the next hand slaps (not the next person). Once you have the hang of it, add the option of a double slap. This skips the next hand. When a hand is turned on it's side, start slapping the opposite way.

Hazoo (passive)

Choose someone to be it and divide the group into 2 parallel lines. The person who is it has to 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.

Hit the Bat (no gloves required)

This is played in the street (quiet and a not so busy street) and requires having somewhat of a hill, not much though. One person is picked to be up (the hitter), stands at the bottom of the hill. The others stand scattered towards the hill. The person that is up, hits a tennis ball (can be a grounder or fly ball) somewhere towards the top the hill. Whoever gets to the ball has a chance to run as close as they can to the hitter, the way the hitter controls how close that person gets, is by putting the bat down whenever they choose. The person who has the ball then rolls it towards the bat. The ball usually bounces up when hits the bat. The hitter must catch the ball after it hits the bat in order to remain the hitter, if not, the "catcher" now becomes the hitter. This is usually best played with at least 5 or more people.

Contributed by Tanya Callen

Hodge Podge (circle/cooperative/moderate)

See "Knots".

Horse and Rider Ball (moderate)

Equipment: ball half of the children are horses and half are riders. The riders mount and they are given a ball to pass between them. If they miss, either of the following are done: 1) The rider that missed the ball runs and gets the ball and when he gets it he hollers stop which means that horses who have displaced their riders and have been running come to a stand, and if the rider throws and hits one of the horses, the riders ride again, and if he misses the horses become riders. 2) Every time the rider missed a ball, all the riders immediately become horses and the horse's riders, and every time the ball is missed all change.

Hot and Cold (passive)

One person is it and leaves the group. The rest choose an object in the room and when "it" returns they help him find the object by singing a song and increasing the volume as he nears the object and decreasing when he becomes colder.

Hot Potato (circle/passive)

Equipment: Ball or something to pass the potato is passed from person to person until the leader gives a signal. The person left holding the potato is eliminated.

How do you do? (active/circle)

Players form a circle. The hostess walks around the outside of the circle and taps one player on the shoulder. She shakes her hand and asks: "How do you do?" the reply is: "Very well thank you". Repeat three times. On the third "Very well thank you" hostess and player leave in opposite directions. The player who is last to reach an available space becomes the hostess.

How do you feel? (circle/passive)

Fill a few bags with varying items. (ie. chunk of bread, a piece of soap, a candle, a stick of gum, a sock, kleenex, wet paper....). Be sure to have things that are difficult to distinguish. Then, sit the group in a circle. Give the bags out and ask the person to pick out an object without looking in the bag. If they pick out the wrong objects they must put it back. Then the bags are passed on to let someone else have a turn.

How many Thumbs??? (circle/passive)

Group should be divided so that they are in small groups of about five or six people. The group lies on their stomach and puts hands in the middle of the circle with fists closed. On the count of three, everyone either sticks one thumb up or two or none, while at the same time they are saying a number. The object of the game is to predict how many thumbs are up!

Human Pinball (circle)

Equipment: Ball

All players except one stand in a circle, facing outwards. Spread your legs as wide as comfortable until your feet are touching your neighbours on either side. Everyone bend down and swing your arms between your legs. (flippers) The one person left over enters the circle as the moveable target. The flippers try to hit him by knocking a ball back and forth across the circle. If the target is hit, the person who hit him goes in the circle and becomes the new target.

Human Tramp (cooperative)

Two parallel lines are formed and told to face each other. Each person joins hands with those of the person opposite him. One person dives onto the arms of the two rows, and is passed down the line by being thrown up in the air. It's a good idea to have a safety spotter at the opposite end of the line.

Humming Game (passive)

You make a task for a person who has been asked to leave the room. When the person returns everyone hums. When the person returns everyone hums, when the person gets closer to the area where the task is to be accomplished the humming becomes more intense and if she goes away humming becomes quieter.

I

I Am the Captain (circle/moderate)

Equipment: ball the players are numbered in a circle with the captain standing in the centre. The captain says, "I am the Captain and I have lost my hat, and I think that number? has it." The captain then throws the ball to that person. As soon as the ball has been caught, they must say, "who sir/madam, not me sir/madam", before the Captain says, "Back to the end of the line." If the player does not say their line, then the player must go to the end of the number order and everyone gets bumped up a number. If the player does say "Who sir/madam, not me sir/madam", before the captain can say their line, then the captain will continue the conversation saying, "yes, you sir/madam." The player replies, "Oh not I sir/madam." The captain asks, " If not you sir/madam then who madam?" The player answers, "Number? sir/madam" and throws the ball to that player. This game could be simplified by using names instead of numbers.

Indy 500 (circle/active)

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.

Islands (active)

Equipment: hoops or small designated areas several "islands" are placed on the ground. When the music stops or the leader stops singing, everyone must be standing on a island without touching anyone else in the group. As the game continues, remove islands until only one is left.

I Spy (back-pocket)

One person says " I spy with my little eye, something that is (colour)". Then others try to guess what the object is and the one who guesses it takes the next turn.

In the River, On the Shore (active)

All of the players should be standing on side of a line on the ground. The leader will call out, "on the shore" and "in the river". The players follow the commands by jumping on the side of the line that applies. The players get out if they are not listening. The leader could call out, "in the shore" and "on the river". The players move, they are out.

J

Jamaquack (active/circle)

Jamaquacks are rare birds from Australia. Being from down under, they always stand bent over, with their hands grasping their calves or ankles and shuffle along backward. They are nocturnal by preference, and when they are out in daylight, they always try to wander off somewhere, only a third of the players can be jamaquacks at a time. The rest must form a jamaquack pen by holding hands in a circle facing the centre. Two players create a hole in the pen by dropping their hands. The jamaquacks gather in the middle of the pen, heads together and begin quacking and moving backward with their eyes closed, trying to find the way out. While the birds are trying to escape, those forming the circle do their best to jam the quacks back inside the pen by GENTLY knee-bumping them. Once outside the circle the jamaquacks can finally stand upright and open their eyes but they should keep quacking to let their species mated locate the hole.

Jelly Roll (icebreaker)

This game is ideal for groups that either don't feel completely comfortable with one another, or are difficult to assemble quickly.

Divide the large group into smaller groups by means of colour of clothing, birthdays or counting to group them together. Have them get into these groups, hold hands in one long line and then roll from one end to the other into a "jelly roll" and sit down.

This can be used when you need to explain something, break them into groups quickly etc. All you need to do is yell "jelly roll".

Jeepers Creepers (active)

Equipment: A roll of crepe paper. Divide the group into teams of three. Each team receives a roll of crepe paper. Mark two parallel boundary lines about 10 yards apart. Each team lines up behind one of the boundaries. When the leader says "Go", two players on each team get down on their hands and knees, one behind the other. The rear player places his or her hands on the ankles of the front player. The third team member becomes the connector and connects the two players by wrapping the crepe paper around the wrists and ankles of the players. After the players have been connected, they begin to creep toward the opposite boundary. If the crepe paper tears, the two crawlers must stop while the third player repairs the connection. Once the two crawlers reach the boundary they switch so that everyone gets a chance to be the connector. The first team to cross the boundary line after all three team members have been crawlers and connectors is the winner.

Jon Cam Pon (active)

See "Rock Paper Scissors"

Juggling (Group) (cooperative/circle/moderate)

Players stand in a circle, hands in the air. The leader throws the ball to a player on the other side of the circle. The player throws the ball to a third and so on. When a player has caught the ball once, he puts his arms down. The last player to catch the ball throws it back to the leader and the game starts over again only faster. A 2nd, 3rd, and 4th ball are added.

K

Keep it up (cooperative/circle/moderate)

See "Juggling (group) Kick it Up (cooperative/circle)

Equipment: ball Players start in a circle with their feet towards the middle. A ball is put in the center and the players have to keep the ball up in the air with their feet. If the ball is dropped, it is a point against them.

Killer

Someone is chosen to be the picker all the other kids line up facing the wall and should close their eyes.

The picker goes by and taps each of the kids. He taps each of them once but whomever he picks as the killer he is to tap twice. Once everyone is tapped they all turn around. (Sometimes the killer is given away here because of smiling :)

Everyone begins shaking hands with one another one at a time in a normal shaking manner. If you are the killer when you shake hands with people you bend your index finger in and sort of poke the palm of the person's hand your shaking. If you feel this when you shake someone's hand then you go and shake two more hands (normal shake) and then silently fall to the ground. Eventually the killer gets everyone and then the game is over and a new killer gets picked.

Contributed by Julianne Brewer

[See also "Murder Wink"]

Kitty Wana Cracker (moderate)

Campers sit in a circle with one person in the middle of the circle. The person in the middle goes up to different people and says "Kitty Wana Cracker?". The players in the circle say "No, thank you". While this is going on, the person who the kitty has her/his back to try to catch each other's eye and change places. The kitty tries to steal the empty spots. If you are left without a spot then you become the kitty.

Knights, Horses and Cavaliers (active/circle)

This game is similar to musical chairs in that when the rhythm stops an action must be performed. In this game 2 equal circles are formed, with one inside the other. The people of the inside circle will pair up with someone on the outside circle and remain with that partner for the rest of the game. The inside circle will walk clockwise clapping their hands and the outside circle, also clapping, will walk in the opposite direction. When the leader calls out Horses, the individuals stop clapping and run to find their partner. Once together, one partner will go on all fours, like a horse, and the other partner will straddle their back. The last partner group to form that position will be asked to act out a simple situation of their choice that makes use of a rider and a horse. Once this game continues in the same fashion as before. If Knights is called, one

partner will sit on the other partner's knee. The partner therefore has one knee up to be sat on and the other on the ground for support. If Cavaliers is called, then one of the partners will lift their partner up into their arms. However, one leg lifted by their partner is allowed.

Knights of the Round Table (active/circle)

Equipment: hoola hoop and sword the players should be in a circle with one knight in the center with the sword. The knight tries to touch a person in the circle with the sword, run to the middle, put the sword on the table (hoola hoop) and get to their spot in the circle without being touched by the sword. The person touched has to chase the knight, get the sword from the table and touch them with it before they get to the spot or they are the new knight. If for some reason the sword does not land on the table, the rest of the players must yell, "THE SWORD IS NOT ON THE TABLE!" This means the play is cancelled and the knight must try again.

Knots (moderate/circle/cooperative)

Groups of eight stand in a circle facing into the center. Shake hands with person directly across from you, then join left hands with a different person in the group. Must untangle the human knot without letting go of hands.

Know Thy Neighbour

Size of Group: Large or small.... set game up differently based on size of group

Activity Objective: to get to know each other

Set-up: Create a least 20 question designed to obtain information about others. Examples are given below. Pass out the questions to the participants during or prior to the activity. Each participant must answer the questions without showing the responses to others.

Collect the responses when complete

Description

Divide the group into two teams. Read aloud question #1 (example: 7 kittens need a home, would you adopt all six?). Ask Team B to vote if they think more than 50% of Team A voted YES. (Majority rules in the voting). If Team B is correct they earn a point... otherwise, Team A earns the point.

Now, ask Team A the same question about Team B. Repeat the above process.

Move on to question # 2 and repeat the process. Its OK to stop and encourage participants to share stories stimulated by the questions.... example, Mr. Jones considers himself a good flirt (question #2).... let's hear more about it!

SOME QUESTIONS YOU COULD ASK

1. Name your favourite activity
2. Name your favourite colour
3. Are you superstitious?
4. Would you work as a police officer?
5. If the elevator lights go out, would you goose someone?
6. What type of music do you like the best?
7. Have you ever fallen in love at first sight?

8. Have you ever eaten bugs or dirt when you were a kid?
9. Name your favourite fast-food restaurant.

Would you teach the group to do the Hokey-Pokey or the Achy-Breaking

Obviously, the questioning format will change with different types of questions on the questionnaire. For example, with question #1 (Name your favourite activities), you can ask Team B, "Name the one person on Team A who likes to ski," or "Did more than 50% of the people on Team A say they liked bingo as their favourite activity?"

Modification to Know Thy Neighbour

Large Group- for each question, select a panel of 4 to 5 participants for whom you will read only their responses. The panel can change for each question.

Small Group- take extra time to permit discussions and give everyone an opportunity to share and talk.

Ladders (active)

Two lines are formed, facing each other. Sit down, legs straight out, feet just touching. Each pair is numbered or given a name. When a name or number is called, the two jump up, run over the legs of the other pairs in one direction, then run outside until they get to the opposite end of the line and then continue to run over the legs of the other pairs until they get back to their original place in line. The first person back to their original position gets a point for their team.

Last Detail (passive)

Choose a partner and sit in front of them. Take 3 minutes to study how your partner is dressed. Turn around. Now your partner will change 5 things on his clothes. Again the partners face each other and the first partner tries to determine what is different.

Lap Sit (cooperative/circle)

Form a circle, shoulders close to people beside you. Everyone turn 90 degrees to the left. Put hands on person's hips. Everyone sits down on knees of person behind them. Try to sit, stand up, turn around and sit down again. Then try to walk while in lap sit.

Leader (circle)

The children all sit in a large circle. A person is picked to be it. He leaves the room or sits with his back to the circle. The group then decides on a leader who is to start a motion in which all the children copy. The motion can be anything at all, and the person who is it, comes in to find the leader of the motion. The leader changes the motion from time to time and the person who is it has three guesses to determine who the leader is. If 'it' guesses correctly then the leader becomes 'it'. If 'it' does not guess correctly a new game is started by choosing a new 'it'.

Lemonade (active/drama)

The group is divided into two teams. Team A: Actors, Team B: Guessers. Actors decide on a geographical location and a related occupation. Dialogue between A and B:

A: Here we come. B: Where from? A: From New Airlines. B: What's your name? A: Lemonade. B: What's your trade? A: Goes like this.

At this point group A acts out their occupation. Group B is given 3 tries to guess. If the guess is correct, group A must run to a safety line without being touched by a group B player. If all 3 guesses are wrong group B must run to a safety line without being touched. Any player touched must switch teams.

Lions and Tigers (circle/passive)

Players sit in a circle. Two children on the opposite sides of the circle, hold small objects, (stone ball etc.). One is called a lion, and the other a tiger. On a signal the players pass the objects to the right as quickly as they can. The fun is in trying to get one animal to overtake the other. (see Beat the Bunny)

Lip and Card Relay (cooperative/active)

Equipment: Card The group is divided into 2 lines, boy-girl-boy-girl if possible. A card is then given to the first person in the line. He puts the card between his lip and his nose and passes it down the line. The first line to pass the card down first wins.

Lonely Little Ghost

A lonely ghost would love some company. He wants to make a ghost friend.
His ghost friend won't be me.

One child is chosen to be the lonely little ghost. He sits on a chair in the haunted house. Indicate a certain area for that purpose. The other children speak the verse and sneak into the haunted house. They tease the ghost. Any child he catches or tags within the boundaries of his haunted house becomes a ghost and joins him to try to catch the remaining children, who return again and again to tease and try to avoid being caught by the ghosts. The last child caught is the winner and may be the lonely little ghost the next time the game is played.

Contributed by Colleen Murphy

Loose Caboose (active)

Select a player to be the Loose Caboose. Divide the rest of the group into trains of three. Each player is in a train car and holds the waist of the person in front. The first player in a train is the engine. The object is for the loose caboose the try to attach to a train. When all are aboard, the trains chug around the train yard (sound effects should be encouraged) Trying to dodge and turn to keep away form the Caboose. When the Caboose attaches to a train, the engine of that train becomes the new loose caboose.

Lumberjack (active)

Two lumberjacks per team, - the rest are a tree (people). The lumberjack must fill the trees transport them to the lumberyard (carry the people on his team), stack the lumber (pile the people on top of their team) and replant new trees (carry the same people back and leave them standing upright).

M

Machines (cooperative/drama)

Groups of 6-10 must create a moving machine by miming it all together; (each person is a part of the machine). Others must try to guess what the machine is. No talking or noises are allowed.

Match my Feet (circle/moderate)

Form a circle of players. You stand in the middle. Start the group off with a slow clapping rhythm, such as 2 slow claps followed by 3 quick claps. Repeat this over and over. Walk around the inside of the circle to the clapping rhythm and stop in front of someone. Do a simple step with your feet in time to the beat. the person you're standing in front of must try to repeat your step. If he doesn't, move around the circle and stop in front of someone else. If he does, you take his place in the circle, and he becomes the leader. He may change the rhythm and try to "out-step" another player.

Minefield (active/cooperative)

Split the group into 3 (not each of them). One group will be the mines. They will be stationary in the playing area. One group will be the rowers trying to get across the playing field. The trick is, they will have their eyes closed. The third group will be the assistants. They will be located on the other side of the playing field and will direct the rowers safely across. If a rower bumps into a mine, they blow up. The groups should rotate so everyone gets to be everything.

Missing Child (passive)

One player stands blindfolded in the centre of the room. Have the other children stand in a circle or a line. Have the children switch places in the circle and take one person out of the room. Then unblindfold the child in the centre, and give him one minute to name the missing player. Let the person who was removed now be blindfolded.

Monkey Ball (active)

Equipment: ball

Two teams should be standing in lines side to side, arms linked and numbered 1 and up. The ball will be placed in the centre of the playing space. The game leader will call out one number. The player from each team that has that number will run to the centre to get the ball. The rest of the team will act as the moving goalie. The players in the middle attempt to hit the ball with their hand on the ground past the opposing team's goalie line. The goalie lines can only move side to side and must stay attached. The play is over if the ball goes out of bounds and when a shot is made. Mount / Dismount (active)

The players should be split into 2 groups. One group will form a circle and be the horses,. The second group will be the runners or the riders. There should be more riders than horses. The horses run around the outside of the circle until the game leader calls out "Mount!". The riders then need to find a horse to mount. If a rider is horseless, they are out. When the leader calls out, "Dismount" the riders jump off their horse goes under their legs and run around the circle again ready to remount. Both teams should get a chance to be the riders.

Mouse Trap (circle/active)

The group needs to be split into 2 groups. One group is the trap and the other are mice. The trap stands in a circle holding hands in the air. The leader should not be facing the group. The mice have to run through the trap. When the leader yells, "MOUSE TRAP", the trap lowers their arms. Whoever is inside the trap at this point is caught and becomes a part of the trap. The last mouse left is the winner. At this point the 2 groups should switch roles.

Mr. Greenjean (passive) **for older campers

This game starts with a leader and a camper in one room or area of the playground and another leader with the rest of the campers in another room or area. Every camper is given a name ie. mama green-jean, baby green-jean, tall green-jean, short green-jean, green green-jean etc... One camper at a time comes into the room that originally had only a leader and one camper and introduces himself. Everyone who is in the room repeats all of the actions of the new person for a few seconds up to a few minutes. The amount of time is very dependent on how the camper responds to this type of attention. Some campers will do the funniest things when they know everyone is going to repeat it.

Murder Wink (circle/passive)

Killer winks at his victim. The victim waits 5 seconds and then falls. The victim chooses his own way of falling. If a player thinks he can identify the killer, he points and says, "I accuse you". If he is wrong, both players are dead.

[See Also "Killer"]

Musical Roper/Hoops

Equipment: music this game is similar to musical chairs, but does not eliminate anybody. Scatter a number of hoops and ropes around the area in which you are playing the game the number of ropes or hoops will vary with the number of people playing. Play music loud enough for everyone to hear and instruct them to move around (hop, skip, backwards, run etc.) When the music is stopped, the group must be holding onto one of the ropes or hoops. Each time the music stops you remove one hoop or rope until everyone is holding onto or standing inside one.

N

Name Train (moderate/circle/icebreaker)

The players form one circle. The leader begins to meet people by shuffling like a train across the circle, stopping when he or she comes face to face with a player. The leader will say to the player for example, "Hi, my name is Al". The person facing the leader returns with, "Hi Al, my name is John." The leader raises one arm and then the other saying "John,...John,...John, John, John, John, John." The leader turns and John now holds on to the back of Al and both shuffle out across the circle. Keep repeating until everyone has joined the circle.

Never Can Tell Club (passive) Bang Bang (circle / passive)

Get the campers in a circle. The leader shoots (not really - pretend) the campers around the circle. They then ask, "who did I shoot?" The first person that talks is the one that was shot.

Black Magic (circle / passive)

The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group, their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.

Magic Sticks (circle / passive)

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.

Numbers (circle / passive)

The leader has a bunch of sticks. The leader then throws down the sticks and asks, "How many sticks are there?" This number depends on the number of fingers the leader shows not the number of sticks.

Peaches (circle / passive)

The leader begins by saying, "repeat after me". Then the leader clears their throat and says: "peaches, peaches very fine peaches, the very best peaches in town." The leader tries to get the campers to repeat. The poem is not correct until the throat is cleared. Phantom (circle / passive)
The leader begins by walking around a circle of campers saying "The phantom walks and walks and walks and walks..... The leader then stops behind a camper and says "Where's the Phantom?" The campers will guess whoever the leader is standing behind. This is the incorrect guess. Tell the campers who the Phantom really is. Repeat the above process. The correct location of the Phantom is behind the camper who speaks first. Keep the trick a secret. If the campers figure out, don't tell or change the secret.

Silly Sally (passive)

Have the campers in a circle. The leader explains that Silly Sally has a really cool club. The only way that the campers can join is if they can figure out what Sally likes and doesn't like. Sally only likes things that have double letters in them. Sally likes soccer but she doesn't like golf. Sally likes bananas but she doesn't like beans. etc

No See Em's (icebreaker)

Equipment: tarp and blanket Group is divided in half (no, not each of them!). Leaders hold up a tarp so that the two groups are unable to see each other (hence the name no see em's). One person from each group crawls up to the tarp and puts their nose up to it. The leaders drop the tarp and the two people must shout out the other person's name. The person who says the correct name first takes the other person to their team.

Numbers Change (moderate/circle)

The players are numbered 1,2,3,4 etc. The leader calls out two numbers. These players must change seats quickly, while the leader tries to secure a seat. He continues until he succeeds. The one left out becomes the leader.

Objectification (drama)

Give them the names of objects that they must act out. Each person in the group must be a part of the object and they cannot act as a person. So for example, if the object was a lawn mower. 2 people might work together to be the mower and those left over could be the grass. No one would be a person pushing the lawn mower. The groups then present them and the other groups must guess what the objects are.

Octopus (active)

Players (fish) are at one end of the hall, inside defined limits. The octopus lives in the ocean inside the limits. The octopus tells the fish that they can cross the ocean by saying, "Fish, fish come swim in the ocean". At this signal the fish try to cross over to the other side. Players who try to cross over to the other limit. Player who are touched by the octopus must stop moving and become tentacles of the octopus

Oh Deer (active/nature)

A game where a herd of deer seeks food, water and shelter to survive. The group should be split into 2 even groups and they should be at either end of the playing space facing opposite directions. One group will be the environment and the other will be the deer. The environment and the deer will pick one of three signs; WATER (hand over mouth), FOOD (hands on stomach) or SHELTER (hands in a peak over head). On the go signal from the leader, both groups will turn around and make their symbol. The deer will run towards the environment that is the same as their sign. If they get an environment, both players become deer. If the deer can not find the appropriate symbol, they will die and become part of the environment. Fluctuations in the deer population due to different causes can be shown in different rounds.

Old Mother Witch (active)

One child chosen as the witch walks along in front of the other players who poke, pull, and tease her in every way possible. As they follow after her they call, "Old mother witch, fell in the ditch, picked up a penny, and thought she was rich!" The witch turns around and yells, "Whose children are you?" any name may be given and the witch carries on, but when they say "yours" the witch chases them. The first child caught takes her place.

Ooh-Ahh (circle/passive)

Start with everyone in a circle holding hands. Now one of you gives a quick squeeze to the hand of the person on the right. This gets passed along to the next person and around the circle. Once the squeeze is being passed smoothly, speed up and add sound. Say "Ooh" while going to the right and "Aah" when going to the left. A player gets zapped when they squeeze the wrong hand. Both sounds can travel in opposite directions and you can play tag.

Order out of Chaos (cooperative)

The group is blindfolded. Each member is assigned a number. Once the members are distributed in a defined area, the members must line up in a proper numerical order without verbal

communication. Another task would be to assign each member the name of an animal. Nonverbally, the members arrange themselves in order of size, from largest to smallest.

P

Pass the Ring! (circle/passive)

Players lie in a circle with their hands in the middle. One person is out of the circle. Players in the circle must pass the ring around the circle without the person guessing where it is.

People to People (moderate)

This is a good way to divide campers into groups in an interesting way. The campers should mingle while snapping and saying, "people to people". The leader will call out commands like, "back to back" or "knee to knee". The leader can also throw in group commands like, "a group that uses the same toothpaste" or "same colour eyes". Be creative!

Pie

Size: various number

Equipment: Snow and imagination

Objective: Great outside activity.

Description: Make a "pie" shape in the snow and cut pieces in it (like eight serving). The size of the circle could be as large as the group would like. It could depend on the age - smaller circle (8 - 10 feet across) for the little kids and larger (10 - 15 feet across) for the bigger kids.

The centre where all the cuts come together is the "free space." Now play tag! The centre is the only place you can rest for awhile.

Pina (circle/passive)

Everyone is in a circle. One person takes a deep breath and begins walking around the circle tapping everyone on the head and saying "Pina." The idea is to get back to your place before taking another breath. Your success in this game will depend as much on the size of the circle as it does on the size of the circle as it does on the size of your lungs.

Pip, Squeek and Wilbur (active)

Equipment: bean bags

Arrange the children in groups of three. One person in each group is Pip, one Wilbur, and one Squeek. These groups are arranged in one big circle. The leader calls out one of the three names; this person runs around the outside of this big circle until he gets back to his group. Then he runs under the arch that the other two have made and into the centre of the circle and tries to grab one of the beanbags in the middle and return to his group. There should be two less beanbags than there is groups. If the runner gets a bean bag, his group scores a point. The group with the most points at the end of the game wins.

Pirate's Treasure (circle/moderate-passive)

see SMAUG's JEWELS

Places I've been

Size of Group: 8-20

Equipment: One chair for each participant, arranged in a circle, the leader will start off standing

Objective: Socialisation, Reminiscing

Description: Each participant sits in one of the arranged chairs. The leader starts off by naming one place that they have visited in the past, for example on vacation. All the participants that have visited that location, must rise out of their chairs and find a new chair somewhere else in the circle. The leader finds themselves a chair and now there is a new person in the circle. This participant now must name a place they have visited. This continues until everyone has had a chance to be in the centre of the circle or until time expires. The leader makes sure that on the last turn, he or she is left in the circle in order to bring the group to a close with discussion or processing.

Poison (moderate)

A pot or kettle is placed on the ground. Five or more players join hands, forming a circle around the pot. One player is the leader. He tries to push or pull the other players so that one of them knocks his foot against the pot. As soon as any player touches the pot, he is 'poison' and all the other players run away from him. The player who is poison chases them until he catches someone. Then that player becomes the leader. And another game is started.

**** NB EXTREME CAUTION MUST BE TAKEN WITH THIS GAME.**

Pompadour (cooperative/icebreaker)

Equipment: Nametags Players must find another player with at least four letters in their name that are the same. Join hands. Idea is for the entire group to be joined at the end of the game.

Poor Kitty (circle/passive)

The children are arranged in a circle, sitting down. The one child is the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor Poor kitty". If the child laughs, then he must become the kitty and try to make others laugh.

Pop Goes the Weasel (active)

Choose one child to be the weasel. Have the rest of the children divided into even groups. In each group number the children off 1,2,3, and so on. The weasel stands in the centre as the groups dance around him in their own circles singing "pop goes the weasel". When a number is called all the children of that number and the weasel join in a circle in the middle dancing and singing "pop goes the weasel" while the other children remain in their own group's circle around the outside. When 'pop goes the weasel' is reached all those children run to find an empty circle, the other groups have formed on the outside. The remaining child is the weasel.

Port and Starboard (active)

The children imagine themselves on a ship. The Captain gives out orders to his mates on board. The mates respond with physical actions as follows:

1. Captain's coming - salute 2. Stand at ease - hands behind back 3. All hands on deck - kneeling position 4. Hit the deck - lying flat on the floor 5. Submarine - lying on back one leg up in the air. 6. Port - run to the left side 7. Starboard - run to the right side

These are only a few examples of movements. Feel free to add your own. Children are eliminated from the game after each order given by the Captain. The last to obey are counted as out.

Prisoner's Base (active)

There are 2 teams, each with its own home base. Also mark out a prison - both teams will use it. The members of each team links hands, stretching out from their home bases. The last person in the chain (the one farthest from the base) breaks away and runs into the field. Then the last link on the opposite team's chain breaks away and chases them. While that chase goes on., the players continue to break from their team's chain and pair off with a member of the opposite team. In this way, each chaser has a particular player they must tag. When a player is tagged, they go to prison and their captor stands on guard. The prisoner can be released only if a member of their own team runs through the prison and tags any would-be rescuer. If several players of the same team are in prison, they may call out "ELECTRICITY!" and join hands, stretching a chain out and away from the prison boundaries. A team mate may touch the last person in the chain and release all the prisoners. The game is finished when all the members of the first team are captured.

OR

Each game began with one person, usually the youngest and smallest player from each team, being a prisoner. The object was for each team to free its captured members. There were three lines drawn across the vacant lot: a centre line and each team's end line. The "prisons" were on opposite corners of the lot. Team A's prison line was in the south east corner of the lot; Team B's prison line was in the north west corner of the lot. The prisoner had to have one foot on the opposing team's endline. He/she would stand at right angles to the captor's prison line with his/her legs spread apart and arm extended. As the team members ran across the centre line to touch their team member's hand to free their captured team member, the opposing team would try to catch them. The centre line was the safety line. You were safe only if you were on your side of the vacant lot. If a player was tagged by a member of the opposite team while he/she was across the centre line, he/she also became a prisoner and was taken to the corner of the lot and put in prison. The most recently captured team member had to go to the back of the prisoner line with his/her foot on the captors' end line and the previously captured prisoners would move up

closer to the centre line. A player could only free one prisoner at a time. After a prisoner was freed, the liberator and the freed prisoner had to run all the way to the other end of the vacant lot, without being re-captured, and cross the end line before they could go and free a new prisoner. Contributed by Fred Reekie

Pruie (moderate)

Everyone walks around with their eyes closed in a small space. When you bump into someone say "pruie?" If they say "pruie?" back to you then they are not the person you are looking for and you continue looking amongst the crowd. The referee has whispered to one person, telling him that he is the "Pruie". The pruie does not have to close their eyes and if someone bumps into them and asks "pruie?" they do not respond. This is your clue to join onto their hand and open your eyes. The fun comes when there is only one person left to find the Pruie!

Psychic Shake (moderate)

Each player chooses a number (1,2,or 3). Each player seeks out fellow players by shaking hands right and left. The hand is squeezed the number of times which corresponds to the number the player has chosen. It is a secret code; all must be done in silence. The "spirits" should see to it that the group divides into three separate groups.

Punch Ball (moderate/circle)

See "Elephant Ball"

Punctured Drum (cooperative)

Equipment: bucket with holes, water, pot Object: The group must attempt to fill the drum to overflowing. Rules: Only portions of the participants' anatomies may be used to plug holes. Considerations: The number of holes must necessarily vary with the size of the group. Puncture 120 holes (large nail size) in the bucket which duplicates the number of fingers in a 12-man group.

Pair Share

Equipment: A Pair Share sheet for each person participating. The answer sheet for the instructor. Clock if setting a time limit on game. A prize, optional.

Objective: Cognitive Function, Self-Confidence, Self Worth, Self-Esteem, Decrease Stress &/or Depression, & Problem Solving Objective: Each player will benefit in several ways. Letter/Word recognition & Directional Recognition. (There are other benefits for games, but because of limited space not all of these can be provided.) Also adapt games to the cognitive level you are dealing with.

DIRECTIONS: What do the following paired items have in common?

1. A typewriter & a piano _____
2. Any state & a solvent business _____
3. A dog & a tree _____
4. A billiard game & a actor _____
5. A chimney & a bank _____
6. A wagon & a woman _____
7. An aeroplane & a kite _____
8. An electric light & a tulip _____
9. A bull & a trombone player _____
10. A violin & any large river _____
11. One flag & a farm _____
12. An apple & a father's pipe _____

Answers to Pair Share

1. keys 2. capital 3. bark 4. cue
5. draft 6. tongue 7. tail 8. bulb
9. horn 10. bridge 11. field 12. stem

Q

Quack (icebreaker)

This game is played in the same formation as jamaquacks. The group forms a circle and about six players are chosen to go into the middle of the circle, where they bend over and grab their ankles, and walk around backwards. If they bump another player then they must introduce themselves by sticking their head between their legs and shaking the other player's hand.

Quack Quack (moderate)

One player is blindfolded and is given a cane or stick. The other players march around him in a circle. As soon as he taps his cane loudly, everyone stops. The blindfolded player points his cane at someone and that person must say "quack quack". The blindfolded player tries to guess who it is. If he guesses correctly the first time, he trades places with that player. If the child does not guess correctly he just continues until he does guess right.

Quaker Meeting (circle/passive)

Nobody can keep a straight face in this game! Players sit in a circle, fairly close together. the leader solemnly taps the knee of the person to his right, and each player in turn does the same. When that action gets back around to the leader, he then taps the cheek of the player to his right. And so on, with the nose, ear, eye, mouth, or until a player dissolves into laughter.

OR

One person is "It". The others all must all sit down and be the audience. It says, "Quaker Meeting has begun, no more laughing, no more fun. If you dare to crack a smile, you may have to walk a mile.". Then It makes funny faces, or sounds, or tells jokes or does anything except touch a member of the audience, to get someone to laugh. The first person to laugh is at the mercy of It. It can decide some horrible or embarrassing punishment (like walking a mile) for the laugher. After the laugher has completed the punishment, s/he is the next It. One variation - all players can decide if they want to set a time limit for It to make them laugh. If It does not get someone to laugh within the allotted time frame, then the audience can decide on a punishment for It. The next It is then chosen by a picking game (eenie meenie, etc).

Queenie (moderate)

Equipment: ball One player is chosen to be queenie and he stands with his back towards the other players. Queenie throws the ball over his head and one of the players catches it. Then the players stand with their hands behind their backs and Queenie turns around. The players say "Queenie, queenie, who's hot the ball?" Then queenie has three guesses to decide who's got the ball. If he guesses incorrectly the player with the ball becomes queenie. Otherwise he remains.

Quick Frozen Critters (active/nature)

Equipment: tails, food, hoola-hoops the players will be split into 2 teams. One team are rabbits and the other team are foxes. The object of the game is for the rabbits to cross the open playing field retrieve food and bring it back to their home. The rabbits can not be killed when they are

frozen. The foxes are trying to take the rabbit's tail when they are moving. If this happens, the rabbit is dead. Both teams should get a change to be both animals.

Quickity-Quick

What will I take, oh, what will I pick?
Guess it, then catch me, Quickity-Quick.

The children all sit in a circle, one child is chosen to be Quickity-Quick. The leader shows all of the children three small objects. She then places the three objects behind three different children who are seated in the circle.

Quickity-Quick recites the verse above while walking behind the children. He pretends to take the different objects to fool the children, who must not look behind them. While he is pretending, he does actually take one object. Whenever one of the three children think their object has been taken, they immediately try to catch Quickity-Quick before he reaches a safety goal which has been previously established. If Quickity-Quick is caught with the object that was behind the child who chased him, they exchange places.

The game is then repeated with the new Quickity-Quick. However, if the child catches Quickity-Quick with an object that was not his object, he is disqualified. Quickity-Quick may try again. Also, if Quickity-Quick is not caught at all, he has another turn until he is caught.
Contributed by Colleen Murphy

R

Rabid Nuggets (active)

Equipment: One crate of tennis balls (approximately 30) an enclosed area (difficult to play on the grass)

Tennis balls are strewn around the room on the ground. The leader yells "RAPID NUGGETS" and the object of the game is to keep the tennis balls moving. They may only use their feet. If the leader spots a tennis ball lying still, she/he shouts "DEAD NUGGET...3,2.....",. If a player has not made the ball moving by the time that the leader says 1, the group has one strike against them. The leader may time how long the group keeps the nuggets moving before they get three strikes against them.

Raccoon Dinner Time (active)

Equipment: clams, crayfish and paper

This is a game for a small group. The leader designates a stream area, then scatters clams and crayfish in the stream. The leader stays at the far end. The leader is a fox. The rest of the group are raccoons. When the fox calls "raccoons", the raccoons move up the stream slowly and pick up the food as they go. When the fox calls "dinnertime" the raccoons must freeze. If the fox calls "paws in the air" the raccoons must put up their paws (hands) up in the air and they are not allowed to use their thumbs. The game ends when the raccoons reach the fox but the winner is the raccoon with the most clams and / or crayfish. That person then becomes the fox.

Races (very active)

Cartwheel races - self explanatory

Consecutive Jumps - everyone jumps in predetermined fashion.

Newspaper Race - Two newspaper sheets required per player. Each player must race to the turning point and back, stepping only on his newspapers. He steps on one, lays the other in front of him steps on it, moves the first forward, and steps on it and so on.

No hand get up - Players run to turning point, stop, lie down on their backs, fold hands across chest and get up without moving their arms, and run back to finish line.

Skip and Through - Children stand in partners in a double circle. The partners skip around the circle. On signal, inside person stops, folds arms and puts legs apart. The outside person runs around the circle, goes through partner's tunnel and sits cross-legged on the inside of the circle.

Spider Race - Team formation, Players #1 stand facing the goal. Player #2 stands beside him, with his back to the goal. The two players link elbows and on the signal, the pair run to the goal and back. One person runs backward each time. The rest of the players repeat the same action until every person has a turn.

Toe and heel (circle) - Runner advances by placing one foot in front of the other so that the heel of the advancing foot touches the toes of the hind foot. Great for small places

Wheel Barrow Race - Partners assume the Wheel barrow and pusher position and on the signal advance to the turning point where they change positions and return to the starting line.

Rainmakers (circle/passive/coop)

All of the participants need to sit in a circle. This activity will create a rainstorm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet Then reverse the whole process. This will sound like a rainstorm starting and then slowing down again.

Rattlesnake

First you find lots of kids. Then everyone holds hands one person on one-end stands and holds onto something like a wall. The person on the other end will start the game by singing the song and going under the arm of the person that's on the wall after everyone is under the person should have their arms crossed. Then keep singing the song and repeat the motion going under the second persons arm. Keep doing this until everyone is twisted. Then the people at the ends hold hands finally everyone is joined and they jump up and down singing the song one more time.

Song: r-a-t-t-l-e-e-s-and--a-k- spell rattlesnake limbo (repeat 'till over)

Red Handed (passive/circle)

Everyone forms a circle and one person is chosen as IT stands in the centre of the circle. While IT closes their eyes, the other players pass a small object (like a marble or a stone) from person to person. The sneakiest method of passing is to hold the marble in one fist, palm down, and drop in into the palm-up hand of the next person. Then they pass it from one fist to the other and on. With a little practice, you'll be able to accomplish a quick and sneaky pass without even looking. IT signals and opens their eyes. Who among all these innocent looking people has the marble? If they detect a suspicious look on someone's face, she walks up and taps one of his fists. If they are empty handed, she moves on. Meanwhile everyone has been passing the marble around, virtually under IT's nose. (Fake passes, as decoys, by people who don't have the marble are an integral part of the game.)

Rattlers (active/cooperative/circle)

Everyone forms a circle around two players. They are both blindfolded and given a rattle. One is trying to tag the other. The rattlers enter the snake pit, and the game begins. To get a fix on each other's positions, either rattler may shake his rattle at anytime and the other must immediately respond by shaking hers. However, the pursuer is allowed to initiate only 5 shakes to locate his quarry while the pursued can rattle away as much as she dares. The rest of the people in the circle move around, changing the size and shape of the snake pit. Once the person has got the snake or the person has used 5 shakes, switch snakes.

Red Light (active)

Players stand in a straight line about 50 ft. from IT. IT turns his back and says "green light", counts to ten, and says "red light" and then turns around. Meanwhile the players have moved as far forward as possible. Whomever he sees moving must return to the starting place. The first person to pass IT wins.

OR

In this game, one person plays the "stop light" and the rest try to touch him/her.

At the start, all the children form a line about 15 feet away from the stoplight.

The stoplight faces away from the line of kids and says "green light". At this point the kids are allowed to move towards the stoplight.

At any point, the stoplight may say "red light!" and turn around. If any of the kids are caught moving after this has occurred, they are out.

Play resumes when the stoplight turns back around and says "green light".

The stoplight wins if all the kids are out before anyone is able to touch him/her.

Otherwise, the first player to touch the stoplight wins the game and earns the right to be "stop light" for the next game.

OR

[This is one basically the same except that IT is always facing the players]

We had another way of playing "red light/ green light".

Find a large field, or yard, about the size of a tennis court to a football field.

All the kids line up on one side. the person who is "it" stays in the middle of the field. When "it" says green light, all the kids run as fast as they can. When "it" says red light, everyone stops. whoever doesn't stop is out. "It" keeps saying red light or green light until all the kids are out or has gone from one end of the field back to where they started from.

Remember, don't run too fast or when "it" says red light, you won't be able to stop.

The rule we used is you have two seconds to come to a complete stop or hit the ground.

Another hint is to always wear pants. you can kneel or flop down on red light to stop yourself. Just be careful.

The last person to make it back to the starting line is "it".

Red Lion (active)

One lion and one gatekeeper need to be chosen at the beginning of this game. The lion should stand in a small marked off area. The lion keeper should have their arm out, keeping the lion inside the den. The rest of the players should be standing as close to the lion as possible and should chant, "RED LION, RED LION, COME OUT OF YOUR DEN...WHOEVER YOU CATCH WILL BE ONE OF YOUR MEN....." The players should continue to chant until the lion keeper lets the lion go. Anyone who is caught, becomes a lion. The game continues until everyone is caught.

Red Rover (active)

There are two teams both of which form lines and grasp hands together. One team starts by saying "Red Rover, Red Rover, will come over". The name called can be anyone from the

opposite team.. That person called runs over and tries to break through the line. If he does get through, then he can take someone back over to his own team with him. If he doesn't break through he stays with the opposite team. Then the other team takes a turn at calling someone over. ** NB EXTREME CAUTION MUST BE TAKEN TO PREVENT INJURY WITH THIS GAME.

Relays

Animal Relay

The players form two lines with equal numbers on each team. The first animal on each team is an animal, the second a different animal. On the word "go", the first person acts like the animal they represent, run, hop or crawl to a given place and back. The next person then acts like their animals and so on until one team is finished and sitting down. Use animals such as kangaroos, bunnies, dogs, cats etc...

Bean Bag Relays

Walk/run/hop with bag on head/between knees/between feet.

Ball of String Relay

The players should be in two teams standing in two circles with a ball of string. The captain holds one end, while the ball is passed rapidly from hand to hand until it is unwound. It is then passed back and rewound.

Car Relay

Have teams line up and each person in the team has a certain action to do ie. First person in each group is a flat tire and hops on one foot. Second person is a broken steering wheel and runs zigzag. The third person is a rusty transmission and takes three steps forward and two backwards. Fourth person is stuck in reverse and runs backwards. Fifth and sixth people are a car with a trailer one runs behind the other grabbing on.

Corner Spry Relay

Teams arrange themselves in lines at the four corners of the playing space. Each team has a captain. The four captains stand in the centre, facing their teams. Each team has one beanbag, ball, or even an apple. The Captain throws the bean bag to each player on his team in turn. The players toss it back. As the captain throws to the last he calls "corner spry" and runs to the head of the line. The last player in the line rushes to the centre and begins to throw the beanbag. This continues until the captain is back in the centre with the beanbag.

Jumpball Relay

Teams line up with team members behind their team captains in file formation. At a distance of about 10 yards are placed play balls. One for each one on another straight line. On the word GO, the first member of each team runs to his team's ball and places it between his ankles. The next person then runs back to the far line, places the ball between his feet and hops back. If the ball is dropped, the player must return to the line and start over. the first team finished and sitting down is the winner.

Leap Frog

Well..... You know.

Obstacle Relay

Players run the course from the head of the team to the turning point and back to the head of the team performing along the course of the run three or more stunts, with or without apparatus. The use of hoops, skipping ropes, Indian clubs, mats, low vaulting boxes, basketball hoops, or what-have-you offer an almost endless selection of obstacles.

Over and Under

Team assumes astride position and all bend over and place their hands on their knees. The rear man of the team is runner No. 1. He must leap frog the first man in front of him, crawl under the legs of the second, leap the third and so on the front of the team.

Paul Revere Relay

Divide children into teams of 6 -12. Place teams in column 20 feet or more apart, the back man being the latest and the most active on the team. On the work "go" he dashes forward and jumps pick-a-back on number 2, who dashes forward to #3 and the transfer of the light rider must be made. The rider must not touch the ground. First team to have their rider reach the beginning of the line wins.

Stunt Relay

In stunt relays, the runners advance to the turning point, stop, perform a stunt and return to tag the next runner on their team. There is hardly and end to the number of stunts which can be performed.

Tunnel Relay

All members in the team stand astride. Runners must first crawl under the legs of all players in the team, run forward to the turning point and return to tag the next man of the team who does the same.

Wiggle Worm Relay

Form relay lines. Everyone in each line puts their left hand between their legs and the person behind, then signals to grab them from behind with their right hand. Then they run at a given signal to the other end of the playing area and back. The first team to return 'intact' wins!

Rock Paper Scissors (moderate-active depending on how it is adapted)

Two equal groups. Paper covers rock, scissors cut paper, rock breaks scissors. Groups that throws winning figure runs to tag other group before they get behind their safe line.

Rocket Race to Mars (passive)

Same principal as pin the tail on the donkey. Instead of a donkey, you make a map. All you need is a large piece of plain paper about a metre square. A double page from a newspaper will do in a pinch. Attach the paper to a tree with tape or lay it on the ground. The paper represents a space map of the universe. The with a heavy red crayon draw a solid colour disc about 3" in diameter on the space map. This red ball will be Mars. Next draw on several other planets. Each player gets to make a spaceship. Blindfold each player, spin him around and see if he can land his ship on mars. Make sure each ship has the child's name on it so you can tell who is the closest.

Romeo and Juliet (active)

First, everyone chooses a partner, If someone is left over he or she can be your partner. One member goes to an inside circle and the other stands beside that person on the outside circle. The circles rotate in opposite directions. The leader yells out either "Romeo and Juliet", "Wheelbarrow" or "Siamese Twins". The last couple to perform the action is out. The game continues until there is one remaining couple. The partners remain with the same partner throughout the entire game.

Romeo and Juliet - One partner sits on the other's knee Wheelbarrow - One holds the other's legs upright Siamese Twins - Back to Back and bent over, hands held between their legs.

Roundabout (active)

Players stand in a circle facing each other front to back. When the leader says "Go" everyone begins running around the circle. Always passing on the outside, each player tries to pass the person ahead. Players try and tag players as they pass. Tagged players are out. When the leader calls "Switch", the players must reverse direction. This turns the tables on the fast runner who is just about to overtake another player.

Row Ball (active)

Equipment: ball the players should be split into 2 groups. Each team should sit with their legs extended in a row. The teams should be facing opposite directions and should be about a meter apart. The object of the game is to hit the ball out the end of the row in the direction that your team is facing. The players can only use their inside arm and the ball should be on the ground at all times.

Run Sheep Run (active)

Group is divided in half (no not each of them). One group is the sheep and the other group is the foxes. The sheep are the hiding group and the foxes are the hunting group. A home base and boundaries must be designated before the game begins. The sheep elect a group leader. The whole group then goes and hides, as a group, they must stay together. The foxes may not look while the sheep are hiding. The group leader from the sheep goes back to the foxes and tells them that the group is ready. The foxes then hunt for the sheep, as a group, they must stay together. The group leader from the sheep stays with the foxes and when the foxes are not near the sheep OR the home base, the leader shouts out "Run sheep Run!!" The object of the game is for the sheep to make it back to the home base before the foxes do. If they succeed then they get to be the sheep again.

Running bases

There are two "bases" which could be anything including just two squares on the sidewalk. Three people minimum, probably 5 max but there could be more than one game going on at once.... basically two people had mits and are basemen they throw the ball back and forth and the "runner" runs back and forth daring the catchers to tag them out. This went on indefinitely until the runner got tagged out three times and had to become a thrower. The person who tagged the third time became the runner.

Rutabaga Rutabaga! (circle/passive)

Each player is given the name of a veggie. The main rule of this game is that you are not allowed to show your teeth at all. Your gums must always be covering them. You then must say the name of your vegetable and the name of another person's vegetable. That person then must say the same thing. If you make a mistake or show your teeth in any way at all then you are out.

S

Samurai Warrior (active/circle)

Equipment: Sword Warriors are in a circle with Samurai in the middle. Samurai salutes in his own way. Samurai then goes around inside the circle. If the Samurai passes the sword over the heads of the warriors they must duck if he passes the sword near the ground they must jump. Any sounds made by the players should be encouraged. (ie. war scream for warrior etc...)

Sardines (active) ***Note: needs 100% supervision to play

One player hides, all the rest of the player's count to 100. Then they set out to find the hidden player. When one of the players finds the hidden player he secretly joins him, hiding from the rest of the group. This continues until all the players are hidden like a pack of little sardines. When the last hunter discovers the spot the game is over.

Sculpture (passive)

Equipment: Blindfolds. Three people are required with one person blindfolded and another person takes some shape and stays like that. The person who is blindfolded must feel the person who is a shape, and must sculpture the third person into that shape.

Scavenger Hunt

Equipment: pencils, lists, paper bags

This is a great activity. Make sure to send campers in groups. You might want them holding onto a rope to ensure that they stay together and everyone is participating. Make your hunt challenging. Ask for a mouthful of water, something fuzzy - BE CREATIVE !!!

BASIC SCAVENGER HUNT

GROUP SIZE: any number

EQUIPMENT: clue sheets for participants

DESCRIPTION: Each individual in the group is given a list of items to collect. The first person or team to collect all items and submit them is usually the winner. Listed below are different types of scavenger hunts that may be planned.

EXPECTED OUTCOME: Increased social interaction and communication.

MAGAZINE SCAVENGER HUNT

Objective: Increased communication, cognitive and fine motor skills.

Description: Provide each participant with a couple of magazines and then call out items for them to locate in the magazine. A point is given for each item found and shown to the leader before move on to the next item. Items to hunt.... picture of a house, car, family, baby, angel, flowers, plants, trees, bride, recipe, dog, cat, wild animal, children, TV, desert, perfume, man in a suit, box or bowl of cereal, computer....

PHOTO SCAVENGER HUNT

Teams are given assignments to collect photographs using a Polaroid camera. Here are some example assignments:

- 1) Visit your local tattoo parlor and get a picture of the group pretending to get a tattoo
- 2) visit the Chinese restaurant and get a picture of the group with the owner
- 3) visit a pond or lake and pretend like the group is going to dive into the pool
- 4) visit a play ground and have the group sit/pose on a play equipment
- 5) visit a pet store and get a picture with an animal
- 6) go to the airport and get a picture with a stranger

Make up your own categories/assignments. Each team can have different assignments. When done, each team meets at a local fast food place to share pictures, stories and fries.

The driver must not speed, and there should be no time requirements for points.

WEEK LONG SCAVENGER HUNT:

Participants are given a list of items to collect. They have a full week to collect these items. Teams with most items found is the winner.

SIGNATURE SCAVENGER HUNT

Participants hunt autographs of various people (staff, volunteers, & residents). Set your own time limit.

PUZZLE HUNT

Set up various puzzles throughout the facility. Teams of participants must locate each puzzle with a map of the facility showing the locations of the puzzles. Once at the site, the teams must solve the puzzle. After all puzzles are solved (or not solved), they return to the activity room to determine the winner. Give different point values for different puzzles and for the 1st team to finish. This program is for higher functioning clients. Keep the puzzles fun and solvable. Add your own rules to make the activity running smoothly (like "no running to and from puzzle sites").

NATURE SCAVENGER HUNT

If you don't have access outdoors, bring nature indoors. Give participants a list of items "stored" at each nurse's station, administrative offices, etc. There, participants can find twigs, rocks, flowers, etc.

HOLIDAY THEME SCAVENGER HUNT

St. Patrick's Day, Valentine's Day... all present opportunities to set-up a themed hunt.

THINGS TO HUNT....

10. signatures of various people
11. an old menu from the cafeteria/dining room
12. newspaper ad for a tire
13. magazine ad for a perfume
14. any Dear Abby column
15. a paper clip

16. eraser shavings

Sensory Overload (passive/circle)

Spilt campers into 2 circles. Laying on their backs and heads toward the centre. An object will be passed in one direction and then the other in both circles. No more than 3 objects but other instructions can be called, ie: calling names out in order or clapping hands. Neutral game leader calls instructions for 2-5 minutes. Each drop or mistake costs the circle a point. Circle with the least amount of point's wins.

Shadow Tracks (passive)

Equipment: A box of chalk and a clock. Players must become private eyes as they follow the mysterious movements of the "Shadow." The shadow has been accused of slowly travelling up and down the sides of the buildings and creeping across playgrounds and yards. Collection substantial evidence requires an all-day stakeout and should be planned as a supplement to other investigations. For this project you will need the sun, a shadow to trace - such as that of a tree, flagpole, or building- and a paved surface on which to draw with chalk. Give each play a piece of chalk. Start the investigation first thing in the morning. At first, shadows will be stretched out and long. Have players trace whatever shadow is cast on the pavement. Allegedly, shadows get shorter because the sun gets higher in the sky. Private eyes will have to check this out every hour by tracing the shadow and checking the sun's position. As detectives keep tabs on the sun's route, they might notice the shadows shrinking to almost nothing by midday and the reversing their position to grow again.

Smaug's Jewels (passive/circle)

One person is chosen as Smaug stands guard over their jewel's (a beanbag, handkerchief etc). Everyone else forms a circle around him and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.

Shoe Twister (cooperative/circle/moderate)

Everyone takes off one shoe and puts it in the centre of the circle. Everyone joins hands. On "Go", everyone gets a shoe from centre and finds the person who owns it, and puts it back on that person without letting go of hands of people beside them.

Shoes (active)

The group is split up into four teams and each tam lines up behind a mat. On a signal one member from each team runs to get one shoe and put it on his mat at which the text team member may go to get another shoe. The object is to get 3 shoes on the team mat. Shoes may be taken from other team mats and those teams may not resist. When a team has 3 shoes they yell "SHOES!"

Shoe Wrestling (active/circle)

The players should be sitting in a circle. The leader should choose 2 players to shoe wrestle. These players should be of similar age and size. The object of the game is to take off the shoes of your opponent. The first one to do so is the winner. Players should stay on the ground, NO STANDING. Be careful!

Siamese Soccer (active/coop)

Set up for a regular game of soccer. The only modification is that two people are tied together by the ankles. For more variety add two balls so everyone is active.

Sign Your Name if You Can (passive)

Fasten a sheet of paper to a wall. Players take turns. With a pencil in hand, standing in front of the paper, he starts to swing his left leg in a circle. Doing this, he tries to write his name on the paper. And tries and tries ...

Silent Statue

A group of ten or more boys starts by running of to an arranged point to see who will be the silent statue. The rest will form a tight corridor on which the silent statue is supposed to pass.

When the statue goes in he must say out loud:

I am the silent statue and I'm coming in...

I don't want any teeth, I don't want any moves.

Everybody must keep as quiet and still as possible and never show their teeth, but when the statue is not looking they can hit them in the shoulders or the back.

The game ends when the statue finds out that someone is smiling or has moved...

Contributed by Lums Espada (from Portugal)

Simon Says (moderate)

Player's form a line facing the leader, who performs any action saying Simon says do this. If He doesn't say " Simon says" before an action then anyone who imitates the action is out of the game. Continue until one person is left.

Skin the Snake (cooperative)

The group is in a straight line. Each player puts their right hand forward as if they were shaking a person's hand. Put left hand through own legs behind to shake hands with person behind you. Last person in the line lies down, everyone else backs up to be able to lie down also. When whole group is lying down, first person stands up, and walks forward over all the other people until "Snake" has skinned itself.

Smugglers (active)

The players should be split into 2 teams. One team is the "in's" and the other is the "outs". The Ins have a den while the Outs plan their strategy in the field. One member of the Outs has the "jewel" (stone etc). The identity of the player who carries the jewel must remain a closely guarded secret among teammates. The Ins count to 50 while the Outs move farther and farther away. After the count is finished, the Ins yell, "SMUGGLERS!", and the chase is on. As each member of the Out team is tagged, he must open his hands to show whether or not he has the jewel. Of course, the jewel should be passed around among teammates as quickly and as inconspicuously as possible. There are lots of opportunities for playing the decoy in this game. When the holder of the jewel is tagged, the game is over and the sides change.

Snake in the Grass (active)

One person is the snake, who lies on the ground on his stomach. Everyone else gathers fearlessly around to touch him. When the referee shouts "snake-in-the- grass" everyone runs, staying within the bounds of the snake area, while the snake, moving on his belly, tries to tag as many as he can. Those touched become snakes. The last person caught is the snake starter in the next game. Make the safe area fairly small.

Snowball / Marshmallow throw

Size of Group: 8 to 10

Equipment: large plastic mixing bowls

3 to 4 bags of marshmallows dusted with flour to keep from getting sticky.

Objective:

- 1) Interactive social contact and exercise
- 2) promote social interaction, release aggression safely
- 3) participants learn to cooperate for successful outcome and lots of laughs

Description: Seat persons seated in a circle

give each person a bowl to hold on their lap and put 10 marshmallows in each bowl.

First players throw marshmallows into each other's bowls as leader counts down time (2 minutes)

Player with the most marshmallows in their bowl wins. Or you could play this game so the person without any marshmallows wins. Use your imagination and let me know your ideas. We have had a lot of fun with this, everyone is covered with white spots in the end!

Snowblind (active)

Equipment: boffer establish boundaries and choose one person as the snowman. He arms himself with a boffer and must keep his eyes closed. The rest of the player's crouch on the ground, eyes open, and wait for the snowman to start the action by chanting: "Snowman, snowman, all in white, blinding everyone in sight!" While they chant, the other players run around in the predetermined boundaries; but must return to a stationary crouching position by the time the chant ends. Now the snowman moves around while the other players remain in their positions. Still snowblind, the snowman tries to tag one of the players with the bopper. When he succeeds, the tagged player becomes snowblind, too, and he/she must join forces with the snowman, who

gives the bopper to her/him and stands behind her/him with their hands on his/her hips. They both close their eyes and say the chant while the rest run for safety again. The game continues until the last person is tagged.

Sounds Good to me (passive/circle)

The person who is "it" sits in the middle of the circle and is blindfolded. When the leader points to someone in the circle, that person makes a noise. If "it" guesses right, the person who made the noise is now it. *Keep all noises different*

Spirals (circle)

Everyone joins hands in a circle. Then one person releases the hand of their neighbour and pulling the giant human rope behind, begins to walk around the outside of the circle. The other people who broke hands remains in position on the end person. The chain of people spirals around and around the stationary person, drawing people tighter and tighter in a coil until all the people - still holding hands are wrapped around each other. The best way to unfold the spiral is from the centre. Still holding hands, the person in the middle ducks down, and the rope of people follows.

Spokes (active)

The group needs to divide into at least 4 equal groups. Each group needs to sit in a single file facing the centre of the circle. (The lines should look like spokes on a wheel) The leader can start by walking on the outside of the spokes. The leader will touch the head of the last person in that line. That whole line would have to get up and run around. The last person to sit down is "it" and then must walk around and pick a new group.

Spud (active)

Equipment: Ball Throw the ball up in the air and call a number. Ask number 1 is called, if he catches the ball he calls another number. (Each player has been given his own number.) If he doesn't catch the ball he calls "FREEZE" and takes three giant steps and tries to hit a person with the ball below the waist. If he hits the person then they get a point against them and get to call a new number. If the player misses the person he is trying to hit then he gets a point against him and has to throw the ball up.

Stand in a line (moderate)

Players are divided into teams. They close their eyes or cannot speak. They form lines according to height, dates of birth, or alphabetically according to their first names.

Statue

You need at least four players for this imaginative game.

One player is the storekeeper, one is the buyer, and the rest are statue's. These positions can be rotated after each round of the game.

The storekeeper spins the people who are going to be statues around and around and then lets go. (pepper is fast spins; salt is slow spins) The players who are statues must remain how they've fallen or landed and must think up a statue for that position. For example, if I land with my feet shoulder width apart and my arms flung out, I may decided to be a tennis player statue.

Then the storekeeper goes around to the different statues, and they tell him/her what kind they are.

Next enters a buyer. The storekeeper explains each statue and demonstrates them by touching their nose. This is there "on" button and makes them move. (Be careful, if you have a statue who is a runner, s/he may run around and turn on all the other statues.)

In the end, the buyer decides which statue s/he wishes to buy.

OR

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

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

The tour guide and the tourist then come back into the room. The tour guide brings the tourist around the room using the flashlight. If you are the tour guide or the tourist the object of the game is to make the statues laugh or to catch them moving or making any noise. To do this the tour guide and the tourist may say anything they want about the

statue especially if they can make funny comments about their position. The tour guide can also give the statue a silly name or try to bother them with the flashlight. Another way to get a statue out is to make them talk. A way to do this is to say something like, "Andrea, I heard you moving!" Naturally "Andrea" will either say, "I wasn't moving," or

"Fine I'm out." Once a statue is out they become a tourist. The last statue remaining wins.

If you are a statue the object of the game is not to be heard and to move without being caught.

This is where playing at night with the lights turned off adds fun. You can completely change position while the tour guide has his/her back turned, but be careful not to make too much noise and watch out for a wary tour guide who might suddenly turn and shine the light in all directions to make sure they don't miss a single movement. A good idea is to move around the room, but don't bump into anything.

Stay Sober (moderate)

Children form 2 teams and stand facing each other. The children on the first team are given one minute to make anyone on the other team laugh. They make faces, gestures, funny or teasing remarks, but they cannot touch the other players. Then the action is reversed, and members of the second team try to make the other team laugh. Any child that does laugh must leave the line. The team with the most remaining players after several times is the winner.

A – Z Games Manual
Stealing Sticks (active)

Equipment: sticks: could be paintbrushes.

The field is divided into two parts by a well-defined line. At the centre end of each side, five or more sticks are placed in a pile. A prison is marked off about 4 feet square in one corner. The players are in two teams, each scattered over its own side. The object of the game is to steal the opponent's sticks without being caught. As soon as the player crosses the centre line he may be caught and put in prison. A player may be release from prison if one of his teammates can touch his hand. He may then come back to his own side without being tagged. The team that gets all the opponent's sticks and has all its members safely out of prison wins the game.

Stickup also known as Sticky Fingers (active)

Select one player to be Sticky fingers. Start the game by saying " This is a stick up!" as players scatter around the playground. When Sticky fingers tags a player, the tagged player must place a hand on the place touched while still continuing to run. As more and more players become stuck on themselves, sticky fingers has a better chance to totally immobilise one player. Usually when both hands of a player are stuck, the third touch stick him or her with being the next Sticky Fingers.

Sticky Popcorn (active)

The children begin by " popping " around the gym as pieces of sticky popcorn, searching for other pieces of popcorn. When two pieces of popcorn meet, they stick together. Once stuck together, they continue to pop around together, sticking to even more pieces, until they end up in a big popcorn ball.

Stomp the Snake (active)

Equipment: ropes Four people should be chosen to be snakes (this can be adjusted according to the size of the group). These snakes will get a piece of rope. When the leader says, "go", the snakes will run holding the rope with 2 fingers behind them as they run. The rest of the players try to stomp on the snake by jumping on the piece of rope. If someone gets the rope from the snake, they are the new snake and get to run.

Stormy Sea (active)

Players get into groups of 2 and are given names of fish (eg. perch, cat, salmon) One team is called the "whales". The whales run around the "safe area". The whales yell the names of the fish at random. When a team's name is called, they run after the whales. When the whales yell "stormy sea" the teams must dash for the "safe area". The team left out becomes the whales.

Streets and Alleys (active)

This game is played with a lot of children. One child is the mouse and one is the cat. The rest of the group lines up in rows with arms joined and all facing the same way.. The cat chases the

mouse up and down the streets until the leader yells alleys. Then all the streets change direction. When the cat catches the mouse the game is over, or pick a new mouse and cat.

Squirrel Tails (active)

Equipment: tails Players are divided into 2 or more teams. Each player has a strip of cloth tucked in his belt. When the signal is given, all players rush to a central point where there is a treasure (eg. peanuts). Players try to get some the treasure and return to their home base. A player may be killed by another by treasure and return to their home base. A player may be killed by another by having their tail pulled off. This puts the player out of the game and voids any treasure they have captured on that particular raid. At the end of the game, each peanut counts as 1 point and each tail counts as 5 points. The team with the most points wins.

Swat (active/circle)

Equipment: frisbee, sword. Players form a circle. In the centre of the circle a sword is placed on top of a frisbee. Player A grabs the sword and swats a player from the circle. "A" replaces the sword on top of the frisbee. "B" runs behind "A" to pick up the sword after it has been placed upon the frisbee. He tries to hit "A" before he goes back to his own place in the circle. If he doesn't make it he (B) becomes the new "hitter".

T

Taffy Pull (active)

The players are divided evenly into 2 teams, the taffy team and the taffy pulling machine team. The taffy's all sit down and link hands, arms and legs in a tangled mass of sweet humanity. They might want to decide what flavour they are and chant an appropriate confectionary cheer, like "Butterscotch, Butterscotch..." The taffy pulling machine team tries to pull the taffy mass into human sized bits. Firmly (but gently) tug at the pieces until they come lose. Be VERY careful with this game. If you have violent campers, do not play this game.

TAG (active)

Arch Tag

The children are in a circle. One couple forms an arch. Circle rotates through the arch. On signal, circle stops and arch traps someone. The person trapped goes in centre and waits for another person to be caught. Then they form a second arch. The last person caught is the winner.

Ball Tag

Equipment: Ball Like simple tag, but you run with ball, and must throw it at the person and hit them below the waist to tag them. If a person is hit then he becomes IT.

Catch one Catch all

One player is chosen as IT. When IT tags another player that other player also becomes IT. ITS must keep an arm raised overhead so that they may be identified.

Colour Tag Scatter

Leader calls a colour. If you are wearing that colour you are It and proceed to tag other children. If a child is tagged he must walk in a crab walk until a new colour is called.

Elbow Tag (circle)

Partners stand scattered over play area, inside arms linked, outside hand on hip. Runner reaches safety by hooking on to an arm, thus securing a partner. The other partner must drop off to be chased. If caught before reaching safety, then the runner becomes IT. If the runner is constantly evading the chaser, the supervisor can call "Switch!" which, means that now the runner is the chaser.

This game can also be played in a more confined circular area with a very large group. The IT is in the middle of the circle along with the person being chased. In order for the person to avoid being caught he may link elbows with someone forming the circle. The runner is now on the other side of the person with whom the old runner linked elbows. Epidemic Tag See "Sticky Fingers"

Follow Tag

Ask all players to find a partner. One person in each pair is the "leader" and the other is the "follower". The follower must follow as closely as possible (without touching) the leader. The instructor may control the form of locomotion by asking them to skip, walk, run, hop, etc. or the leader may be given the option of choosing or changing the form of locomotion as he chooses with the follower being obligated to do the same as the leader. The leader tries to make it difficult for the follower to follow. And it's always fun to stop abruptly.

Frozen Tag

Children scatter in a designated area of the park. Two children are IT. When the others are touched by IT, they freeze. A frozen person may become unfrozen by one of the other children crawling through his legs. The object is to try to unfreeze people as fast as they are frozen. If you are frozen 3 times then you also become an IT.

Follow Tag

Ask all players to find a partner. One person in each pair is the "leader" and the other is the "follower". The follower must follow as closely as possible (without Touching) the leader. The instructor may control the form of locomotion by asking them to skip, walk, run, hop, etc. or the leader may be given the option of choosing or changing the form of locomotion he chooses with the follower being obligated to do the same as the leader. The leader tries to make it difficult for the follower to follow. And it's always fun to stop abruptly!

Hip

One player is IT. Any player that IT tags becomes IT's helper. The Helpers must try to catch those not yet caught and hold them until IT can come to tag them. They signal to IT that they are holding someone by calling "HIP! HIP!"

Hug Tag

A player is safe from being tagged only when they are hugging another player. For more hugging, propose that only three children hugging are safe, then four, then five.....

Imitation Tag

Simple tag but with the manner of locomotion set by the chaser. The chaser may change his manner of running to hopping, skipping, crawling, crab walking etc. and all players must imitate his style.

Immunity Tag

There is a number of variations of this game, however the general structure is as follows: Play is the same as simple tag except that those that are being chased can make themselves immune by doing some predetermined activity which gives them immunity. Beginner gymnasts for example may be able to make themselves immune by balancing on one foot. For more advanced gymnasts it may be doing a handstand. IT is not permitted to guard the immune person, for example

waiting until the person comes down from the handstand. NB. you can only be immune 3 times then you are IT.

Jump

The Shot One person in the centre swings a long rope in a circle while holding it low, this person may vary the speed he swings it. Everyone must jump over it to stay in the game. When touched by the rope that person must drop out of the circle.

Line Tag

This is played on a gym floor or similar area on which lines are marked. The game continues as simple tag with the restriction that chaser and chased must run on the lines. To go off the line means you become an IT.

Mount Tag

A man to be safe must be mounted on the back of another player. Then both horse and rider are safe. Partner Tag Divide the group into pairs. Partners decide who will be it and who will be the runner. When the leader says, "Go", partners begin to run around, then its trying to tag the runners. When a partner tags the other, they switch roles.

Serpent Tag

Four players link their arms together forming a chain, these people are the serpent. The serpent runs around and tries to catch as many players at one time as it can by forming a circle around them. As soon as one or more of the players is circled by the serpent, they must link arms with the others in the serpent and help capture the remaining players.

Shadow Tag

One player is chosen to be it. The object of the game is for the person who is it to try and tag another player by stepping on his or her shadow. Define boundaries. When the person who is it steps on someone's shadow, he or she shouts "Sun Tag!". The player whose shadow was tagged becomes the next person to be IT, but that player must stand still for three counts before chasing the shadows.

Spoke Tag

A bicycle wheel picture is drawn or taped to the floor, the players are not allowed to move off of the spokes, and the IT must also move on the spokes. When a player is tagged, they become IT. There is also a ball that may be thrown around amongst the players, when a player has the ball, they are safe from IT. Triangle Tag The group needs to be split into groups of four. Three people hold hands. One player in the triangle is chosen to be chased. The person who is not in the circle is "it" and chases the person. The other two people are the chased person's shield. Keep changing roles.

Piggyback Tag

Play is same as simple tag but players are in pairs with one mounted on the other's back.

Simple Tag

Players are free to run anywhere they wish. One player (or more if desired) chases the other players. If he succeeds in tagging a player the tagged player becomes the chaser and the game continues without interruption. **Rhythm Tag** While the music plays (or the leader sings), campers walk around the area. When the music stops, the players should stop moving. Without taking a step, the players must try to tag another player. Two people can not tag each other, therefore the first tag counts. All the players that were tagged must make another movement when the music starts again. (hopping, crawling etc) Each time the music stops, those previously tagged try to tag those who have not been tagged. Walkers may also try to tag each other. The winner is the last walker remaining untagged.

Tent Erection (cooperative)

Equipment: tents, blindfolds Object: To erect a tent within a given time period to house all members of the group. Rules: All members but two are blindfolded. Seeing people may not move, nor may they call people by their proper names. Considerations: Tent must be large enough to house all members of the group. Different types of tents within the same bag makes for added confusion and laughs. Setting: "A new type of bomb has been dropped blinding all the people in the world except for 2 - you and you - unfortunately these 2 people are paralysed. You can all regain your sight and movement by getting into these super special tents within a short time. Once inside don't touch the walls! Time is short and of essence! Go!!

The Thicket Game (active)

You obviously need a thicket or a forest for this game. Blindfold one person to be the predator. The predator counts to 15 slowly while the others hide. The hiding players must be able to see the predator at all times. The predator can not move location but can swat and turn. The object of the game is for the players to try and get as close to the predator as possible without being seen.

Things (passive/back-pocket)

Decide on 4 letters of the alphabet, then divide the group into 4 groups and they must write down, all the objects in the room starting with that letter.

Things aren't what they seem (passive)

Equipment: Several household articles - cutlery, hairpins, plastic jewellery etc. Each child must choose an object, study and make up a story about it. The story must not be typical of the object, but must be a new and different use for it. Example, (Hairbrush) this may look like a hairbrush but what it really is a toothbrush for a giant. Since there are no giants left in the world and haven't been for some time, there are very few of these toothbrushes remaining.

Thrill of a Lifetime (cooperative/passive)

This is a fantasy game that makes the whole group work together to achieve a common role. Each person is asked to write down their "thrill of a lifetime" on a piece of paper and place it in a bowl or a hat. Draw one or more of these papers (depending on time) and challenge the group to create this "thrill of a lifetime" within a certain time limit. This activity also uses the creative time limit.

Thumper (circle/passive)

The players sit in a circle. The leader instructs everyone to select a different Indian sign. Examples: - Rain in the face (hand held above brow, fingers twiddling) - Bow and arrow (arms extended as if holding bow and shooting arrow) - Drums (hands tapping on an imaginary drum) - How! (hand upheld, palm forward) - Teepee (formed with hands, fingertips touching) - Feathers (two fingers held up behind head) - Swimming (swimming motion) etc..... One player starts by telling what he is and suits the action to the words. For instance, "I'm drums" and pretends to beat. Going around the circle each player tells what he is. Then all start clapping hands on knees in a rhythmic beat. Leader (in rhythm): What's the name of the game? Players: Thumper! Leader: How do you play it? Players: You thump! The leader gives his own signal and follows it with someone else's sign. Each successive person does his own and then another one action.

Tiddly - Button Golf (moderate)

Equipment: 9 small cat food/tuna fish cans. Take the label off the can and put a number on it from one to nine. Large button and a small button for each player. Buttons must be flat. Set out the cans like the 9 holes of a golf course. Keep 2 or 3 feet between the cans. Try to shoot the small button into the cans by pressing on the edge of it with the larger button. Start from the tee off spot and shoot for can number one. After you get the button in this can, take it out, put it next to the can and try for can number two. Count one point for each shot it takes to get the button in a can. The player with the lowest score wins.

Toe Fencing (active)

Players are divided into pairs. Players face their opponent holding hands. They then try to tap the tops of each other's toes with their own. When one player scores three hits, it's time to switch to a new partner.

Toeies (cooperative)

Partners lie stretched out on the floor, feet to feet, or big toe to big toe, and try to roll across the floor with their toes touching all the time.

Togeth-air Ball (cooperative)

See "group Juggling"

Toma Hawk Snatch (active)

The children form two straight lines, six feet apart, with a bean bag, or tomahawk, etc. in the middle. Number the children from opposite ends so that the highest number of one team is opposite the lowest number of the other team. Leader calls a number and the who players of that number run forward, try to snatch the tomahawk and return to their place without being touched by their opponent. If he succeeds he scores a point. If the opponent tags him, then that team gets a point.

Touch Blue (cooperative/circle)

The game begins with everyone in a circle. The leader will call out, "Touch Blue" and everyone must touch something that is blue. (someone's shorts, piece of a shirt) Colours can be added on and different body parts can be specified.

Trivia and a Geographical Map

Size of Group: 2-10 people

Equipment: A puzzle of a map (U.S.A., International, Continental, State)

Objective: The patients to gain an increased knowledge of various geographical areas through trivia. The patients will increase group socialisation skills and ability to work with others.

Description: There is a puzzle of a map and the pieces should not be inserted. The therapist should ask the patient about a certain place on the map. In order for the patient to place the piece in the puzzle, they must tell you one fact about that place. The fact can be a city, a capital, the home of a sports team. It is important to leave the door open and be flexible. There is no point system involved or external rewards. This game will continue until the puzzle is completed. This game is fun and educational. You can explore different avenues for the trivia. The trivia can be capitals, cities, towns, birds, sports teams, etc.

True and False (active)

The player are divided into 2 equal teams standing on either side of a centre line. One of these is the "True" team and the other is the "False" team. Each team has a goal on either side of the centre line. When the leader gives a true statement, such as "Grass is Green", the true players run for their goal, chased by the false team. If tagged, the members of the true team become members of the false team run for their goal. The team that has the most players at the end of the playing time is the winner.

Trust Fall (cooperative)

Group forms tight circle around person who stands straight and stiff as a log. The group gently moves that stiff person around taking care to be gentle. The Purpose is for the individual to gain trust. Once comfortable, the person in the centre closes their eyes. Everyone in the group should try this. The next step is to have 3 people of the same relative size match up. Two people stand behind the other and act as catchers. The 'Faller' is to remain stiff as a log and fall backwards. The catchers first stop the fall after a drop of a foot or so and then straighten the individual up. The faller falls again and the catcher let him fall a little further than before. Continue several times and rotate positions.

Tunnel Race (active/circle)

Two circles of equal numbers of players are formed, and one circle stands outside the other. Inside circle turns around so that they are facing the outside circle and each member of the circles takes the person opposite them as their partner. Each pair in the circle has formed into a tunnel, IT walks through the tunnel and tags any pair, then sits in their position. The pair runs through the tunnel in opposite directions until they return to their home position. The last person to return home is IT for the next game.

Twelve feet off the Ground (cooperative)

Object is to get the whole group 12 feet off the ground. Timed event, easy solution is to lift 12 feet off the ground.

U

Ultimate Frisbee (active)

This game is a modification of football. There are two teams and instead of a football a frisbee is used. The object of the game is to get the frisbee across the end zone. Players may not run with the frisbee. The only way to get a turnover is to drop the frisbee or to intercept. This is a non-contact game.

Ultimate Foxtail (active)

The same as ultimate frisbee but a foxtail is used. You can easily make a foxtail by putting a tennis ball inside a nylon. For older campers, make sure you use the rule that you may only catch the foxtail by its tail and not the ball. Younger campers may catch it by the ball.

Uncle Sam (active)

The person who is IT is situated in the middle of the playground and the others are lined up in a long line at the side. The object of the game is to get across to the other side of the playground without being caught. The children at the side call out "Uncle Sam, Uncle Sam, may we cross your river dam?" The leader answers "Yes you may, yes you may, if you're wearing green today!" Those who are in green attempt to cross to the other side without being caught. If you are caught you must help catch the others when new colours are called.

V

Vampire (active)

To start, everyone closes their eyes (vampires roam only at night) and begins to mill around. You can trust the referee to keep you from colliding with anything but warm living flesh. However, you can't trust them to protect you from the consequences, for he is going to surreptitiously notify one of you that you are the vampire. Like everyone else, the vampire keeps their eyes closed, but when they bump into someone else, there's a difference. She snatches him and lets out a blood- curdling scream. He, no doubt, does the same. If you are a victim of the vampire you are a victim of the vampire, you become a vampire as well. When two vampires feast on each other, they transform themselves back into mortals.

Viking (circle/passive)

All of the players sit in a circle. One person starts as the viking by putting their fingers at their side of their head like horns on their hat. This viking passes the role of being a viking by pointing their horns at someone. If you are pointed at, you become a viking (horns and all) and the person on the right has to start paddling to the right and the person on the left has to start paddling on the left. The last person of the threesome to assume their position is out. The rest of the players slap their legs during the game in a constant rhythm.

W

Wacky Walkers (active)

Equipment: A frisbee or a paper plate for each pair of players. Divide group into pairs. Give each pair a frisbee or a paper plate. Mark a start and finish line. Pairs line up at the start line. Partners hold their plate or frisbee between them. The object of the game is to race to the finish line as fast as possible while stepping over the frisbee or paper plate, one foot at a time, without letting go of it. When the leader says, "Go", partners twist and turn each taking a turn to step. Although this is not difficult to do, it can be confusing so players should start off slowly. Players that let go of their frisbee must go back to the line and start again.

What's Missing? (passive)

Have a tray with a number of different objects (ie. pens, crayons, scissors etc...). Have the children study it for 30 seconds, then cover it up and remove one article. Rearrange the objects, and show it to the children again. The first child to guess what is missing gets to organise the tray for the next time.

What Time is it Mr. Wolf (active)

The children line up at one end with Mr. Wolf at the opposite end of the playing area with his back to the rest of the group. The children advance together asking, "What time is it Mr. Wolf?". The wolf responds with any time (for each hour the children take one step forward. ie. 2 O'clock is 2 steps forward) but when he calls "Dinnertime", the children must run back to the starting line without getting caught by the wolf. If the wolf catches someone then that person also becomes a wolf. The last person left wins.

Who am I? (moderate/icebreaker)

Each person has pinned on his back a picture or name of a famous person. By asking questions to the other people that can be only answered "yes" or "no", he must figure out who is on his back.

Will You Buy My Donkey? (circle/passive)

The players should be sitting in a circle. One donkey and one donkey seller should be in the centre of the circle. The donkey seller will try to sell their donkey to those in the circle. The donkey seller will choose one person and ask them, "Will you buy my donkey?" The players in the circle have to answer "no thank you" with a straight face. Then the seller will say, "My monkey can do cool things like..." The donkey has to try and do the things that its seller says it can do. (ex. tap dance, do a somersault, sing a song...etc.) The players in the circle have to say "no thank you" without laughing. If the person laughs, they become the donkey, the donkey becomes the seller and the seller gets to join the circle.

Wink (passive)

Players are arranged in partners, one squatting and one kneeling behind the circle. One person is it. He winks as unobtrusively as possible at one of the seated persons who try to get to it before his partner can prevent it by placing his hands on the person's shoulders. Guards must keep their hands by their sides except when they wink at their partners.

Witch

You need a witch, a mother, a babysitter and at least two children. The mother says to the babysitter:

"I'm going downtown to smoke my pipe, and I won't be back until Saturday night. And don't let that witch take any of my children!"

Then as she walks around the outside of the house (or yard) the witch comes to the door to "borrow" a cup of sugar. While the babysitter is getting it, the witch "bribes" a child to come with her and they leave for the witch's house. The mother comes home and gets mad at the babysitter, but this doesn't stop her from going out again. Repeat the same game until all children have been "kidnapped". The babysitter follows the witch with the last child but also gets kidnapped. The witch then gives each child a new name, which will be a category (IE colours, fruits, cereal, etc). The mother comes to the witch's house and has to guess the new names of her children before they can go home!

X

Y

Yankee Doodle Cracker (passive)

This is a game for two teams of at least four players on each team, and a referee. The referee gives everyone a cracker. As soon as he blows a whistle, or, "calls on your mark, get set go!" the first person on each team eats his cracker and tries to whistle "Yankee Doodle Went to Town". As soon as he has succeeded the next person does the same. The first team to finish wins.

Ying Yang Yoo (passive)

This game should only be played by older campers. Each word has a separate action. Ying: hand on top of head, pointing in one (either left or right) direction. Yang: hand under chin pointing in one direction. Yoo: Regular pointing action. These three words may only be spoken in the correct order, it always must be Ying Yang Yoo. The first person starts and says Ying, doing the motion. If they point to the left then the person to the left must respond Yang, also doing the motion. The person that was pointed at must say Yoo and point to anyone in the circle. That person then starts again by saying Ying.

Z

Zip Zap (passive)

It points to a person in the circle repeating the word "zip" or "zap" and counting to five. If they say "zip" the person must reply with the name of the person on his right, "zap" he must reply with the name on his left. If he is wrong then he goes into the centre of the circle.

Zoom Schwartz Pifigliano (passive) *for older campers**

Players sit in a circle on the ground. The first person starts by looking at someone and saying Zoom. That person may then look at someone else and say Zoom. Whenever you say Zoom, you look at the person who you are Zooming. If you want to send the Zoom back to the same person, you must say Schwartz, but you may not look at the person. That person then has the option of Zooming it to a new player. However, if the player wants to get the same person back again then they must say Pifigliano. It is a pure concentration game and a lot of fun, but do not expect campers to get it the first time they play it.