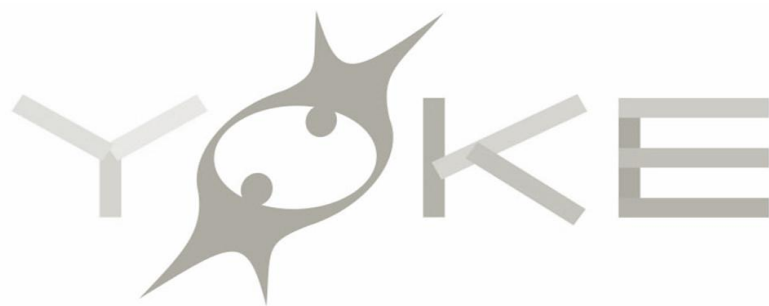


CLUB IN A BOX



Clubs are high energy and fast paced. Here are some ideas for your school's weekly clubs.

TABLE OF CONTENTS

'80s	Relay
American/Patriotic	Science
Army	Sports
Backwards	Star Wars
Balloon	Superhero
Banana	Thanksgiving
Baseball	Toilet Paper
Basketball/March Madness	Twin/Double
Beach	Valentine's Day
Birthday	Wacky/Tacky
Candy	Water
Cardboard Box	Western
Celebrity/Rock Star	
Christmas	
Circus/Carnival	
Clothespin	
Color/Crayon	
Decade/Old School	
Dinosaur	
Disney	
Easter	
Elderly/Granny and Grandpa	
Farm/Animal	
Football/Superbowl	
Halloween/Costume	
Hillbilly/Redneck	
Hula Hoop	
Kindergarten	
Messy	
Newspaper	
Ninja/Pirate	
No Supply #1	
No Supply #2	
Noodle	
Olympic: Ice Cream Olympics	
Olympic: Individual and Team Games	
Pajama	
Ping Pong	

'80s CLUB

Songs: 1. YMCA
2. Don't Stop Believin'
3. Y-O-K-E

Games:

Musical Chairs: Set up chairs in a circle. Have a lesser number of chairs than participants. Play the music and have the kids walk around the chairs. When the music stops (or the whistle blows) each kid must find a chair. The kid(s) who do not find a chair are out. Keep removing chair(s) until there is a winner.

Supplies: Music & something to play it on (or use a whistle)

Hula Hoop Contest: Have the kids Hula Hoop and see who can do it the longest. You may have to do tournament style if you don't have a lot of Hoops.

Supplies: Hula hoops

Relay: Oompa-Loompa Side Step: This relay is run in pairs. Divide group into teams, then have kids pair off. The pair must hold each other's elbows while spinning and jumping toward the finish line. Then they have to return to the start area in the same way. First team finished is the winner.

No Supplies Needed

Electricity: The group sits in a circle holding hands while someone sits in the center. The game begins with YOKE Folk saying that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbor, who then sends it to the person next to them, and so on. 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.

No Supplies Needed

Decorate the YOKE Folk: Dress the YOKE Folk in '80s clothing.

Supplies: '80s clothing/decorations

Skits/Stunts:**The Plight of the Teenage Mutant Ninja Turtles**

People Needed: 1 narrator, several actors (optional)

Supplies Needed: none

The story is read, and when certain words are said the kids will respond with a phrase or noise. YOKE Folk can act out the story as a melodrama, or the narrator can just read it.

AMERICAN/PATRIOTIC CLUB

- Songs:**
- | | |
|---|---|
| 1. American the Beautiful | 2. God Bless the U.S.A |
| 3. The Star Spangled Banner | 4. My Country 'Tis of Thee |
| 5. Any military branch theme song (play as kids are arriving at club) | **Vary these songs by using funny voices or motions |

Games:

Relay: Dizzy Bat: Divide the group into teams. A baseball bat is placed some distance out in front of each team. Each player must run to the bat, stand the bat upright on the ground, place their forehead on the bat, circle the bat ten times, then run back and tag the next person in line.

Supplies: Baseball bats

Bucketball: This is a kind of basketball that can be played with any type of ball that bounces and a couple of large containers such as laundry baskets, bushel baskets, or large wastepaper baskets. Place the baskets (goals) about 60 feet apart (less if necessary because of space). Divide kids into two teams and play, using basketball rules. No points are scored if the ball does not remain in the basket or if the basket turns over.

Supplies: Bucket/basket, ball that bounces

Capture the Flag: Players are divided into two equal teams. A central dividing line and boundary lines for each side are established. Each team may appoint a captain. Each team hides its flag in its own territory so that the flag is clearly visible and reachable. Each team chooses a “jailer” and an area to be the jail. Everyone else is assigned roles in accordance with the strategy of the team – common roles include scouts, distracters, and territorial guards. These can be appointed by a captain, or decided on by the players. Each team, in accordance with their strategy, sends players into the opposing team’s territory in attempts to find and capture the flag. If any player is tagged by an opponent in their territory, he must go to the jail of the opposing team. A jailed player can be set free by a member of his own team safely reaching the jail and tagging him. Neither player is safe from being captured until they return to their own territory. When a player safely captures the other team’s flag and brings it back to his own territory, his team wins.

Variations:

- (1) Establish a ‘neutral zone’ between territories where no one can be captured.
- (2) Players set free from jail are guaranteed safe return to their own territory. However, they may not attempt to capture the flag on their way back to their own team. The player who came to free them from jail is not guaranteed safe return, however.

Supplies: Two “flags” (can be bandanas, scarves, or other objects)

Longest Baseball Toss: See who can throw the baseball the farthest.

Supplies: Baseballs (or other ball)

Skits/Stunts:

Theme Park Fun

People Needed: 5-6 kids

Supplies Needed: chairs

Take 5-6 volunteers to an isolated room. Tell them that they are acting out their first roller coaster ride. Put enough chairs in a row in front of the other students so it looks like a roller coaster. While you are telling the volunteers that story, tell the other youth who will be watching that the volunteers will be acting out their first potty training experience. Afterwards tell them all what they were instructed.

ARMY CLUB

- Songs:**
1. I'm in the Lord's Army
 2. Any military branch theme song (play as kids are arriving at club)

Games:

Icebergs Ahead: Explain that the group must get on the ship (blanket/ tarp) because the water is cold and everyone must survive the ocean voyage. Lay the blanket on the ground and have everyone get on board. Set a time limit for everyone to get on the boat. The blanket should be big enough for everyone to get on the blanket without too big of a challenge. Next inform them that their boat has hit an iceberg and that they were all thrown off the boat. While the team is waiting to see if their boat made it, they must walk in a circle around the boat. While the team is off the boat, fold the blanket smaller and tell them when they can get back onto the boat. This time, not everyone will make it, and they are "lost to sea" and are out this round. Repeat this several times until only one player is left.

Supplies: blanket/tarp

Relay: Army Man Shootout: Line the kids up into teams. Turn tables long ways about 10 feet from the front of the lines. Set up plastic army men at one end of the table and put a water gun at the other end. Have the kids run up and shoot at the army men with the water gun and try to knock them over. When the kid knocks one over, they can run back and sit down at the end of the line. The first team to finish wins. Be careful with the water and make sure that the kids are not running on a wet floor.

Supplies: plastic army men, water guns, water, tables

Cross the River: Make a "river" with jump ropes. Divide the kids up into teams of three or four and give them items such as carpet squares, jump ropes, Frisbees, etc that they must devise a plan to get their entire team across the river without getting wet (or touching the ground).

Supplies: various objects – carpet squares, jump ropes, Frisbees, scraps of cardboard, etc.

Hurdles: Before the meeting, build little "hurdles" out of Popsicle sticks or small pieces of wood and paint them with sharpies so that they look official. (Make enough hurdles so that you can replace any broken hurdles). Tie each competitor's knees together and have them run the course of Hurdles. Time each contestant and add 5 seconds for each hurdle knocked over and 20 seconds for each one broken. The contestant or team with the shortest time wins.

Supplies: pre-made hurdles out of Popsicle sticks or small pieces of wood, stopwatch

Musical Squirt Gun: Have the group sit in a circle either in chairs or on the floor. Pass a squirt gun around the circle until the music stops or the leader says stop. The person who is holding the squirt gun must leave the game, but before he does he can squirt the person on his left or right twice or one each. The person who is out removes their chair and the game begins again. The last kid remaining wins.

Supplies: water guns, water, chairs (optional), music (optional)

Skits/Stunts:

Soldier in the Battlefield:

People Needed: 1-2

Supplies Needed: soldier attire

A person in battle dress falls on the ground moaning that he is about to die. Nurse keeps saying she/he needs the soldiers name to tell his mother. The soldier replies with his last breath that his mother already knows his name.

BACKWARD CLUB

- Songs:**
- | | |
|---|--|
| <p>1. Roah-Pha Roah-Pha</p> <p>3. Praise Ye the Lord/Alleluia (standing back to back)</p> | <p>2. The E-L-B-I-B</p> <p>**Can use any silly song backward or mixed up for this club, just be sure to make a poster!</p> |
|---|--|

Games:

Tag: Back-to-Back: Arrange all kids except one in pairs, standing back to back with their elbows locked. They are scattered at random over the play area. When "It" calls, "All change!" each kid must find a new partner and hook elbows with him/her. At the same time, "It" tries to find a partner. The kid left without a partner becomes the next "It."

No Supplies Needed

Relay: Back-to-Back Run: The kids find partners, stand back to back and link elbows. Their challenge is to run to a spot and back, one frontward, the other backward. To return to the start point after reaching the given spot, they don't turn around but merely switch roles.

No Supplies Needed

Backward Trip Race: This is run in teams of three, the central player facing forward. The other two, with arms linked, facing backwards. The first team to finish intact wins.

No Supplies Needed

Backwards Kickball: Play regular kickball, but run to 3rd base first.

Supplies: kickball, cones/bases

Back-to-Back: This is the game where you start out with groups of two people sitting back to back and they have to stand straight up without using their hands. Add one person every time they stand up successfully.

No Supplies Needed

Relay: Balloon Crab Walk: Have one balloon on the floor for each player. Each player has tape (packaging tape works best) around his/her waste with the sticky side facing out. Players are divided into teams. Players crabwalk one at a time down to the balloons on the floor, pick up the balloon with their tape, pop the balloon, and crabwalk back to their team. The first team finished wins.

Supplies: balloons, packing tape

Tag: Reverse: First you choose who is "it." Then the people that are NOT IT count to five while the person that is "it" runs away. Then you go after "it." Then when you tag him you become it then you have to run from everyone. (It is the same concept as is regular tag but backwards, thus the name.)

Crush and Chug: Crush empty cans, then let kids chug new ones. Leaders can follow up with a YOKE Folk crush if you want.

Skits/Stunts:

Two Burglars Skit

People needed: 1-2 cops, 2-3 robbers, 1 victim (must be light)

Supplies Needed: lots of coins

The cops are watching a video over and over to see what happened during the course of a robbery. They play the tape slower and slower until they finally see what really happened.

BALLOON CLUB

Songs:

Games:

Balloon Stomp: Balloons are tied around each player’s ankles with a piece of string (or attached to their shoe by a rubber band works best). The string should be about ten inches long. When the game begins, players try to stomp and pop everyone else’s balloons while trying to keep his from being stomped. The last person with a balloon is the winner.

Supplies: balloons, string

Relay: Balloon Pop: Divide kids up into teams. Each team member runs down to a chair, pulls out a already blown up balloon, and sits on it until it pops.

Supplies: balloons, chairs (optional)

Balloon Pop Variation: Same as the above game, but you add a piece of paper to each balloon. Kids pop the balloon and have to do what the paper says.

Some examples are...

- Run around the chair 5 times while continuously yelling, The British are coming, The British are coming.
- Run to the nearest person on the other team and scratch his head.
- Run to the nearest adult in the room and whisper “you’re no spring chicken”
- Stand on one foot while holding the other with your hand, tilt your head back and count 10,9,8,7,6,5,4,3,2,1 Blast OFF!
- Take your shoes off put them on the wrong feet and then tag your nearest opponent.
- Sit on the floor, cross your legs, and sing the following: “Mary had a little lamb, little lamb, little lamb, Mary had a little lamb; its fleece was white as snow.”
- Go to the last person on your team and make 3 funny faces, then return to the chair before tagging the next person.

Supplies: balloons, pre-made slips of paper with instructions, chairs (optional)

Relay: Balloon Sweep: Players must maneuver a balloon around a goal and back using a broom (or fun noodle), sweeping the balloon along the floor.

Supplies: balloons, brooms/noodles

Keep it Up: Divide kids into teams of 6-12 people. Each team has a bag of 8-12 blown-up balloons. Each team starts with one balloon trying to keep it in the air the longest. Balloons are added to each group one at a time. (So each team will have two balloons at the same time, three, etc.) Players cannot catch or hold a balloon. Players may not hit the balloon twice in a row. When your team’s balloon touches the ground, it counts as a point against that team. The team with the fewest points at the end wins.

Supplies: balloons

Relay: Balloon Blow: Divide players into teams. Each team has a blown up balloon. The first player on each team tries to keep his/her balloon in the air by blowing it. They cannot touch the balloon. They do this moving the balloon down to a designated spot (such as a chair) and turn and come back tagging the next person in line. The first team to finish wins.

Supplies: balloons

Relay: Balloon Stuff: Divide kids into teams. Each team designates a kid to wear oversized clothes (pants and shirt...sweat suits work best). If the YOKE kid is a girl, then a YOKE Folk girl needs to stuff the balloons and vice versa. Remaining team members then blow up as many balloons in the time allotted to stuff in the kids clothes. When time is up, YOKE Folk take a pen to pop the balloons counting them as they pop. The team with the most balloons wins.

Supplies: balloons, oversized clothes, pen

Balloon Break: Divide the students into groups of two and put a balloon between the small of their backs while they stand back to back with their arms locked at the elbow. The winner is the team who can break the balloon first without using their hands or feet.

Supplies: balloons

Balloon Contest: Each student receives an inflated balloon which he/she throws into the air and tries to keep afloat as long as possible. While keeping his/her own balloon in the air, he/she tries to beat other balloons to the floor. The object is to see whose balloon will stay in the air the longest. When a person's balloon touches the floor, he/she is out.

Supplies: balloons

Balloon Basketball: Try to bat a balloon into the basket (a box, trash can, etc.). Everyone is playing on their knees. No one can move while holding the balloon. You may pass and block shot attempts. Each team is trying to score goals. After a scored goal, the other team gets the balloon. First team to five points wins.

Supplies: balloons, box/bucket

Skits/Stunts:

Penny Funnel

People Needed:

Supplies Needed:

Get several volunteers from the audience, including a YOKE Folk. Arrange them in a line. One by one, the contestants compete to see who can get 5 pennies from their forehead to a funnel stuck in the front of his/her pants. The last person gets a surprise.

BANANA CLUB

- Songs:**
- | | |
|-----------------------|--------------------|
| 4. Apples and Bananas | 5. The Banana Song |
| 6. The Name Game | |

Games:

Banana Beauty Contest: Give each group a banana, tape, scissors, and a magazine. Have the kids cut faces, clothes, shoes, etc. out of the magazine and tape it to their banana. The banana with the prettiest or most creative makeover wins.

Supplies: bananas, tape, scissors, magazines (make sure appropriate for kids)

Banana Feet Race: Line kids up in a straight line facing forward, sitting down. The first kid will pick up the banana with his feet and pass it behind him over his head. The banana will be passed all the way to the back. Whoever gets to the back first, wins!

Supplies: bananas

Banana Surgery: Each team is given a banana, a plastic knife, and several toothpicks. Within an agreed time limit, each team performs Open Banana Surgery by carefully peeling the banana and cutting it and then stitching it back together with toothpicks. The team must tell the group what type of surgery was performed, what was removed, etc., and how they stitched it back up. The team with the most creative story wins.

Supplies: bananas, plastic knives, paper plates, toothpicks

Paper Bag Skits: Divide the kids into several groups. Give each group a bag of random items (with a banana included) and 10 minutes to make up a skit. Then have the kids perform their skits for the group.

Supplies: bananas, random items

Relay: Pass it down: Line up two rows of chairs facing each other. Make sure that you have an even number in both lines, and that every kid has a chair. Give the first kid on each team a bottle of water that is opened. Each team passes the bottle down, and every child MUST touch the bottle. The last kid in the line gets up and runs to the first chair, while her team is scooting down. This continues until everyone is back to the original starting position. They must keep more than half of the water in the bottle.

Supplies: bananas, chairs (optional)

Skits/Stunts:**Banana Store:**

People Needed: 2

Supplies Needed: none

A customer keeps asking for bananas and the store clerk keeps getting frustrated because he doesn't have any. Store clerk says he's going to nail his feet to the floor so customer asked if he has any nails before asking for bananas again.

Magic Bandana

People Needed: 2

Supplies Needed: one bandana & one banana

A magician is teaching a "goofy" person a new trick. This can be a very funny skit because the magician is using a bandana and the other person misunderstood and is using a banana.

BASEBALL CLUB

Songs: 1. Take me out to the ball game

Games:

Relay: Dizzy Bat: Divide the group into teams. A baseball bat is placed some distance out in front of each team. Each player must run to the bat, stand the bat upright on the ground, place their forehead on the bat, circle the bat ten times, then run back and tag the next person in line.

Supplies: plastic baseball bats

Relay: Dizzy Bat Gauntlet: Have your group stand on the outside of 2 lines of parallel cones about 15 feet across. Every person on the outside of the cones is equipped w/ 2 water balloons; these are your "throwers." Select people to act as "runners," their job is to run through the "throwers" as fast as possible to the end without being hit by balloons. Here is where the fun comes in; the "runners" must first spin around a baseball bat 10 times before running the gauntlet. The object is to be the person or group to get hit the least upon completion. This requires a judge to count the hits taken.

Supplies: pre-filled water balloons, plastic baseball bats, cones or field marking paint

TwoPing: This is a game of Baseball using a ping pong ball and ping pong paddles. Don't forget to use something to determine the bases. Same rules of Baseball apply.

Supplies: plastic baseball bats, ping pong balls, bases/cones/tape

No Hit Baseball: Same rules as baseball, but you run after each pitch whether you hit the ball or not. Use the same pitcher for both teams (perhaps a YOKE Folk)

Supplies: cones/bases (or tape), whiffle ball bat, ping pong balls

Marshmallow Baseball: First, you mark bases on the floor with tape. To play, you need a bag of marshmallows and a spatula. Pick teams, and play the game like regular baseball, the only difference being that you use the spatula for a bat and the marshmallows for a ball. As a twist, you have to be on your knees.

Supplies: spatulas, large marshmallows, bases/cones/tape

Egg Baseball: Select an even number of kids to participate and divide them into two person teams. Give each team a dozen eggs and a baseball bat. One kid pitches, the other bats. Team with most hits wins. This is better to do as a demonstration with a few kids.

Supplies: eggs, plastic bats

Skits/Stunts:

Who's on First?

People Needed: 2

Supplies Needed: none

This skit involves a lot of confusion about the English language and the names of baseball players. It is long and requires a lot of practice.

Four Corners Basketball Trivia: Play like regular four corners but instead of calling numbers, you ask trivia questions. The four corners need to be designated as four multiple choice answers (e.g. Michael Jordan, Shaq, etc.). Create questions ahead of time. The kids will go to the corner they think is the right answer. If they get it right they are still in the game. If they go to the wrong corner, they are out. This of course can be adapted in a variety of ways to fit club and add your own creativity.

Supplies: pre-made multiple choice trivia questions

NBA Challenge: This game works best when students are allowed to team up and compete in groups. Hand out a copy of the “NBA Challenge” given below.

NBA Challenge

1. Fish hate getting caught in these.
2. It doesn't feel good when you do this while shaving.
3. This team loves numbers.
4. A prehistoric meat-eater.
5. Don't wear red around these guys...
6. This team could possibly be found in the engine of a car.
7. Birds of prey
8. You might try to find some shade to avoid this.
9. Pulling a bunny out of a hat.
10. Be careful you don't get put under his spell.
11. Lions, Tigers, and _____, oh my!
12. Old cowboys wore these on their boots.
13. You might find these in chicken or gold.
14. What you might call guys that go into battle.
15. The earths power supply.

Give the student teams about 2 minutes to get as many done as possible. When time is up, grade the groups and award prizes to most correct.

Answers:

- | | | |
|------------|-------------|---------------|
| 1. Nets | 6. Pistons | 11. Grizzlies |
| 2. Knicks | 7. Hawks | 12. Spurs |
| 3. 76ers | 8. Heat | 13. Nuggets |
| 4. Raptors | 9. Magic | 14. Warriors |
| 5. Bulls | 10. Wizards | 15. Suns |

Supplies: NBA Challenge worksheets (1 per team), markers/pens

Skits/Stunts:**Basketball Tryouts**

People Needed: any number

Supplies Needed: varies depending on choice of characters

Each person has character (coach, assistant, star athlete, hillbilly, girly-girl, hypochondriac or germ phobic, nerd, etc.). The coach is holding basketball tryouts and participants do silly, funny things based on their character.

Shooting Contest

People Needed: any number, but recommend 3 girls and 3 boys

Supplies Needed: 2 boxes with holes (1 covered with plastic wrap) and 2 small, foam basketballs

This is a "shooting contest" before a big basketball game. We had decorated 2 boxes and used 2 little basketballs. Only, we covered the boys' box with plastic wrap!!

BEACH CLUB

Songs: 1. Baby Shark 2. Surfin' USA

Games:

Beach Volleyball: Line up chairs (only one chair high) in a row to use as a net. Have the chairs face alternating directions across the net. Play with a light weight beach ball and use volleyball rules except for each side can hit it as many times as they wish as long as it doesn't hit the floor. You can play off of anything in the room except the floor. No spiking. If the ball lands on one of the chairs being used as the net, you hit it until it goes across on one side. Don't play with more than five people on each side of the net. If there are more than 10 kids, play two or more games.

Supplies: chairs, beach ball

Limbo: Set up a limbo pole and see just how low the kids can go. For some added excitement, add some shaving cream on the pole.

Supplies: limbo stick (can use a jump rope), beach music/boom box

Lick and Stick: In groups of two, give each person a lifesaver (the fruit-flavored ones, not the minty ones). After you count down from five, one at a time the kids will lick the lifesaver and stick it to the YOKE Folk's face. If one falls off, he/she can pick it up and lick it and stick it on again. First team to have the entire pack sticking to the YOKE Folk's face wins. (Or give teams a time limit; then if more than one pair gets their entire pack on the YOKE Folk's face, judge the winner by how long beyond the time limit the lifesavers stay stuck to a face.)

Supplies: lifesavers

Tag: Shark and Octopus: Everyone begins the game as an octopus and stands on one side of the playing field. One person is chosen to be a shark and they will stand in the middle of the playing field. Play begins when the shark calls out, "Octopus, Octopus, swim in my ocean!" All players must run across the playing field trying to get to the other side without getting tagged by the shark. Anyone who is tagged must sit down where they are tagged. They now become the shark's helpers. When the shark again calls out "Octopus, Octopus, swim in my ocean," the players will try to run back to the other side. Anyone who runs within arm's reach of the sitting players and gets tagged must sit down. The game continues until there is only one person left.

No Supplies Needed

Blanketball: The group is divided into two teams. The members of each team space themselves around a blanket, holding the edges. One team places the beach ball on its blanket. After rolling and tossing the ball for a while to get used to the feel of it, they propel the ball to the other team. The other team catches the ball and returns it in a like manner. When a team drops the ball, the other team gets a point. You can also use several different blankets and have a few blankets per team.

Supplies: blankets/sheets, light-weight balls (or beach balls),

Law Down Switch Around: Assign one person to be “it” and one person to be running from “it.” Everyone else will find a partner and lay on the ground, face down, next to their partner. The partner sets need to be spread out around the playing area. When the game begins, the person running tries to run away from “it,” and escapes by laying on the ground, face down, next to a partner set. The partner he is not closest to then becomes the running-away person, and so on.

Supplies: none

Skits/Stunts:

Surfer Challenge

People Needed: 3-4 leaders and 3-4 kid volunteers

Supplies needed: a sturdy board (can be borrowed from the YOKE House) and a blindfold

Several volunteers are taken outside where they cannot see what is going on, and one volunteer will reenter at a time. Two leaders will hold the ends of the board and simulate a surf board. The volunteer will jump off the board. This is a really fun stunt!

BIRTHDAY CLUB

- Songs:**
- | | |
|------------------------------------|------------------------|
| 1. Happy Birthday to You | 2. It's My Party |
| 3. If You're Happy and You Know It | 4. Peanut Butter Jelly |
| 5. Hoakie Pokie | |

Games:

Balloon Break: Divide the students into groups of two and put a balloon between the small of their backs while they stand back to back with their arms locked at the elbow. The winner is the team who can break the balloon first without using their hands or feet.

Supplies: Balloons

Balloon Stomp: Balloons are tied around each player's ankles with a piece of. The string should be about ten inches long. When the game begins, players try to stomp and pop everyone else's balloons while trying to keep his from being stomped. The last person with a balloon is the winner.

Supplies: Balloons, string/rubber band

Birthday Shuffle: Everyone sits in chairs in a big circle for this game. One extra person stands in the middle of the circle, without a chair. The leader calls out any three months of the year, and everyone in the circle whose birthday is in one of those months must get up and find a new chair. While they're scrambling to find a new seat, the extra person tries to sit in a vacant chair, leaving a new player stuck in the middle. If most of the kids in the group are roughly the same age, the leader can call out a year, and all those who were born that year must switch chairs. If the leader calls "Happy Birthday!" then everyone must get up and change chairs. (Chairs are not needed. The group can play while sitting on the floor.)

No Supplies Needed

Cake Walk: Mark off on the walk area a circle with numbered squares and have corresponding tickets numbered. Players are to start out standing on a square that is numbered, one person per square. Start playing music and when you it stops players should end up on a numbered square. Once everyone has a number to stand on, pull out a numbered ticket. The player standing on the corresponding number wins some food. This is a very popular game so make sure that you have a lot of numbered squares. If no one is standing on one of the numbers pulled, pull out another number until someone wins.

Supplies: Little Debbie cakes/candy bars, tape, music, box of numbered tickets

Relay: Penny Drop: Divide into 2 or 3 teams. Have each player place a penny between his/her knees. Have a cup or bowl at the other end of the playing area. The kid must make their way down to the cup/bowl either by hopping, scooting their feet, or whatever method they choose. You can decide if they drop the penny that they either go back to the beginning of the line each time until successful and

then judge the winning team based on time or you can decide that if they drop the penny that their turn is over and thus the winning team is decided by who has the most pennies in their cup or bowl.

Supplies: pennies, bowls/cups

Skits/Stunts:

Little Nemo

People Needed: 2 same-sex YOKE Folk

Supplies Needed: random items to help with the skit (some suggestions are: paper bag containing one toothbrush, can of shaving cream, safety razor (no blade in it), banana, peanut butter and jelly sandwich, oatmeal cream pie, towel laying on table, etc.

In this skit, one person who is good at ad-lib comedy is needed, and he/she will be helped through the entire skit by another YOKE Folk, who is acting as his/her arms – only the arms cannot see what all is going on. The YOKE Folk who does all the talking will end up with food, toothpaste, etc., smeared all over him/her.

CAMP CLUB

Songs: 1. Singin' in the Rain 2. Wadaliacha

Games:

Pictionary: Use words associated with camp and have one leader with each team. Have one leader give the words to the drawers (have the leaders look at the word too) and then they run back to the team and draw the object. The leader with the team raises their hand when their team guesses the word correctly. And then the next person will go to get a word.

Supplies: paper (could use dry erase or chalk boards), writing utensils

Jump the creek: Have the kids line up in one straight line. Lay out two jump ropes horizontally that are about a foot apart. Have every kid run and jump over the space. Move the jump ropes apart and continue to jump across. If the kids hit the jump rope they are out of the game. The ropes continue to be spread apart until there is only one kid still in the game.

Supplies: two ropes

Relay: Skin the Snake Relay: Players stand in several lines of 5 or more players each. Make sure the groups are all kids of the same gender. At a signal, each player bends forward slightly and puts his right hand through his legs. With his left hand, he grasps the right hand of the person in front of him. Thus, each line makes a chain. The person at the back of the line lies down (carefully), while the person in front of him walks backward, straddling him. Each player successively lies down in the same way. The players must not let go of hands (break the chain). If they do, they must start over. When all players on a team are lying down, the last person to lie down gets back up and walks forward, and the procedure is reversed. The first team that has all lain down and stood up again without breaking the chain wins.

No Supplies Needed

Camp Newspaper: Provide a sheet of newsprint, lots of black markers, rulers, glue, etc., and ask your kids to produce a camp newspaper with many newsy items. The paper should include at least one interview with someone, one cartoon, a crossword puzzle, an imagined interview with camp/YOKE staff, leaders or one of their favorite heroes, etc. If you provide a piece of lined paper for each group, with a suggested topic, and the paper is ruled into three newspaper-like columns, you'll get a neater job and one in which all will participate. Simply glue the smaller pieces of paper to the large sheet of newsprint for your complete paper, and add weather reports, daily words of wisdom, jokes and other fillers, as needed. These make great souvenirs for a leader to keep.

Relay: Stuck on you: Divide into teams and each team will have one can of spray cheese and a box of crackers sitting on a table near the recipient. Each team will need one guy YOKE Folk willing to wear a plastic apron that will cover them from the neck down. The first person from the team races down to their table, squirt some cheese on a cracker and press the cracker into the apron. They will race back to the next person in the line, tag them, and they will do the same. When one team has completely

emptied the box of crackers or one team has run out of cheese the game ends. The team with the most crackers still attached to their YOKE Folk guy is the winner.

Supplies: Boxes of crackers, spray cheese, table, plastic apron

Tag: Ants and Anthills: Set out hula hoops randomly spread around the field or room. Pick a King, a Queen, and some other “royal ants” to be it. All of the other kids are “worker ants.” Play begins when a Yoke folk says go. The worker ants try to escape the royal ants. When a worker ant is tagged he/she must lie on their back flailing their arms and legs in the air like a sick ant. Four other worker ants can come to the rescue of a tagged ant by working together to carry the sick ant to the nearest “anthill” hula hoop. Once the sick ant makes it to the ant hill, he is well. Worker ants may not be tagged by royal ants while transporting the sick ants.

Supplies: Hula hoops

Relay: Suitcase: Divide into teams depending on supplies. Have suitcase filled with same amount of silly clothes for each team to put on. First teammate is to run and open suitcase, put on all of the clothes, clap three times, remove all of the clothes from the suitcase, place back into suitcase, close it and tag next teammate so that he/she can do the same. First team to complete task is the winner.

Supplies: Suitcases/boxes, silly clothing (lots of it)

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

Skits/Stunts:

Camp Skit:

People Needed: 2-3

Supplies Needed: a small bag of things needed for camp; one to two large bags packed with things not needed for camp

This skit can be very silly, but allows the kids who are going to camp to know what to pack for camp.

CANDY CLUB

- Songs:**
1. Lemon Drops and Gum Drops
 2. Bazooka Bubble Gum
 3. Peanut Butter and Jelly

Games:

Cake Walk: Mark off on the walk area a circle with numbered squares and have corresponding tickets numbered. Players are to start out standing on a square that is numbered, one person per square. Start playing music and when you it stops players should end up on a numbered square. Once everyone has a number to stand on, pull out a numbered ticket. The player standing on the corresponding number wins some food. This is a very popular game so make sure that you have a lot of numbered squares. If no one is standing on one of the numbers pulled, pull out another number until someone wins.

Supplies: Little Debbie cakes/candy bars, tape, music, box of numbered tickets

Candy Boot Toss: Divide the kids into several groups. Give each team a different type of candy. Candy canes, cinnamon discs, chocolate kisses, etc. Put a boot or bucket, high up on a ladder or stack of chairs. Each group tosses their candy up into the boot. The team who has the most candy in the boot, wins all of the candy in the boot.

Supplies: candy (suggestions above, ladder/stack of chairs, boot/bucket

Candy Clip and Run: Divide the students up into two even teams. Throw a handful of wrapped candy into a pile in the center of the room. At the signal, the first kid in line runs to the pile with her clothespin held between his/her teeth. Without using his/her hands, he/she must retrieve a piece of candy and run back to tag the next person in line. The first team to finish wins!

Supplies: clothespins (one for each player), wrapped candy

Relay: Jelly Bean Toss: Divide kids into separate lines. Have YOKE Folk stand about 6 feet away from each of the lines. Give each of the kids a jelly bean and have them attempt to toss it into the mouth of the YOKE Folk. After the kid tosses his/her jelly bean, he/she receives another jelly bean and return to the back of the line. The first team to catch 5 jelly beans in the YOKE Folk's mouth wins.

Supplies: jelly beans

Tag: Elbow Tag: The group pairs off and stands in a circle facing inward. Each person locks elbows with their partner, and stands with their outside arms bent, hands on hips. The circle should be large enough that there is should be 3 – 6 feet between pairs. Two people are unpaired, inside the circle – one is the chaser, and the other is avoiding being tagged. The "it" must try to catch the other unpaired player within the boundaries of the circle. If the person being chased is tagged, he is not "it" and the other person is now being chased. The person being chased can escape to "base" by hooking up to one partner's outside arm and link elbows, which means the partner on the other side is now the person being chased. They must elude the "it" by running and linking up with another "base" pair. One rule is

that the person forced to leave his base cannot link up with the pair directly adjacent, they must run at least two groups away before latching onto a new partner.

No Supplies Needed

Skits/Stunts:

Caramel Apples

People Needed: any number of kid contestants (6 at most)

Supplies Needed: caramel apples and caramel onions (3 of each)

Contestants race to be the first to eat their caramel apples. The final contestant(s) think they are racing to eat caramel “apples,” but they are really eating caramel onions!

CARDBOARD BOX CLUB

Songs: 1. There Was a Moose 2.

Games:

Relay: Cardboard Box Race: Get flat pieces of cardboard big enough to sit on. Line the kids up in two lines. Have one kid push or pull another kid on the box or on the cardboard. When they return to the line, the kid who rode goes to the back of the line and sits down, and the kid who pulled or pushed sits down and is pulled or pushed by the next kid. This continues until everyone has gone. The first team to finish wins. Make sure that the kids head is facing the puller or pusher so that if they flip over they won't hit their head!

Supplies: large cardboard boxes or pieces

Obstacle Course: Set up an obstacle course with chairs, jump ropes, hula hoops, boxes, etc. Have a box with the top and bottom cut out of it. The kids have to step inside the box and pull it up around their middle. They then must run through the obstacle course carrying the box. The team to finish first is the winner.

Supplies: Random items for scavenger hunt, several big cardboard boxes with large holes

Relay: Cotton Ball Shoot Out: Line the kids up into two lines. Place boxes out in front of the kids at varying distances. Place a point value on every box. Give a paper towel roll (or two depending on how close the kids get their mouths to them) and cotton balls to each team. The first kid puts a cotton ball in the roll and shoots it out by blowing through it. The goal is to hit a box and get points. The team with the most points wins.

Supplies: paper towel rolls, cotton balls, cardboard boxes

Invention Convention: Make stuff out of cotton balls, wire hangers, cardboard boxes, etc. Have the kids make an invention and then explain it to everybody.

Supplies: random items decided by team

Skits/Stunts:

Box Skit

People needed: 2

Supplies needed: 3-4 cardboard boxes, 2 table cloths, 2 tables, random items

Three kids are taken into the hall and must run to the table one and a time, picking up the boxes and naming the objects underneath the boxes as fast as they can. A YOKE Folk is hiding between the tables under the fourth box so when the kids lift up the box, they are scared by the YOKE Folk.

CELEBRITY/ROCK STAR CLUB

- Songs:**
- | | |
|--------------------|--------------------------------|
| 1. Boom Chica Boom | 2. You Can't Get to Heaven ... |
| 3. Milk Song | 4. Singin' in the Rain |

Games:

Can-Can (YOKE Folk Only): Usually played outdoors or in a big room, but could be played in a smaller facility with smaller groups. Here's how it's done: You don't want your circle to start bigger than about 25 people, so if you have a large group, have several circles going at once. All you need is a trash can (The taller the can, the better). Also, plastic ones are better than metal ones, and it's always better to find a trash can that hasn't had anything put in it (a clean one). The participants get into a circle around the trash can and hold hands. Each person tries to get someone else to touch the trash can without touching it themselves. If a player touches the trash can in any way, they are out. Also, if players break their grip on one another, they are both out. Play pauses after an elimination, giving a much-needed time for players to re-firm their hand-holds. Play until one person remains. If elimination seems slow in coming, adding another trash can to the mix speeds up the game. This can get very violent. Be careful about this getting out of control.

Supplies: tall trash can

Let Me Introduce Myself: Have each person write a short paragraph (2-3 sentences) on himself/herself using the pronoun "I". Tell them to be somewhat vague and to try to hide their identity, but be truthful. Hand the paragraphs to the leader who will read each paragraph. The group will try to guess whose paragraph is being read. For more fun, add a theme or area for more specific writing, like best Halloween costume or worst birthday present ever.

Supplies: paper, pencils

Point Game: Read a list similar to the one below and each person keeps track of their "points" as specified. Person with the most points wins.

Sample list: 10 points if you are wearing red, 10 points for every penny in your pocket, 10 points if you have a comb with you, 15 points if your birthday is on a holiday, 10 points if you've ridden on a train, 10 points if you have a pen with you (or 25 points if it has red ink), your shoe size in points, etc...

Supplies: list of things to ask for (with points noted)

Name that Tune: Have the YOKE Folk hum popular songs (appropriate songs only). The team of kids to guess it correctly gets a point. The team with the most points wins.

No Supplies Needed

Matchmaker: Each player is given a card with the name of a famous duo (ex. Romeo & Juliet) or a food pair (ex. Peas and Carrots). Pin the name on the person and they have to find their match.

Supplies: matchmaker cards (Area Coordinators can get you these via email), tape/pins

Song Battle: The leader calls out a word that is common in songs related to theme (rock, city, baby, etc.). Team 1 has 3-5 seconds (predetermined time) to start singing part of a song with that word in it (doesn't have to be in the title, just in the song). Then Team 2 has 3-5 seconds to come up with a different song. It continues until one team cannot come up with a song with that word in it. The team that keeps going the longest wins that round. Continue with another word from your list.

Supplies: pre-made list of celebrity/rock star song words

Paper Bag Skits: Divide the kids into several groups. Give each group a bag of random items and 10 minutes to make up a skit. Then direct the kids to perform their skits for the group.

Supplies: bags, random items in bags

Skits/Stunts:

The House is on Fire

People needed: 6 people (director, a mom, a brother, a grandpa, a sister, and an operator)

Supplies needed: props for characters

In this skit, the actors play and replay a scene about the house being on fire at the director's request – can be any theme (faster, louder, slower, in Spanish, musical, etc.).

CHRISTMAS CLUB

- Songs:**
- | | |
|-------------------------|-----------------------------------|
| 1. 12 Days of Christmas | 2. Jingle Bells |
| 3. Frosty the Snowman | 4. Rudolph the Red-Nosed Reindeer |

Games:

Don't Melt the Ice: You will need two equally sized ice cubes. Have the kids get into two teams and pass the ice cubes like hot potato. If a team drops the ice cube, there is a five second penalty, where the dropper has to hold the cube in their closed hand for 5 seconds. The team whose ice cube lasts the longest is the winner.

Supplies: Two equally sized ice cubes (or two small frozen water balloons)

Santa Beards: Pick several YOKE Folk to be Santa. Give each group of kids a YOKE Folk, A towel, and a can of shaving cream. Have the kids make a beard on the YOKE Folk. The group with the best beard is the winner.

Supplies: shaving cream, towels

Decorate the YOKE Folk: Divide the kids into several groups and give each group a YOKE Folk and Christmas decorating items. Have the kids decorate the YOKE Folk as they would a tree. The team who decorates their tree most beautifully wins.

Supplies: various Christmas decorating items

Pop Charades: Prepare several red and green balloons with slips of paper in them with Christmas objects or activities. Divide the kids into several teams and give them all some balloons. Each team takes turns popping balloons. When the team pops the balloon, they have to act out or spell out with their bodies the object. The team that guesses first gets a point. For example, team one pops a balloon, the slip of paper has candy cane on it, the team lies on the ground in the shape of a candy cane; team 1 guesses and gets the point.

Supplies: balloons, pre-made slips of paper with Christmas charades items on them

Relay: Rudolph: Divide the kids into a couple of teams. Give the first kid in each team a cherry. The kids put a cherry above their lip and below their nose. The kids must carry the cherry down to a YOKE Folk and back to their line. The kids cannot touch the cherry with anything but their upper lip and nose. Make sure to get a jar of cherries so that you do not reuse cherries. This will be a messy game.

Supplies: cherries

Christmas Confusion: Make copies of the worksheet on the next page, and hand them out to the kids with pencils. Give them an allotted amount of time to complete the forms. The kid with the most complete form wins.

Supplies: enough worksheets for all the kids, pencils/markers

Wrap present w/partner: Each student finds a partner and is given a box, wrapping paper, scissors, and tape. Partners must stand or sit side-by-side with arms linked. They must try to wrap their box in wrapping paper using only their free hands. Good activity for a competition between three partner sets up front.

Supplies: wrapping paper, boxes, scissors, tape

Christmas Song Battle: The leader calls out a word that is common in songs related to theme (joy, love, manger, Jesus, etc.). Team 1 has 3-5 seconds (predetermined time) to start singing part of a song with that word in it (doesn't have to be in the title, just in the song). Then Team 2 has 3-5 seconds to come up with a different song. It continues until one team cannot come up with a song with that word in it. The team that keeps going the longest wins that round. Continue with another word from your list.

Supplies: pre-made list of Christmas song words

Skits/Stunts:

Melodrama: Children's Story

People Needed: Varies

Supplies Needed: Varies

Choose any Christmas-themed children's story and tell it to the group. Have YOKE Folk act out the story as the narrator reads. Do not tell the YOKE Folk the story ahead of time, because it is usually funnier for the kids if the leaders look surprised.

CHRISTMAS CONFUSION!

1. Get 5 autographs (first, middle, and last name) on the back of this sheet.

2. Find 3 other people and sing together, as loudly as you can, "We Wish You a Merry Christmas." Then have them each put their initials below:
 - a. _____

3. Tell a YOKE Folk the name of 3 of Santa's reindeer. Have the YOKE Folk initial here:_____.

4. Pretend you are Ebenezer Scrooge. Find someone and ask him to wish you a Merry Christmas. When he does, say "Bah Humbug!" 10 times while jumping up and down. Have that person initial here:_____.

5. Leapfrog over someone wearing red or green. Have that person initial here:_____.

6. Find someone to whistle one verse of "Away in a Manger" to you. Have that person initial here:_____.

CIRCUS/CARNIVAL CLUB

Songs: 1. You Can't Get to Heaven ... 2. Austrian Yodeling Song

Games:

Bean Bag Toss: Set up targets either on poster board, with tape on the ground, etc. Have the kids toss the bean bags toward the target. Give the targets a variety of points. The kid with the most points wins a prize.

Supplies: bean bags, targets of some kind

Relay: Target Shooting: Line kids up into two groups. Each kid steps up and with rubber band, shoot stacked plastic cups. Cups must be knocked down. First team to knock down all of the cups wins.

Supplies: plastic/foam cups, medium/thick rubber bands

Three-legged pantyhose race: Have the kids divide into pairs, and then into teams with their pair. The first pair in each line will take off one shoe, and put on a pair of pantyhose, each partner has one leg in the pantyhose. The pair runs down and back. The pair takes off their panty hose and hand them to the next group. The team to finish first is the winner.

Supplies: pantyhose (several pairs per team in case they get ripped apart)

Relay: Bucket Bonanza: Place coffee cans or buckets on the ground in a row. The object of this game is to toss a ping-pong ball in each can one at a time without missing. Break up into teams and allow one person to toss at a time. After that toss, the person returns to the end of the line. The first team tosses a ball into each can without missing, wins. You can also line up the cans in a straight line (think Bozo's grand prize game) and have the kids toss the balls in order. You can choose different locations for a player to toss from, depending on players' ability.

Supplies: large coffee cans/small buckets (5-6), ping pong balls

Cake Walk: Mark off on the walk area a circle with numbered squares and have corresponding tickets numbered. Players are to start out standing on a square that is numbered, one person per square. Start playing music and when you it stops players should end up on a numbered square. Once everyone has a number to stand on, pull out a numbered ticket. The player standing on the corresponding number wins some food. This is a very popular game so make sure that you have a lot of numbered squares. If no one is standing on one of the numbers pulled, pull out another number until someone wins.

Supplies: baked goods, painters tape (or square to place on floor)

Hula Hoop Toss: Have YOKE Folk hold hula hoops and have players throw small footballs or flying discs threw the hula hoops. You can mark off throwing levels for various ages. For the older participants you can even have the hula hoop swing back and forth as a moving target.

Supplies: hula hoops, small footballs or Frisbees

Ping Pong Target: You can play this game as teams or just individual competitions can be set up. Set up your teams; place all the same sized plastic bottles on a table and on top of each bottle place one ping-pong ball. Give each team a water gun full of water and hopefully they all look or work the same. Have the team's line up behind the first player. They should be about 5-8 feet away from the target depending on age group. When signaled, the first team member will try to knock the ping-pong ball off the bottle. Once they have completed that task they will hand the gun to next player and then replace the ball back onto the bottle. The next player will do the same and the first team done is the winner.

Supplies: Plastic pop bottles, water, water guns, ping pong balls

Tic-Tac-Toss: Divide the kids into teams of 4. Two teams will play Tic-Tac-Toe against each other. Lay down painters' tape on carpet or hard floor for the squares. Give each player only one bag. Going one at a time, the teams will try to complete three in a row. For clubs bigger than 8, either play a tournament or have multiple games going on at the same time.

Supplies: painters' tape, bean bags (4 per team)

Treasure Chest: Fill a small square or rectangle container with birdseed and place 10-15 pennies within the seed. Divide the group into teams. One person at a time will run down and find one penny from the seed. The first team to find all of the pennies wins.

Supplies: small square/rectangle container with birdseed, 10-15 pennies

Skits/Stunts:

Guess Weight:

People Needed: any number of kid contestants

Supplies Needed: a pan of water

Have several people come up and sit cross-legged; the weight guesser lifts each one of them, holds them for a few seconds, then puts them down and guesses their weight. On about the third one, slip a pan of water under his/her bottom before he/she gets down.

CLOTHESPIN CLUB

Songs: 1. Baby Bumble Bee 2.

Games:

Relay: Clothes-Liner Relay: Divide your group into teams and give each player a numbered clothespin. Have them go over to two leaders holding a clothesline between them, and clip their clothespin anywhere on the line. Tell the kids to remember their numbers. Players line up in relay teams. The first person in line runs to the clothesline to find their number then grabs it with their mouth and runs back to tag the next person in line. To add some excitement, have the leaders wiggle the clothesline as the kids are trying to find their numbers and remove their clothespins. The first team to return with all their clothespins wins.

Supplies: clothesline (rope or twine), clothespins (one for each player, numbered)

Relay: Clothespin Balloon: Blow up as many small balloons that you think you will need. Place them at one end of the room. At the other end of the room divide a wall into different sections for goals (each team will have a section). Take strips of tape and link each end together in an "O" shape (sticky side on the outside). Put a lot of strips on the wall. Each area must have the same amount masking tape in their goal area. Give each team member a clothespin. The object of the game is to pick up the balloons with the clothespin in your mouth without using your hands and get as many balloons stuck on your team's goal strips at the other end of the room. If the balloon is dropped anywhere along the way, that person has to keep trying to pick it up with the clothespin. Whichever team has the most balloons on the tape in their goal area when all the balloons are off the floor - WINS! Helpful hint: since players cannot use their hands at all, they can use their knees to hold the balloons in place and pick up the balloons by the tail. But you don't have to give them this helpful hint.

Supplies: masking tape, clothespins, small balloons

Relay: Clothespin Relay: Players line up in teams of five or six. Place a basket, box or bag of spring-action clothespins (one or two per player) at the front of each team's line. The first player in each line picks up a clothespin and clips it onto the next player. Player two then unclips it and re-clips it to the next person in line, and so forth. Players can't hand the clothespins to each other, they have to pass them by clipping them onto their teammates' clothing. The last kid in line will eventually receive all the clothespins. End the game when either one team has clipped every clip in their bag to the last player or time has run out (if time, then count the number of clothespins on the last player in line for each team to determine the winner).

Note: If your group is small, just form one line and play non-competitively. Play for 60 seconds and then count how many the last player is wearing; now rearrange the order of players and try again. Or, just play till the clothespins run out and see how long it takes, then rearrange the kids and see if they can beat their time.

Supplies: clothespins, bowl/box for each team

Relay: Izzy-Dizzy Clothespin Relay: String a clothesline, rope or twine across one end of the room and stretch it tight, about as high as most of your players' heads. Attach some spring-action clothespins to the line, one for every player. Place baseball bats, one for each team, in a line a few yards away from the clothespin line. Be sure there are a few feet between each bat to keep the dizzy players from running into each other. When you say "Go!" the first players run to their baseball bats and stand them up on end. Bending over at the waist, they place their foreheads on the handles and turn in a circle six, seven, or whatever number of times you say they should spin. After they complete their circles, players drop the bats and stagger to the clothesline, where they must unclip a clothespin using only their teeth. Players then run back to their teams to tag the next person in line. The first team to finish wins.

Supplies: clothesline, rope or twine , baseballs bats (one per team), clothespins

Candy Clip and Run: Divide the students up into two even teams. Throw a handful of wrapped candy into a pile in the center of the room. At the signal, the first kid in line runs to the pile with her clothespin held between his/her teeth. Without using his/her hands, he/she must retrieve a piece of candy and run back to tag the next person in line. The first team to finish wins!

Supplies: clothespins (one for each player), wrapped candy

Skits/Stunts:

Enlarging Machine

People Needed: an announcer, a woman, a YOKE Folk guy

Supplies needed: a baby doll, a large diaper (like depends) and other props or predetermined items to throw in (and come out) of the enlarging machine

Put a huge box in the middle of the floor; this is the enlarging machine. An announcer produces some things, and asks for some things from the audience (such as a blonde hair.) The announcer tosses the blonde hair into the enlarging machine and a ball of yellow yarn is thrown out. Think of other things as well such as a stick/log, small spoon/large metal spoon, etc.) Finally a woman comes in with a baby, trips, and the baby falls into the box. The biggest guy climbs out (he can have a diaper on to make it more funny.)

COLOR/CRAYON CLUB

- Songs:**
- | | |
|------------------------|-----------------------|
| 1. Fruit of the Spirit | 2. Fast Food Song |
| 3. Apples and Bananas | 4. Colors of the Wind |

Games:

Colored Eggs: One person is the "wolf." The other people line up next to each other, with the wolf facing them. Everyone in line picks a color in their mind. The wolf then says... "knock-knock." The line answers, "Who's there?" The Wolf replies, "A big bad wolf with (curly or some other variation) hair." The line says, "What do you want?" Wolf answers, "Colored eggs." The line yells "What color?" The wolf then says a color. Whoever had "picked" that color then runs around a cone with the wolf chasing them. If the wolf catches the "egg," then that kid becomes the wolf, and the game starts over. If not, and all eggs make it back to line successfully, the wolf then calls out the next color, etc.

No Supplies Needed

Red Light Green Light: Line the kids up in a straight line. Instruct them that when you say green light they can move forward and when you say red light they must freeze immediately. If a kid does not freeze immediately then they are out. The first kid to reach the end wins.

No Supplies Needed

Touch Blue: A great mixer that gets people to move and interact. The leader begins by saying "touch blue," and players must touch something colored blue on themselves or on another player. The leader follows with other directions, such as: touch someone with green eyes, touch something leather, touch a clothing label, touch someone you didn't know before club today (and introduce yourself), touch red (but not on yourself), touch someone born in the same month as you were, touch someone born in a different year than you were, etc. You can then add things like "touch someone born in the same month as you were. Keep that person with you, and find everyone who was born in that same month. Now arrange yourselves in order of birthdays (not ages), beginning with the person born closest to January 1st and continue clockwise, forming a circle." This game can be played allowing the players to talk, or you can tell them they have to communicate non-verbally.

No Supplies Needed

Tag: Tape Tag: Divide the kids into 4 teams and give each team a color of tape. Each team member should have a piece of tape on their back representing the color of their team. When play begins the teams run all together trying to take the tape from other players. No one can cover their tape up in any way. When a player loses their tape they should go to the edge of the field away from play. You can play until there is one person remaining and their team wins. Or you can stop play, have the teams regroup, count the amount of tape remaining, and the team with the most tape remaining wins. There should be enough tape to play again if the game is going well and you can add two pieces per player.

Make sure that boundaries are clearly given and that if anyone goes outside of the boundaries a piece of tape is removed.

Supplies: different colors of tape

Fire: 'Victims' must remain motionless and not aid the rescuers until the victims are healthy again. Pick three rescuers from the group. The rest of the group is unconscious in a burning building (an area marked off) except 3 people are awake but still trapped and motionless. The rescuers know that the building will explode in 4 minutes. The Rescuers must run into the building and start saving the people as fast as they can. They must take them out of the burning building and into the safe zone (where the rescuers start). Save as many people as you can.

No Supplies Needed

Skits/Stunts:

Lost Little Green Ball:

People Needed: any number of people can participate or all YOKE Folk can participate

Supplies Needed: none

YOKE Folk # 1 is looking around for something on the ground center stage. YOKE Folk #2 walks up to the first.

YOKE Folk #2: What are you doing?

YOKE Folk #1: Looking for my little green ball I lost. Will you help me?

YOKE Folk #2: Sure. (Starts looking.)

(Repeat for all YOKE Folk participating. After all are looking, first YOKE Folk finally gives up looking.)

YOKE Folk #1: Oh well, I don't think we're ever going to find it. I'll just make another one. (He starts picking his nose and using the contents to roll a ball in his hands as he walks off stage.)

DECADE/OLD SCHOOL CLUB

- Songs:**
- | | |
|-----------------------|--|
| 1. At the Hop – ‘50s | 2. Hand Jive – ‘50s |
| 3. My Girl – ‘60s | 4. Walking on Sunshine – ‘80s |
| 5. Bye Bye Bye – ‘00s | **Be sure to shorten these to just a verse/chorus and use a poster |

Games:

Touch Blue: A great mixer that gets people to move and interact. The leader begins by saying “touch blue,” and players must touch something colored blue on themselves or on another player. The leader follows with other directions, such as: touch someone with green eyes, touch something leather, touch a clothing label, touch someone you didn’t know before club today (and introduce yourself), touch red (but not on yourself), touch someone born in the same month as you were, touch someone born in a different year than you were, etc. You can then add things like “touch someone born in the same month as you were. Keep that person with you, and find everyone who was born in that same month. Now arrange yourselves in order of birthdays (not ages), beginning with the person born closest to January 1st and continue clockwise, forming a circle.” This game can be played allowing the players to talk, or you can tell them they have to communicate non-verbally.

No Supplies Needed

Waa Game: Stand in a circle and have one person start the game by raising arms above head and touching hands. The person throws and says “Waa” directed at person in the circle and points his/her hands toward that person. That person has to catch by throwing his/her hands above his/her head. The person on the left and the right chop (move hands toward the middle person’s stomach) and says “Waa.” Pass by performing different ninja motions and sounds. If anyone fails to make the motion or say “Waa” in the order that they are supposed to, is out.

No Supplies Needed

Pull Up: Everyone is seated in a circle on the ground. Five girls and five boys are chosen to be in the center. When the game starts the ten kids in the middle run to someone of the opposite sex who is seated in the circle, grabs his/her hand, pulls the player up, and takes their seat in the circle. The person who is pulled up cannot resist, but must run to the opposite side of the circle and pull someone else up. The game continues until the leader blows a whistle. Everyone must freeze instantly. The leader counts the number of boys and the number of girls in the center. If there are more boys the girls get the point if there are more girls the boys get the point. The gender with the most points wins

No Supplies Needed

Relay: Clothes: Players line up 40 yards away from a pile of clothing. The first player on each team runs to the pile of clothes and puts on one article of clothing. Then that person runs back and takes off that

piece of clothing and the next person in line must put it on. Then that person runs down to the pile and places another piece of clothing on. That person then runs back and takes off both pieces of clothing and the third person puts them on. After he/she has on all three pieces of clothing, he/she runs down and places another piece of clothing on. This continues until all the clothes in the pile are gone.

Supplies: large amounts of clothing – similar sets for each team

Hand Slap: One partner holds out his/her hands palms up while the other partner places his/her hands palms down on top of them. Partners should maintain palm-to-palm contact until the “bottom” partner moves either of his/her hands. The object of the game is for the partner whose hands are on the bottom to slap the tops of his/her partner’s hands before that partner can withdraw them. Partners switch roles after each attempt.

No Supplies Needed

Skits/Stunts:

Crazy Elephant Dance

People needed: 1 YOKE Folk, 3 kids

Supplies needed: none

Take 3 kids out in hallway. Tell them that they are to act out as if they are washing an elephant. The rest of the kids in the audience are told that the three kids are dancing.

DINOSAUR CLUB

Songs: 1. All Around the Swamp 2. The Barney Song

Games:

Dinosaur Spelling Bee: Have the kids perform a spelling bee, with Dinosaur names. You can divide the kids into teams and have them send up a representative for each word. The team with the most correctly spelled words wins.

Supplies: list of dinosaur names (one for each team)

Dinosaur Soul Mates: Have the kids pick a partner and decide upon a dinosaur sound. Blindfold one partner, and have the other partners form a circle. The blindfolded partner stays inside the circle trying to find their partner by listening to the sound. The last pair to find each other loses.

Supplies: blindfolds (optional)

Dino Dance Off: Have the kids stand together in a group. Play some dino music (Do the Dinosaur, Dancing with the dinosaurs, Barney theme, Flintstones theme, etc.) Have the kids dance to the music until you turn it off, then they must freeze. The last kid to freeze is out. The last kid dancing is the winner.

Supplies: dinosaur music, something to play the music with

Relay: Dinosaur Spaghetti-O Dig: Fill small buckets with Dinosaur spaghetti o's and hide small toy Dinos in the bucket. The kids have to run down, find the Dino, give it to the YOKE Folk and run back. The team to finish first is the winner. * Try to wipe off the kids arms before they run back, because the tomato sauce will stain.

Supplies: Spaghetti O's, toy dinos, buckets, paper towels/towels

T-Rex Basketball: Have the kids tuck their elbows into their shirts so that just their hands stick out (like t-Rex). Then they can play basketball T-Rex style.

Supplies: game supplies, 2XL T-shirts for kids that can't get their arms in their shirts

Pterodactyl: Have the group sit in a circle. The leader will start the game by looking to the right and saying "Pterodactyl" without showing his/her teeth. The next person will do the same passing the word "Pterodactyl" down the line. When someone passes the word and the next person decides that they want to screech like a pterodactyl without showing their teeth, then everyone must now pass the word to the left until someone else screeches. If someone shows their teeth at any point, that person is out.

No supplies needed

Texas Big Foot: This is a very simple task that's very difficult to do. Players stand in a circle, and everyone puts their arms around the shoulders of the people standing next to them. The leader stands

in the center of the circle and tells them that on his signal, the whole group is to take three giant steps in one direction (show them which way to go), with the circle intact and still standing. Warn them to be careful and make sure no one gets hurt. Count off the first step, and then stop. Encourage and praise them if they're successful. Then count the second step – at this point, the group's usually falling over each other. Sometimes, a group may be successful in taking two giant steps, but rarely makes all three.

No Supplies Needed

Skits/Stunts:

Corn Shucking:

People Needed: any number

Supplies Needed: ears of corn for each contestant

Get volunteers to come up and give each an ear of corn. They race to shuck the corn using only their feet and toes—no hands. The kid who finishes first is the winner.

DISNEY CLUB

- Songs:**
- | | |
|----------------------|---------------------------------|
| 1. A Whole New World | 2. Under the Sea |
| 3. Hukuna Matata | 4. I Just Can't Wait to be King |
| 5. Be Our Guest | |

Games:

Disney Trivia: Create a trivia game to play with your club (suggested categories: characters, songs, movies, everything).

Matchmaker (Disney Style): Each player is given a card with the name of a famous duo (ex. Alladin & Jasmine). Pin the name on the person and they have to find their match.

Supplies: matchmaker cards (County Coordinators can get you these via email), tape/pins

Name that Tune (Disney Style): Direct a YOKE Folk to hum a song from a Disney movie or to read a portion of the lyrics out loud. The team of kids to guess it correctly gets a point. The team with the most points wins.

Supplies: predetermined list of songs/lyrics

Pictionary: Use words associated with Disney movies or characters and have one leader with each team. Have one leader give the words to the drawers (have the leaders look at the word too) and then they run back to the team and draw the object. The leader with the team raises their hand when their team guesses the word correctly. And then the next person will go to get a word.

Supplies: words, paper, writing utensils

Tag: Superheroes and Villains: Divide the group into two teams. One side is the Superheroes; the other the Villains. The two teams are lined up facing each other four or five feet apart. The Program Director flips a coin (heads--Superheroes, tails--Villains) and shouts the name of the team that won the toss. If he yells, "Superheroes," the Superheroes must turn around and run, with the Villains in hot pursuit. If any of the Villains succeed in touching a member (or members) of the Superheroes before he crosses a given line (twenty to sixty feet away), he/she is considered a captive of the Villains and must aid the Villains when play continues. The team that captures all the members of the other team is the winner.

Supplies: coin, tape/field paint

Knights, Cavaliers, Horsemen: Players pair off and then create two concentric circles with one member of each pair in the outer circle and the other member in the inner circle. The inside circle should face the outside circle. Blow a whistle or start playing music to signal the start of the game. The inner circle begins walking clockwise and the outer circle moves counterclockwise. When you call out "Knights!" players should team up with their new partner (whoever is directly opposite them in the circle) and one

student should sit on the other's knee. If you call out "Cavaliers!" one player must jump into the arms of the other player. If you call out "Horsemen!" one person must get down on their hands and knees while the other partner sits on their back. Pairs must hold each position for about 7 seconds before you release them to go back to their circles and start walking again. The last pair to follow any command is out of the game and has to leave the circle. Randomly repeat commands until only one pair is left.

No Supplies Needed

Skits/Stunts:

The Dwarf and the Seven Snow Whites (Melodrama)

People needed: 11 (can use kids)

Supplies Needed: none

Just need a reader who is a good story-teller.

EASTER CLUB

Songs: 1. Little Bunny Foo Foo 2. Peter Cottontail

Games:

Egg Hunt: Prior to club hide the eggs. You may want to fill the eggs with candy, chug/crush ticket or set prizes for certain eggs found or amounts of eggs found.

Supplies: plastic eggs prefilled with prizes, candy, etc.

Egg/Pencil Roll: In an open space, direct kids to line up shoulder to shoulder and then move apart so there are about two feet of space between each person and the next. Give each person an egg and explain that kids will race to see how they can push an egg the fastest – using only their noses (variation: push with pencils). Stand about fifty feet in front of the kids at the finish line, and count down from 5. The person who crosses the finish line first, pushing the egg along only with his or her nose, wins.

Supplies: plastic eggs

Colored Eggs: One person is the "wolf." The other people line up next to each other, with the wolf facing them. Everyone in line picks a color in their mind. The wolf then says... "knock-knock", the line answers, "Who's there?" Wolf replies, " a big bad wolf with (curly or some other variation) hair." The line says, "What do you want?" Wolf answers, "Colored eggs." The line yells "What color?" The wolf then says a color. Whoever had "picked" that color then runs around a cone with the wolf chasing them. If the wolf catches the "egg," then that kid becomes the wolf, and the game starts over. If not, and all eggs make it back to line successfully, the wolf then calls out the next color, etc.

No Supplies Needed

Relay: Jelly Bean Toss: Divide kids into separate lines. Have YOKE Folk stand about 6 feet away from each of the lines. Give each of the kids a jelly bean and have them attempt to toss it into the mouth of the YOKE Folk. After the kid tosses his/her jelly bean, he/she receives another jelly bean and return to the back of the line. The first team to catch 5 jelly beans in the YOKE Folk's mouth wins.

Supplies: jelly beans

Easter Egg Hounds: Pair off the kids with one being the "hunter" and the other being the "hound dog." The hunters should all gather in a central location and each hunter should have an Easter basket (or one plastic bag). On a signal, the hounds must be released and should take off (on all fours) looking for the eggs. When a hound finds an egg, he may not touch it but instead must begin to howl. When the corresponding hunter hears his/her hound howling, he/she must run and gather up the egg. When two or more hounds find the same egg, they must all howl, and the hunter who gets there first may keep the egg. YOKE Folk should be on hand to make sure that the hunters do not leave the central waiting area until their own hounds call for them. After an egg is found the hunter should go back to the waiting area. Infraction of the rules will result in the loss of one egg.

Supplies: Easter baskets or bags, plastic eggs

Hatching: Inflate balloons for each team putting a small prize in a couple of balloons (and even fake prizes in some to disguise the real prizes). Have the “hens” from each team come and sit on a balloon to try to “hatch.” The only legal way to hatch the egg is by sitting on them.

Relay: Egg and Spoon: Divide into teams evenly, and give every player a spoon. When the game starts, the first player puts the spoon in his mouth and uses it to scoop up a plastic egg from a pie pan. Then he carries the ball in the spoon a short distance to drop it into a tennis ball container (or any kind of tube-like container). If the ball goes in, he takes the spoon out of his mouth and runs back to tag the next person in line. If the ball does not drop in, he picks up the ball with his hands (taking the spoon out of his mouth) and runs back to replace the ball into the pie pan. The game continues until all have participated and the team with the most balls in the tennis ball container wins. It probably would be helpful for a YOKE Folk to help hold the container.

Supplies: plastic eggs, spoons

Skits/Stunts:

Egg Roulette

People Needed: any number of YOKE Folk participants and one kid per YOKE Folk participating

Supplies Needed: a hard-boiled or raw egg for each YOKE Folk

Allow kids to select eggs from a bowl (some hard-boiled, some not) and crack them on the leaders' heads. See which ones get messy.

ELDERLY/GRANNY AND GRAMPA CLUB

- Songs:**
1. Granny's in the Cellar
 2. My Mama Don't Wear No Socks
 3. Grandma Got Run Over by a Reindeer

Games:

Relay: Build It Up: Divide into teams. The first player on each team runs to the front and gets 10 Lego pieces and snaps them together on the table, then runs back and tags the next player. The next player runs up, gets their 10 Lego pieces, but must also add their creation to the original one. Each person must do that until their team has one big Lego creation; all pieces must be connected.

Supplies: Lego blocks (if you have Lego foundations to build on, bring those too)

Buzz: All players stand or sit in a circle. Each player counts up from one, one student after another, substituting "Buzz" for the number seven and multiples of seven. If a player makes a mistake, he must drop out, or the whole group has to start over again.

No Supplies Needed

Relay: Cane Relay: Divide into teams and give each team a cane. Have students do their best elderly/cane walk down to a chair and back, passing off the cane to the next student.

Supplies: canes (1 for each team)

Mr. Greenjean: This game starts with a leader and one player in the main room or area and another leader who takes the rest of the players outside to another area to wait their turn. Give everyone in the large group a name, for example, Mama Greenjean, Baby Greenjean, Tall Greenjean, Short Greenjean, Green Greenjean, etc. and tell them that they'll be going back into the other room and need to introduce themselves, being very expressive in explaining who they are and why they have that name. Then send one player at a time in to introduce themselves. Everyone who is in the room (originally just one leader and one player) repeats all of the actions of the new person as he is introducing himself, which will take from a few seconds to a minute or so. The amount of time is very dependent on how the player responds to this type of attention. Some kids will do the funniest things when they know everyone is going to repeat it. Keep going until all the kids have come back into the room and introduced themselves – be sure to keep the other kids out of sight until it's their turn to come in, so they don't get the joke until it's their turn.

No Supplies Needed

Tag: Hospital Tag: Similar rules to "Everybody's It" – when the signal is given, everyone tries to tag everyone else. On the first tag, the person must put one hand on the spot where they were tagged, and keep going. On the second tag, they must put their other hand on that spot. Having no hands free to tag

others, they may now only tag people with their hip. After a third tag, you are out and must sit down. The last person remaining is the winner.

No Supplies Needed

Rutabaga Rutabaga: Players sit in a circle. Each player is given the name of a vegetable. The main rule of this game is that you are not allowed to show your teeth at all. Your lips must always be covering them. One person starts by saying the name of their vegetable and then naming another player's vegetable. That person then must do the same, and so on. If you make a mistake or show your teeth in any way at all then you are out.

No Supplies Needed

Chug and Crush:

Instead of chugging Mountain Dew, chug prune juice

Skits/Stunts:

He Said He's Met You Before

People Needed: 1 old man, 1 old woman, a gas station attendant

Supplies Needed: two chairs

Two old men have a discussion about a hometown and end up making fun of the wife/old woman.

FARM/ANIMAL CLUB

- Songs:**
- | | |
|--------------------|----------------------|
| 1. Dead Skunk | 2. There Was a Moose |
| 3. Hermie the Worm | 4. Chicken Dance |
| 5. Beaver Song | 6. BINGO |
| 7. The Milk Song | |

Games:

Relay: Needle in a Haystack: Shred up some newspaper or any scrap paper and make a pile for each team. Place toothpicks in the pile so that there is a toothpick in the pile for each kid. Divide the kids into different teams. Have each kid run down one at a time to find the toothpick in their pile. When they find it, they must hand it to the YOKE Folk and run back. This continues until the entire team has gone. The game obviously gets more difficult as it progresses because there are fewer toothpicks. The first team to finish wins the game.

Supplies: newspaper, toothpicks

Relay: Milk the Cow: Fill the gloves up with water and poke pin holes in each finger. Attach the glove (udder) to the saw horse or chair (cow). Put a bucket under your cow. For extra fun you can make a cow head out of cardboard and attach it to the saw horse. Have the kids run down to the cow, squeeze the udders, and milk five times and run back. The team to fill their bucket to a line first wins. Make the line low because Bessie can't hold a lot of milk in a glove.

Supplies: 2 chairs/saw horses, 2 rubber glove, 2 buckets, water

Tag: Animal Game: All the players must first line up in front of the caller, and the caller whispers an animal name to each player that they will be in the game. Once all the names have been given, the caller gives them ten seconds to run around. Afterwards the caller starts to call out animal names. When the caller calls an animal, that person has to run from everyone and all the other players have to try to tag him out. The caller does not have to wait until that person is out to call another animal. The caller can call another animal before or after that animal is tagged, it's up to the caller. This goes on until there are only two players left. The remaining players must go to a designated area with boundaries to do a sudden death. They do the same thing except that this time, they are not allowed to step out of the boundaries. If they step out or are tagged, they are out and the last one standing is the winner. The winner will be the caller the next game.

No Supplies Needed

Relay: Driving the Pigs to Market: Line up the teams behind the starting line. Give the first player a wand (three foot stick, yardstick, water noodle, etc) and a pig (a coke bottle or egg). On "go" the first player drives the pig to the goal and back pushing it with his wand. The first team finished wins.

Supplies: wand of some kind, plastic bottle or plastic egg

Relay: Duck Feet Race: Form teams and have the first person in each line put on the flippers. After counting down the first person waddles like a duck down to the opposite end, around a cone, and back to tag the next person in line. The relay continues like that and the first team to finish wins.

Supplies: flippers (2-4 per team)

Relay: Chicken: Form teams accordingly. Have players each remove one shoe. Place the shoes in a straight line about one foot apart. The first player hops on his or her shoed foot over each of the shoes in the line. When the player gets to the last shoe, he or she kicks that one shoe out of the line and then turns and hops back over the remaining shoes. Once the first player touches the second player, the second player begins hopping. Play continues until each player has gone and all shoes are out of line. The first team to finish wins.

No Supplies Needed

Duck, Pig, Cow: Assign one-third of the kids to be ducks; another third to be pigs; another third to be cows. Each kid closes his/her eyes and makes the animal sounds as loud as they can and find the other animals that make the same sound. The first team to get their entire animal group wins. If the game is lasting too long you can cut it short and count to see which team has the most. Obviously, if you needed to, more animals could be added (i.e. horse, sheep, goat).

No Supplies Needed

Blind Cow: All players sit in a circle. One person is blindfolded and is the "Blind Cow." The Blind Cow should be spun around and then brought to the center of the circle. 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 Blind Cow is right, the chosen person becomes the cow in the next round. If they are wrong, he/she has to go again (until he/she guesses right).

Supplies: Blindfold, bell

Ducky-Wucky: The group sits in a circle on chairs, with a blindfolded kid in the middle. The kid in the middle carries a pillow. He or she tries to find someone's lap. Then he or she puts the pillow on the person's lap and says "Ducky-Wucky." This person must try to disguise his or her voice and say "Ducky-Wucky" back. The blindfolded person must then try to guess who it was. If he or she guesses right, then that person is "IT".

Supplies: chairs, pillow

Relay: Caterpillar Race: Divide a large group into several teams. Each team gets a bed sheet. Have one half of each team go to the opposite side of the room for a relay race. Hand a bed sheet to the first person in line on one side of the room. At the word "GO", the first person must drop to the floor on the bed sheet, roll themselves up into a "caterpillar" and then "inchworm" crawl to their teammates across

the room. There they must unroll (receiving team may assist!) then the next person in line rolls up and inches back to the other side. Continue the relay until each person has crossed to the other side.

Supplies: bed sheets

Elephants, Cows and Giraffes: Get into a circle with one YOKE Folk in the center. This YOKE Folk will then call out elephant, cow, or giraffe. The person that is pointed out, as well as the person on each side of him/her will have to coordinate their actions and make each animal as described.

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

Cow: center person will enter lock their fingers and turn them upside down so that the thumbs point down forming udders. The outside people will then milk the udders.

Giraffes: center places their hands directly over their head and together forming the neck, while the outside two arch their backs touching the middle person's toes to form the legs.

If they do not get into this position by the count of 5 by the pointer, then the last to get into position will become the center person.

No Supplies Needed

Relay: Leap Frog: Divide into teams, have players line up, crouching down on hands and knees. Last player in line must stand up, leapfrog up to the front of the line and crouch down, and so on. Team is done when the original first player in line has made it back up to the front. First team to finish is the winner.

No Supplies Needed

Skits/Stunts:

Chicken Farmer:

People Needed: 3-4

Supplies Needed: none

A farmer keeps buying chickens over and over. A hatchery owner says, "You must have a pretty good size farm going by now." And the farmer says, "I really can't tell yet, but I think I'm either planting them too deep or too far apart."

FOOTBALL/SUPERBOWL CLUB

- Songs:**
- | | |
|---------------------|-------------------------|
| 1. Fast Food Song | 2. Banana Song |
| 3. Big House | 4. |
| 5. We Will Rock You | 6. We Are the Champions |

Games:

Relay: Hike! Hike!: Divide the group into teams. One person runs up to the line and gets into the hike position to snap the ball between their legs to the next person in line, just like a Shotgun formation. If the Quarterback drops the snap, the center must snap the ball to the QB again until he/she catches the snap. Play continues relay style and the first team finished wins.

Supplies: Footballs

Relay: Touchdown Dance: Divide the group into teams. Place a paper bag at a specified distance from each team. In the bag provide a variety of dances (i.e. the Macarena, the Funky Chicken, the Twist, the Mashed Potato, the Water Sprinkler, the Cha Cha, Freestyle, Michael Jackson, and when you run out of ideas keep adding “Freestyle”). The kids would run down to the bag while carrying a football, pull the dance style (written on individual pieces of paper) out of the bag, and do the dance before running to tag the hand of the next player. They need to incorporate a spike of the football into their touchdown dance. This is a relay and the first team to complete the task and sit down wins.

Supplies: paper bag, paper with dances written down, football

Capture the Tape: In an area the size of a football field, the group is broken into two teams and each group assigned a color (red vs. blue, green vs. yellow, etc.). Each player is given a six-inch strip of electrical tape in their team’s color. The tape must be worn on the front of their shirts. YOKE Folk are given 12-inch pieces of tape, which are worth extra points. The two teams start at opposite ends of the playing field. The objective is for players to get the pieces of tape off their opponents while protecting their own pieces. When a player loses his tape, he’s out. Boys may not take tape off girls’ shirts, and YOKE Folk can’t capture anyone’s tape. Play for a specified time – at the end, each team counts the pieces of tape in their possession. Six-inch pieces are worth one point; twelve-inch pieces are worth five or ten points.

Supplies: electrical tape in two colors

Hula Hoop Toss: Have YOKE Folk hold hula hoops and have players throw small footballs or flying discs threw the hula hoops. You can mark off throwing levels for various ages. For the older participants you can even have the hula hoop swing back and forth as a moving target.

Supplies: hula hoops, footballs/frisbees

Fool Ball: Players stand in a circle. One player, holding the ball, stands in the center. The players in the circle have their hands behind their backs. The person with the ball indicates to whom he will throw the

ball first, and which direction around the circle he will continue it, throwing to each player by turn. The player to whom the ball is thrown must reach for the ball only if the ball is thrown. If he moves his hands to catch the ball when it is not thrown or misses the ball, he is out of the game. A player who is out of the game sits down or stands with his arms folded across his chest. If the ball is thrown poorly, a player is not eliminated for not catching it. The player in the middle may throw the ball immediately to the next player or he may bluff. When all but one player are out of the game, the last player remaining becomes the person in the middle with the ball. Alternative to elimination is to have the “fooled” player come to the middle until he is able to fool another player.

Supplies: ball

Relay: Pass it down: Line up two rows of chairs facing each other. Make sure that you have an even number in both lines, and that every kid has a chair. Give the first kid on each team a bottle of water that is opened. Each team passes the bottle down, and every child MUST touch the bottle. The last kid in the line gets up and runs to the first chair, while her team is scooting down. This continues until everyone is back to the original starting position. They must keep more than half of the water in the bottle.

Supplies: chairs, bottles of water

Relay: Pass the Football: Line half of each team up on the opposite side of the field. A football is clamped between the knees of the first person. This football is passed to the player on the other side of the field, likewise between the knees. Hands are not allowed to be used. Play keeps going until one team finishes and wins

Supplies: footballs

Skits/Stunts:

Push Button Program

People Needed: 7 (may be adjusted)

Props: none but can add props to make more interesting

This skit needs quite a bit of practice, but is very good. Seven people dress in costume to represent the particular role they are representing on different television programs and commercials.

HALLOWEEN/COSTUME CLUB

- Songs:**
- | | |
|---------------------------------|-------------------------|
| 1. The Addams Family Theme Song | 2. Five Little Pumpkins |
| 3. Monster Mash | 4. Ghostbusters |

Games:

Jack-o-lantern Points: Line the pumpkins vertically from smallest to tallest and assign each pumpkin a point value. Determine a starting line and have each team line up at the starting line. The first person begins the game by tossing a ping pong ball into the pumpkin of choice. Each person gets three tries to accumulate points for their team. The team with the most points, wins.

Supplies: plastic pumpkins (3 per team), ping pongs (3 per team)

Monster Make-up: Divide the group into 3 or 4 teams for this event. YOKE Folk boys must sit in chairs facing the audience and the kids must “make up” the boys so that they look like monsters. The audience should determine the ugliest monster. **(Cosmetics should be approved by your county coordinator.)**

Supplies: cosmetics

Balloon-o-Lanterns: Divide the students into groups of three or four. Use orange balloons and felt tip markers and encourage the kids to be creative in drawing a jack-o-lantern face on the balloons. Give prizes for the ugliest, scariest and funniest faces.

Supplies: balloons, markers (permanent work best, but make sure kids are careful not to write on floors, tables, etc.)

Build A Scarecrow: Groups have seven minutes to create. Give prizes to the scariest or funniest. When done, place outside.

Supplies: variety of old clothes, pillowcases for heads, markers, newspaper, etc.

Halloween Corners Game: Stick up large Halloween themed pictures (or Fall themed) in the four corners of a room. Play some music and when it stops, each child runs to a corner (if you have small numbers you can limit the number of children in each). The music operator without looking then calls out one corner. The kids in that corner are out. The last person left is the winner.

Supplies: large Halloween-themed pictures, music

Gross Food Guess: You will need 5 or more dark bags that are made so that you can't see through them. You will want to line the bags with plastic. First cut up bananas and mash them up. Then put them in bag #1. Then take grapes and peel the skin off of them and place them in bag #2. Take stick pretzels and let them soak in water until they are still hard but a little bit soggy. Place them in bag #3. Take spaghetti sticks and cook them so that they are soft and bendy. Place them (along with a little bit of water to keep them moist) in bag #4. Now for bag #5 save orange peels to put in the bag. Divide the group into a couple of teams. They must send to representatives up to the line of plastic bags. Before they put their

hand in bag one, tell them that they will need to remember which bag had what in it. After the first person is done, give him or her a pencil and paper to write down what he or she thought was in bag 1,2,3,4, and 5. The person who gets the most right or the closest to the right answer can receive a prize. You can come up with more ideas and add more bags. (This could be adapted in a variety of ways: make it similar to the box skit; have only a handful of students do it but let the rest know what is in the bag so they'll laugh at the reactions the kids make when they put their hand in; you can be creative with what you put in, it doesn't necessarily have to be food; just use what you have rather than purchasing much of the props.)

Supplies: various food items or bag fillers, opaque bags with plastic to line them, paper for kids to use for guessing, pencils/pens

Trick or Treat Activity: Use a cookie cutter shaped like a pumpkin and trace 12 pumpkins on orange construction paper, cut them out. (Note it is important to try and make these the same size.) Then take 11 of the pumpkins and write "Trick" and on 1 write "Treat." On the "Trick" pumpkins write a silly thing to do like walk like a spider, or cackle like a witch, or flap your wings like a bat, dance like a fairy, walk like Frankenstein and more. Put everything in a plastic witch's kettle and have each child draw one out. If they get the treat one then let them choose a treat out of another bucket. If they get the trick they have to do what it says to earn the treat. Or for additional fun you can continue to make them do additional silly things until they pick out a treat.

Skits/Stunts:

Dead Mayor Skit

People Needed: 5 people (a narrator; one person dressed as a Dead Mayor; three other people to hold, carry, and "move" the Dead Mayor)

Supplies Needed: powder and copy of the speech

One person (who can keep a straight face) puts white powder on his face to look dead. Have three other people carry the "Dead Mayor" on and off stage (two on each side and one in the back.) The three people hold the Dead Mayor and act out the speech by moving his arms, mouth, heads, legs, body, etc. The individual who is playing the mayor just remains limp the entire time, but can "help" the people moving his/her limbs and mouth.

HILLBILLY/REDNECK CLUB

- Songs:**
- | | |
|-----------------------------------|---------------|
| 1. Granny's in the Celler | 2. |
| 3. Beverly Hillbillies Theme Song | 4. Dead Skunk |
| 5. Clementine | 6. |

Games:

Spam Toss: Line up as you would an egg toss but give one slice a piece of spam. The pairs toss the spam back and forth. Depending on the size of your spam you may need to adapt so that the teams pass the spam until they get to only a small piece of spam is remaining.

Supplies: spam

Nose Squirters: Here's a game with a little skill and a lot of laughs. Make two rows of people, facing one another, about 4 feet apart. Give the people in the first line a squirt of shaving cream on their noses. Each person in the second row gets a squirt gun. On "go" those with the squirt guns try and shoot the shaving cream off the noses of those in front of them. You win by squirting clean your partner's noses.

Supplies: shaving cream, squirt guns

Q-Tip War: Divide your kids into two teams, separate them by a line down the middle of the room, and give each team five or ten Q-Tips per person and each person a straw - and open fire! The object for them is to blow gun as many Q-Tips across the line onto the enemy's side of the room as possible before time runs out. Students can reload Q-Tips shot over onto their side. After the shooting ends, objective volunteers count the Q-Tips on each side, and the team with the lesser number wins.

Supplies: cotton swabs, straws, tape

Stack 'Em Up: Have everyone sit in chairs in a circle. Prepare a list of qualifying characteristics such as those found in the "Sit down if you...." elimination game. Here are a few examples:

If you forgot to use deodorant today....

If you have a hole in your sock....

If you are afraid of the dark....

Then read them one at a time, adding "...move three chairs to the right" or "...move one chair to the left," etc. All those who qualify - that is, all who forgot to use deodorant, or who was afraid of the dark - move as instructed and sit in the chair, regardless of whether or not it's occupied by one or more persons. Sure enough, as the game progresses, kids begin stacking up on chairs.

Supplies: chairs, list of questions

Relay: Shoe Scramble: One player is the referee. All players take off their shoes and the referee mixes them all into a large pile in the center of the room. Players are divided into two teams and a captain is appointed for each team. Each team captain decides the relay order for the players on his team. At the

referee's signal, the first player on each team runs to the shoe pile, recovers his shoes, and puts them on. The shoes do not have to be tied. The player then runs back and tags the second player in line. The relay continues until all players have recovered their shoes and put them on – the first team finished wins.

Variations:

- (1) All players on both teams recover their shoes at the same time. Whoever finds all their shoes first and puts them on wins.
- (2) If the group is very large (over 30), divide into four teams instead of two. The first two teams go first, then the last two, and then the winning teams play each other.
- (3) Players must put their shoes back on and also fix buckles, tie laces, etc.
- (4) To make the game faster and easier, have players only remove one shoe.

No Supplies Needed

Tag: Steal the Bacon: Line the kids up in two straight lines facing each other. Number them 1- however many kids you have starting on opposite ends. Place the “bacon” in the center of the two lines. You can use a stuffed animal that is a pig or a cow, a bandana, or anything soft. Call out a number. The two kids having those numbers must race to the center, grab the bacon and take it back to their side without getting tagged. If she makes it her team gets the point, if she gets tagged the other team gets the point.

Supplies: “bacon” (anything soft like a bandana or stuffed animal)

Tarp Flip: The entire group must stand on a tarp. They may only touch the tarp and not the ground. They must fold the tarp in half. An alternative is that the group must fold the tarp into a shape such as a triangle or rectangle. If the group is too large to fit onto a tarp, then provide as many tarps as needed to divide into smaller teams.

Supplies: tarp(s)

Skits/Stunts:

Big Rig

People Needed: 1

Supplies Needed: several deodorants—spray, roll-on, pump, and solid; slices of bread or bun; jar of peanut butter; a tank top; ball cap

A truck driver sits down and starts talking about how he drives the big rig all over town. As he drives he gets “powerfully smelly”. Not just your average smelly either. He falls into a rambling discourse of how smelly he is finally smearing peanut butter on his arm pits, scraping it off with the bread, and eating it!

Hillbilly Earwax

People Needed: any number

Supplies needed: glass of water; an empty glass some kind of candy (Reese cup, Butterfinger, Hershey bar)

Characters are lying on the ground “sleeping” One-by-one they wake up, stand up and begin to get ready. They brush their teeth, comb their hair, etc. They decide they need to clean their ears so they each pretend to spit into the next person’s ear. The last person has a chewed up piece of candy and water in his/her mouth. He/she spits it into the cup. It’s everyone’s earwax.

HULA HOOP CLUB

- Songs:**
- | | |
|----|----|
| 1. | 2. |
| 3. | 4. |
| 5. | 6. |

Games:

Hula Hoop Toss: Have YOKE Folk hold hula hoops and have players throw small footballs or flying discs threw the hula hoops. You can mark off throwing levels for various ages. For the older participants you can even have the hula hoop swing back and forth as a moving target.

Supplies: hula hoops, footballs/frisbees

Hula Hoop Weave: Divide youth into a couple teams and have each team hold hands in a single file line. Start the hula hoops at the end of each line by having the first person put a foot and arm inside. The idea is to get the hula hoop down the line of people without disconnecting hands. You can also do in a circle and add your own creativity to the game to make it more fun.

Supplies: hula hoops

Relay: Dribble Frenzy: Separate the kids into even lines. Place a Hula Hoop with a basketball in the center of it in front of each line. Have the kids run down to the Hula Hoop and dribble the ball 5 times with their right hand and 5 times with their left, inside the hula hoop. Then run back to the line. The team that finishes first wins.

Supplies: hula hoops (1 per team), basketballs (1 per team)

Ring a YOKE Folk: Separate the kids into even lines. Each team’s objective is to “ring” their YOKE Folk more times than the others. YOKE Folk stand still and kids try to toss their team’s hula hoop up and over the YOKE Folk, landing the hoop around the YOKE Folk.

Supplies: hula hoops (1 per team)

Hula Hoop Contest: Have the kids Hula Hoop and see who can do it the longest. You may have to do tournament style if you don’t have a lot of Hoops.

Supplies: Hula hoops

Shipwreck: This is a relay game and each child needs a partner. The pair carries a hula hoop (one holding onto each side) down to a specified location (ex. the half-court line in a gym). The person leading the game yells “Shipwreck!” as the pair walks to the specified location and the pair has to drop the hula hoop onto the floor and jump inside it with both feet. The first team to have both people completely inside their hula hoop with their hula hoop not moving (stationary on the floor) gets the point. They turn and head back toward the beginning of their line. The person leading the game yells “Shipwreck!” again. Each team has a chance to win points on the way down and on the way back to their line. Once back to

the front of the line, they pass the hula hoop to the next pair of players. The team with the most points wins. (Note: This is a controlled relay. It's not the fastest time that wins, but the most accurate team.)

Supplies: hula hoops

Skits/Stunts:

KINDERGARTEN CLUB

- Songs:**
- | | |
|------------------------------------|--------------------------------|
| 1. The Itsy Bitsy Spider | 2. Twinkle Twinkle Little Star |
| 3. If You're Happy and You Know It | 4. The ABCs |

Games:

Tag: Duck Duck Goose: Put the kids in a circle. Pick a kid to be it. It walks around the circle tapping everyone on the head and saying Duck, Duck, Duck, when "it" says goose the kid who he taps gets up and chases "it." If "it" gets back to the empty seat, then the kid chasing him is it. If "it" gets tagged than he is in the mush pot until another kid is tagged and the kid chasing him becomes it.

No Supplies Needed

Mother, May I?: Line the kids up in a straight line. You start to the right with the first kid. Mother says "take 5 giant steps forward" or 3 baby steps, or 4 frog leaps, or whatever. The kid must say "Mother May I?" before he starts stepping. If he forgets he must go all the way back, if he asks then he may stay at the end of where his steps are. The first kid to reach Mother is the winner.

No Supplied Needed

Relay: Mr. Potato Head Race: Get a couple of Mr. Potato heads and put them at the end of the room. Put the kids in lines. They must run down, put on a blindfold, put one piece of Mr. Potato Head in, run back to his line, pass off the blind fold and sit at the end of the line. Each kid in the line must complete this task. The first team to complete their Mr. Potato head is the winner.

Supplies: Mr. Potato Heads (1 per team), blindfolds

Puzzle Piece Search: You can do this with a pre-made puzzle or use a large unwanted poster and cut it into several pieces depending on the number of participants. Hide pieces throughout the area while players are out of the room. Have a card table or work area where the puzzle can be assembled. When a player finds a piece they are to bring it to the table to fit it together with the other pieces. After they have put the piece down they are off finding another piece.

Supplies: large puzzle pieces (made from poster board)

Red Light Green Light: Line the kids up in a straight line. Instruct them that when you say green light they can move forward and when you say red light they must freeze immediately. If a kid does not freeze immediately then they are out. The first kid to reach the end wins. YOKE Folk can alter the manner in which kids must travel toward the leader as well (heel-to-toe, backward, etc.)

No Supplies Needed

Naptime Game: Assign a YOKE Folk or student to be the "teacher" who puts all the kids to "sleep" for naptime – the students will end up lying around the playing area on their stomachs. As the teacher walks around the playing area through all the sleeping kids, the students will try to move around

without being seen. If the teacher sees a kid moving at all, that kid is “out” and must sit on the edge of the playing area. Students who are “out” can make “Psssstttt” noises to help the teacher know which way to look to find students who aren’t sleeping. Students cannot remain motionless, they must try to move around, stand up, wave their arms, etc., without being caught by the teacher. The last kid to be caught moving is the winner or can be the new teacher for another round.

No Supplies Needed

Skits/Stunts:

My Buddy Skit:

People Needed: 3 or more

Supplies Needed: none

In this skit one person is “My Buddy” and doesn’t move or talk but just stands and smiles, one person is a narrator and reads the following script, and another attempts to play with the My Buddy doll.

MESSY CLUB

Tell your YOKE Folk to bring extra clothes for this one ... sometimes kids forget. Make sure to call all the kids on your list the week before to remind them to wear messy clothes. **Check with the school on an outdoor location and be sure to clean up everything that you can outside just like you do in the school.**

- Songs:**
- | | |
|---|---|
| 1. Banana Song (throw mushy bananas at them at the end) | 2. When the Moon Hits Your Eye Like a Big Pizza Pie (let kids pie each other) |
|---|---|

Games:

Relay: Egg and Armpit: This game requires two teams. Half of the team should line up on each side of the room. The first person must race to the other side with a spoon in his mouth and a hard-boiled Easter egg on it. The player on the other side must take the egg, put it in his/her armpit, and run back across the room. He/she must drop the egg from his/her armpit onto the next person's spoon. Play continues until one team is the first to have all teammates make a successful run.

Supplies: plastic spoons, hard-boiled eggs (have extras)

Flour Tag: Fill pantyhose with flour. Have the kids place the pantyhose on their head like a hat. The kids then must attempt to knock the flour-filled pantyhose off of the other kid's head by swinging their heads in a circle (show an example of the helicopter technique).

Egg Chariots: Everyone pairs up, one person standing in front of the other person who puts their hands on the front person's shoulders. The back person has an egg taped to their back. The object of the game is to run around and try to crack other teams' eggs without getting yours cracked. Only the front person can do the cracking. The back person must keep their arms on their teammate's shoulders at all times.

Supplies: eggs (one for every two kids), masking tape

Relay: Shaving Cream Balloon-Sit: Fill balloons with shaving cream and/or other nasty stuff (chocolate syrup, cheese spray, etc.) and have the kids run down and sit on the balloons.

Supplies: balloons (pre-filled with shaving cream or other supply)

Egg Toss: The egg toss is a YOKE favorite where you form two lines and give everyone in one line an egg. They must all toss their egg to their partner at the same time. Any pair with an unbroken egg takes one step back and then the 2nd line throws the egg back. Keep going until you have one pair as the winner.

Supplies: eggs

Water Balloon Fight: Make up any rules you want and let the kids have a water balloon fight.

Supplies: water balloons

Relay: Chocolate Marshmallow Throw: Allow kids to dip their marshmallow in a container of chocolate syrup and then throw it at a YOKE Folk to get it in their mouth. Team with the YOKE Folk that catch the most wins. (YOKE Folk will probably want to spit out marshmallow between throws.)

Supplies: marshmallows, chocolate syrup, bowls

Pick marbles out of bucket of Jello w/feet: Form teams, and have each team circle around a bucket full of Jello (pre-made, with marbles sunk into it). When the leader signals, teams must put their feet into the Jello and pull out all the marbles. The first time to do this wins.

Supplies: buckets with Jello/marbles, towels for ground and cleaning feet

Pass it down: Make a nasty concoction and form teams. The first person takes a sponge, gets it wet and passes it over head down the line where the last person squeezes the sponge out into a bucket. The last person in line runs to the front and repeats the process until one team has filled their second bucket up to the winning line.

Supplies: buckets (2 per team), supplies for the nasty concoction, large sponges (1 per team)

Water Balloon Shave: Select five guys and five girls. Before the meeting, fill five medium/large balloons with water. Sit the five guys in chairs in a line, side by side. Have them hold the water balloons on top of their heads (or hold the balloon with their teeth). The YOKE Folk then puts the shaving cream onto the balloons, and spreads it evenly over the balloon. Give each of the five girls a disposable razor. The object of the game is for the girls to shave the balloons clean, and not burst them. The first couple finished wins, or you can add the cleanest balloon. If the balloon bursts, they are out. It is messy and fun.

Supplies: balloons, shaving cream, razors, chairs, towels

Spaghetti-O Spelling: Form teams and give each a plastic tray. Have the YOKE Folk empty 1-2 cans of alphabet soup onto each tray. For each round, call out a word or phrase, and the kids will try to spell it out using the letters on their tray. The first team finished with the word or phrase wins the point for that round.

Supplies: plastic trays (1 per team), alphabet soup (1-2 cans per team), towels for clean-up

Sponge Relay on Heads: Make a nasty concoction and form teams. The first person in line dips a sponge into the bucket and runs, with the sponge sitting on his/her head, across the playing area to a second bucket. The player then squeezes the sponge out into the bucket and runs back to the line, passing the sponge to the next person. The first team to fill their second bucket to a pre-determined lines wins.

Supplies: buckets (2 per team), supplies for the nasty concoction, large sponges (1 per team)

Making pictures with condiments: Form teams and give each a plastic tray. Have YOKE Folk make small piles of different condiments on the edges of the trays (ketchup, mustard, etc.). The leader can call out

different pictures for the students to try to make, or the teams can try to come with a creative picture to impress the YOKE Folk judges. Either way, the drawing must be done with feet only.

Supplies: condiments, plastic trays (1 per team)

Skits/Stunts:

Guess that food!

People Needed: 2 YOKE Folk

Supplies Needed: random foods

Two YOKE Folk contestants sit in chairs or on the ground in front of the kids. Select two kids per food item you have. Kids will pour the foods over the leaders' heads, and the first leader to correctly guess the food wins a point. Play several rounds.

NEWSPAPER CLUB

Songs: 1. Singin' in the Rain 2.

Games:

Newspaper Delivery: You will need one complete paper for each team. Have YOKE Folk holding different sections of the paper. Teams must complete different tasks to get their paper back (whatever the YOKE Folk wants them to do). Once a team has retrieved all the pieces of their paper, they must assemble it and present it to win the game.

Supplies: newspaper per team

Newspaper Scavenger Hunt: Hand out an identical copy of the newspaper to each group. Make up a list of items to find in the paper (a crossword puzzle, a specific cartoon or column, the word "volunteer," weather for a specific city, etc.). Call out the items. The first team to get back to the leader with the item pointed out is the winner. (Note: Make sure there are no inappropriate advertisements in the papers you give to the kids to look through.)

Supplies: newspapers (1 per team), pens/markers, pre-made list of items for students to find

Newspaper Cover Up: Each team tries to cover their entire team with newspaper. The team that is covered the best is the winner.

Supplies: newspaper (lots of it)

Relay: Newspaper Basketball: Line the kids up in relay from and have them wad up a piece of newspaper. They run up to a line and shoot the paper in the garbage can and run back. The team that gets the most paper wads in the garbage can is the winner.

Supplies: wadded up newspaper, garbage cans/goals, painters' tape for lines

Wad and pile: This is a good way to pre-make as many newspaper wads as you'll need for the entire club. Split kids into teams and give each team an even amount of newspaper. In a limited amount of time, each team must make as many wads of newspaper as possible and form a large pile. A few YOKE Folk will ask as judges to determine which team has the biggest and best pile (can judge on technique, size of wads, height of pile, etc.). Great to use before "Clean Your Backyard."

Supplies: newspaper

Clean Your Backyard: Divide the floor up into four even areas with tape. Give each team a stack of newspapers, and have them wad the paper up into balls. The teams need to throw the paper into the other areas and keep the paper out of their area. The team with the least amount of paper in their area after 4 minutes wins.

Supplies: newspaper, painters' tape for lines

Throw the paper away game: Give each team several plastic trash bags. Tell them that the team who gets all of the newspaper in their square stuffed in the bag first is the winner. Used after “Clean Your Backyard” game to speed up the cleaning process for your team.

Supplies: Garbage bags

Paper Wad Shoot: Divide into teams of 4-8 kids each. Set up a garbage can in the middle of the room (about three feet high) and prepare ahead of time several paper batons and a lot of wadded up paper balls. One team lies down around the garbage can with their heads toward the can (on their backs). Each of these players has a paper baton and the opposing team stands around the trash can behind a line about 10 feet or so away from the can. The line can be a large circle drawn around the can. The opposing teams try to throw the balls into the can while the defending team tries to hit the balls away with their batons. 2 minutes are allowed to try to get as many in as possible. Each team gets a chance in both positions. Winner is the team who gets the most in.

Supplies: newspaper for batons and paper wads, masking tape for batons, several medium-sized garbage cans (about three feet high)

Skits/Stunts:

Newspaper Whistle Skit:

People Needed: 3 boys and 3 girls

Supplies Needed: whistles, newspaper, blindfolds

One boy has to blow the whistle and run around on his knees while the girl chases him hitting him with the paper. In the last pair, the blindfold is taken off of the girl, but the boy is left blindfolded.

NINJA/PIRATE CLUB

Songs:

1. Kung Fu Fighting

2. He's My Rock

Games:

Samurai Warriors: Mark off a 10 x 10 foot area and place a chair and a low table in the center. Place an object on the table to represent a "treasure." One person is selected as the samurai, who is blind since birth. This person is blindfolded and given a sword (pool noodle) and sits in the chair. Everyone else is a ninja. They stand around the 10 ft. boundary and try to remain silent. One ninja is selected to steal the treasure without getting hit by the sword. If they succeed, they become the blind samurai. If they fail, another ninja is selected by a YOKE Folk. Add variations to keep it interesting. (For example, try putting the treasure on cellophane so it would make more noise.) The ninjas are usually allowed to use anything at their disposal to gain an advantage, such as throwing their shoes to distract the samurai.

Supplies: chairs, table, object to be the "treasure," pool noodles, blindfold

Relay: Bluebeard Buster: The buster has a medium-powered water gun and Bluebeard is a balloon which looks like a pirate (bandana on top and patch over eye). Spread shaving cream or blue tub foam on the face of the balloon. The first person in each team's line will run down and get 2 seconds to try to spray the shaving cream off of Bluebeard's face. After the 2 seconds are up, the person runs back and hands the gun to the next student in line. First to clean off Bluebeard wins.

Supplies: balloons, pirate decorations, shaving cream, water guns (make sure they work)

Ninja Head Spin: Students divide into two teams. Two students each put a knee-high nylon stocking over their head that has a tennis ball tied in the toe. The students face each other and begin to swing their heads so that the tennis ball spins in a circular motion. The object of the game is to get your tennis balls to intertwine with each other and then pull your opponents stocking of their head before you get yours pulled off. Every student in each team gets an opportunity to compete.

Supplies: knee-high stockings (get the biggest size you can find), tennis balls

Tag: Ninja Time: Kind of red light/green light, kind of capture the flag. The kids are divided into two groups. One team is the ninjas, the other team is the guards. Ninjas have a place where captured items go; a rock, Ninja base, etc. Each guard places an item on the ground within the boundary created. They can hide it minimally, but like in capture the flag, it must be able to be seen from at least three directions. They can stand no closer than ten feet from the object they are guarding. The object for the Ninjas is to get all items back to base without getting caught. The object for the Guards is to capture the Ninjas that are taking their flag or Ninjas trying to get back to base. All the kids stand still then a leader says, "Go!" The Guards close their eyes and the Ninjas try to pick up as much stuff as possible by stalking and creeping into the guarded territory. Periodically (every 10 to 45 seconds) the leader yells "Alarm" and the guards open their eyes and try to tag the Ninjas as they flee to the base. If the Ninjas get tagged they go to the Guard jail where they wait to be rescued. A Ninja needs to get to the jail

before the leader says, “Alarm” in order to free the captured Ninjas. If the Ninja gets back to base before they are tagged they are safe.

Supplies: captured items

Ninja War Tournament: Divide the group into pairs. Each pair will compete by playing “Ninja,” and the winner will find a new partner. When someone loses, they sit down. Play until you are down to just two. Contestants who are out should cheer. In the game of Ninja, each student has one move each round to try to hit their partner’s hand. While one player is swiping toward another’s hand, that player may move away. Each player must freeze until it is his/her turn.

No Supplies Needed

Pirate Sword Fight: Contestants create swords out of aluminum foil and pop balloons of their team’s color which are suspended on a rope line. First contestant to pop all balloons of team’s color wins.

Supplies: aluminum foil, balloons, string/rope

What’s Your Sign?: Have the group stand in a circle. The leader starts by taking a step forward, saying their name and giving a sign. Each person gets to make up their sign. (For example, “My name is Sam and my sign is...” and showing a peace sign.) The group repeats together, “His name is Sam and his sign is...” The next person to the left repeats whatever names and signs have come before, and then adds their name and sign. This continues till everyone has had a turn. This game isn’t designed to see who has the best memory – leaders should jump in and help anyone who’s having trouble remembering names or signs.

Variation: Instead of a sign, have people say their name along with a sound.

No Supplies Needed

The Black Manta Says/Captain Jack Says: Just like Simon says except do Ninja moves or Pirate moves. Just like Simon Says if they do the motion and you don’t say Simon Says they win. (Mirror a ninja move and hold it for a long time- last one standing wins.)

No Supplies Needed

Waa Game: Stand in a circle and have one person start the game by raising arms above head and touching hands. The person throws and says “Waa” directed at person in the circle and points his/her hands toward that person. That person has to catch by throwing his/her hands above his/her head. The person on the left and the right chop (move hands toward the middle person’s stomach) and says “Waa.” Pass by performing different ninja motions and sounds. If anyone fails to make the motion or say “Waa” in the order that they are supposed to, is out.

No Supplies Needed

Skits/Stunts:

No Touchy Kung-Fuey

People Needed: 2 or more

Supplies Needed: stockings or panty hose on head

Ninjas are fighting each other and each has a stocking on his head. When they hit themselves, it injures the other ninja. As they catch on, the last time one ninja hits himself in the head and knocks himself out instead of hurting the other ninja.

NO SUPPLY CLUB #1

- Songs:**
- | | |
|---------------------|------------------------|
| 1. Little Red Wagon | 2. Singing in the Rain |
| 3. Banana Song | 4. Sally the Camel |
| 5. Boom Chica Boom | 6. Fast Food Song |

Games:

Birdie on the Wire: Have kids pair up and form two circles (an inner and an outer). Pairs should face each other. When the leader yells, “go,” the outer circle moves clockwise as the inner circle moves counterclockwise. When the leader yells “Birdie on the wire!” players in the outer circle get down on all fours and the players in the inner circle find their partner and sits on his/her back. The last to find his/her partner is out. Play a few rounds and then switch the inner and outer circles so the same kids are not falling to the ground each time.

Relay: Back-to-Back Run: The kids find partners, stand back to back and link elbows. Their challenge is to run to a spot and back, one frontward, the other backward. To return to the start point after reaching the given spot, they don't turn around but merely switch roles.

Cat and Mouse: All kids stand in a circle. Two people are chosen – one to be the cat, one to be the mouse. The object of the game is for the mouse to catch the cat on the inside of the circle. The cat can chase the mouse inside and outside the circle, however, when the mouse runs between two people, those people join hands and that cat cannot pass through. If the cat catches the mouse, the cat wins; if the mouse traps the cat inside the circle, the mouse wins.

Mother, May I?: Line the kids up in a straight line. You start to the right with the first kid. Mother says “take 5 giant steps forward” or 3 baby steps, or 4 frog leaps, or whatever. The kid must say “Mother May I?” before he starts stepping. If he forgets he must go all the way back, if he asks then he may stay at the end of where his steps are. The first kid to reach Mother is the winner.

Poor Kitty: One player is chosen as the “kitty” and goes to the center of the circle. The kitty begins to act like a cat and approaches one of the seated players, who must stroke the kitty’s head and say “Poor kitty” slowly three times without smiling or laughing. The kitty is free to make faces at the person petting them. According to the players’ preference, either the first person to laugh or the last person to laugh becomes the next kitty.

Variation: Other animals are imitated, such as “poor piggy,” “poor puppy,” “poor elephant,” etc. Animals with unique behaviors are best. Encourage players to ham it up to help make others laugh.

Tag: Blob Tag: The game starts as a regular game of tag except that as players are tagged, they join hands with “the Blob” (the person who is “it”) and become part of the Blob themselves. Only the outside hands of the Blob may be used for tagging. The Blob can split itself, however, to catch

stragglers. The last person who is caught becomes the new Blob for the next game. Note – because the Blob can only run as fast as its slowest member, it is a good idea to try and catch the fastest runners first.

Tag: Everybody's It Tag: Sometimes called the world's fastest game of tag. When the leader says "Go!", everyone tries to tag everyone else. If you're tagged, you must sit down. Simultaneous tags mean that both players are out. Continue till only one person is left.

Red Light Green Light: Line the kids up in a straight line. Instruct them that when you say green light they can move forward and when you say red light they must freeze immediately. If a kid does not freeze immediately then they are out. The first kid to reach the end wins.

Relay: Chicken: Form teams accordingly. Have players each remove one shoe. Place the shoes in a straight line about one foot apart. The first player hops on his or her shoed foot over each of the shoes in the line. When the player gets to the last shoe, he or she kicks that one shoe out of the line and then turns and hops back over the remaining shoes. Once the first player touches the second player, the second player begins hopping. Play continues until each player has gone and all shoes are out of line. The first team to finish wins.

Tag: Dancing Freeze Tag: Play tag as normal. If a kid is tagged then he/she must start and continue dancing until they are unfrozen by another participant.

Skits/Stunts:

Throwing Pebbles in the Creek

People Needed: 1 teacher, 4 students (at least one girl)

Supplies Needed: water

One at a time, the first three students come into the classroom and are asked by the teacher why he/she is late. The students reply each time, "I was throwing pebbles in the creek!" The teacher chastises each student and sends them each to their seats. The last student (a girl) comes in soaking wet and crying. The teacher asks her why she's late, and she replies, "I'm Pebbles!!! I'm new!"

NO SUPPLY CLUB #2

- Songs:**
- | | |
|---------------------|------------------------|
| 1. Little Red Wagon | 2. Singing in the Rain |
| 3. Banana Song | 4. Sally the Camel |
| 5. Boom Chica Boom | 6. Fast Food Song |

Games:

Back-to-Back: This is the game where you start out with groups of two people sitting back to back and they have to stand straight up without using their hands. Add one person every time they stand up successfully.

Relay: Crabwalk: This relay can be done a variety of ways. Line the children up in even lines. Have the first kid crabwalk down to the YOKE Folk, do 5 jumping jacks, and then crabwalk back. The first team to finish is the winner.

Tag: Rock, Paper, Scissors Tag: You need a large open area divided by a center line, with “free zone” areas at the far end of each half, marked with a boundary line parallel to the center line. Divide players into two teams. The teams huddle and decide what signal they will show (Rock, symbolized by a fist; Paper, an open, flat hand; or Scissors, two extended fingers). The order of strength is: paper covers rock; rock breaks scissors; scissors cut paper. Each team chooses what signal they will show, and a second signal in case the first ends in a tie. The teams then line up on either side of the center line and chant, “Rock, Paper, Scissors, go!” and show their symbol. The winning team then tries to tag as many opponents as they can before the opponents can run back to their free zone. Those who are tagged are either eliminated from the game, or, better, join the opposing team. The game continues until one team’s left.

Clumps (Numbers Game): This game can be played with any number of kids. Everyone crowds towards a center point until the leader calls out a number – for example, 6. Everyone must break up into groups of 6, lock arms, and sit down. Leaders then eliminate all those who are not in groups of the correct number within a brief time limit. Repeat the process, with different numbers each time, until almost everyone is out.

HaHa: Each kid will lie down with their head on someone’s stomach so that you have one line. Number the kids and they will have to say “ha” for the number in line that they are. The first person says “ha”. Second person says “ha,ha.” This continues down the line. The catch is that there is no laughing allowed. If someone starts laughing, the first person has to start over. It gets very funny as kids have more difficulty in saying the number of ha’s without laughing.

Little Sally Walker: Have the kids circle up. Place one kid in the middle and have them walk around the inside of the circle while everyone else sings, "Little Sally Walker, walking down the street. She didn't know what to do, so she stopped in front of me. (At this point, the one in the middle stands in front of someone and does a dance move during the second verse...still singing...) Hey girl, do that thing, do that thing now switch!" (Now the person that got picked does the same dance move in response) Still singing), "Hey girl, do that thing, do that thing now switch!" The new person now walks on the inside of the circle and continues the game.

Honey, If You Love Me, You'll Smile: The group starts in a circle with one person in the middle. This person tries to get others to laugh by saying "Honey if you love me, you'll smile." The person on the outside must respond without smiling or laughing saying "Honey, I love you but I just can't smile." The person in the middle can do various things, without touching anyone, to get another person to smile. If the person does smile then they will become the center person.

Relay: Leap Frog: Divide into teams, have players line up, crouching down on hands and knees. Last player in line must stand up, leapfrog up to the front of the line and crouch down, and so on. Team is done when the original first player in line has made it back up to the front. First team to finish is the winner.

Human Knots: Have the whole group start in a circle. Each person puts their right hand into the circle and joins hands with someone on the other side. Once that's done, they all put their left hands into the circle and do the same thing – but be sure to choose a different person this time. Now that the whole group is holding hands, work together to untangle the knot, while they never let go of anyone's hands.

Skits/Stunts:

Echo Skit

People Needed: 1 tour guide, 1 echo, 3-4 tourists

Supplies Needed: none

The tour guide leads the group through a cave that echoes. The tourists yell their favorite sandwich types, the last person yelling "Bologna!" The echo works for everyone except the last person. The last person will eventually yell the name of the most attractive person at YOKE club, and the echo will yell back, "Bologna!!"

NOODLE CLUB

Songs: 1. On Top of Spaghetti

Games:

Relay: Broom Jump: Line the kids up into single file lines. The first two kids hold opposite sides of the noodle. The kids run down the line holding the noodle low and every kid must jump over the noodle. When the noodle reaches the end of the line, the noodle is passed back to the front and the next two kids repeat the process. The first team to have the original two kids return to the front is the winner.

Supplies: broom/pool noodle

Relay: Noodle Relay: Line the kids up into equal, single file lines. Give the first kid in each line four noodles. One goes under each arm, one goes between their legs, and one goes under their chin. The person has to run down around a chair, and run back to the beginning of the line, handing off their noodles. The first team to have everyone complete the task wins.

Supplies: noodles, chairs (optional)

Noodle Hockey: Line the kids up into two lines facing each other. Number the teams off from left to right. Lay two noodles and a ball in the center of the lines. Call out the numbers and those two students will run out and pick up a noodle and try to get the ball back to their team. They can only use their noodle to move the ball.

Supplies: pool noodles (1 for each team), small balls (1 for each pair of teams)

Tag: Mosquito: Have 2-4 kids be the mosquitoes depending upon club size. As a mosquito, they hold the noodle up to their forehead and have it extended out. They try to go and tag the other kids with their noodle. Once the other kid has been tagged by the noodle, they can either become the new mosquito or they have to freeze and cannot move until another unbiten kid comes by and tags them.

Supplies: half-size pool noodles (1 per mosquito)

Great Spaghetti Noodle: Select two to three contestants for this up-front challenge. On stools or short tables, place six uncooked pieces of penne pasta in a circle around the edge of the surface. Each contestant is given a piece of uncooked spaghetti to hold in his/her mouth. Without using hands, the contestants must try to get all six pieces of penne pasta onto the spaghetti noodle in their mouths. If the spaghetti noodle breaks, a YOKE Folk can give the contestant another piece of uncooked spaghetti, but the contestant must start over. Contestants are given one minute to complete the challenge.

Supplies: uncooked penne pasta (6 per contestant), uncooked spaghetti noodles (2-3 per contestant), stools or short tables

Skits/Stunts:

Blind Date Skit

OLYMPIC CLUB: ICE CREAM OLYMPICS

NOTE: This club needs to be carefully planned because it can use a good portion of club expense money. If you are a smaller club, you may want to share the expense with another club to make good use of resources. Items like candy, and syrup or whip cream might not get fully used at one club and could be shared with another club. Also, getting parents involved to help serve ice cream or even donate ice cream for this club might be an option in some communities. You might also want to do this club outside.

Songs: 1. Fruit of the Spirit

Games:

Relay: Cone Carry: Carry a tennis ball (or ice cream if outdoors) in an ice cream cone down and back and then pass to the next person in line without spilling the tennis ball/ ice cream.

Supplies: ice cream cones (2 per team), tennis balls or ice cream

Relay: Mix in Drop Off: Form teams. Each team gets a spoon and the same number of mix-ins (candy). After the countdown, the first players carry the mix-in in the spoon to an ice cream-filled bucket at the other end and simply drop it in. If the player drops the candy, he/she must pick it up, return to the front of the line, and start over. This is a race to see which team is the fastest.

Supplies: candy, plastic spoons (1 per team), bucket of softened ice cream

Relay: YOKE Mix-in Race: Form teams. Each team gets spoons and races down to the other end one at a time to retrieve a piece of candy out of an ice cream-filled bucket (make sure the candy is slightly mixed in, and that the ice cream is a little melted. They lay it on a plastic garbage bag beside the ice cream bucket and then run back to hand the spoon to the next person in line. Once all of the candy is out, the last person works to spell the word "YOKE" by lining up the candies appropriately. The first team to finish wins.

Supplies: candy, plastic spoons (1 per team), bucket of softened ice cream, plastic garbage bag

Relay: Ice Cream Slip-n-Slide: Lay two long plastic sheets out and smear ice cream and liquid toppings on them. This will work best on a slope, but if not, just don't make the plastic sheet very long. This will be very messy and kids would need to wear old clothes and come prepared to get messy. The kids will go through relay-style, and the first team completely finished wins.

Supplies: large plastic sheets, ice cream, liquid ice cream toppings

Skits/Stunts:**Ice Cream Shop**

People Needed: 1 ice cream shop worker, several machine “parts,” one customer

Supplies Needed: ice cream flavors (1 per machine “part”)

A customer comes to buy an ice cream sundae/or milkshake. The ice cream shop worker gets different flavors by pulling on the arms of the YOKE Folk, who spit the flavors from their mouths to the cup/bowl. At the end, the customer drinks the shake.

OLYMPIC CLUB: INDIVIDUAL/TEAM GAMES

For all of the games divide the kids into teams for the entire club. You can have countries, colors, grades, etc. You can get colored tape, crepe paper, stickers, etc. to identify the teams. Have teams choose team names or something. Points are awarded to each event winner. The team with the most points at the end wins.

Songs: 3. I am a C-H-R-I-S-T-I-A-N 4. National Anthem

Games:

1. Individual Events: Choose enough games for the number of people in each team. Have a station for each game set up around the room. Each team must send one participant to each station. The leader of each station award points to teams based on who won at each station.

Foot Standing: whoever stands on one foot the longest.

Arm Raising: whoever can hold their arm up longest without using the other arm.

Toe standing: kids stand on their tip toes, and whoever can stand on their tip toes the longest wins.

Tie tying: Give each person a necktie, whoever ties it the fastest, properly, wins.

Stare Down: Divide kids into pairs. Tell partners to stare until one blinks. The winner progresses to the next round until there is only one kid left.

Broom Balancing: One at a time, ask each person to balance a broom in the palm of their hand. See who can balance it the longest.

Paddle Ball: One at a time, give each person a table tennis ball and table tennis paddle and see who can bounce the ball against the floor the most times without missing.

2. Team Events: Teams must join up again and compete in new games again all the other teams.

The entire team must do ten jumping jacks before going to the next stop.

The entire team must walk backwards.

The entire team must move down and back with their backs touching

Each teammate must carry a full glass of water to the next location without spilling it, or the team must start over!

Skits/Stunts:

Olympic Nose Blowing

People Needed: 1 announcer, several contestants

Supplies Needed: none

One by one, the contestants compete in a nose-blowing competition.

PAJAMA CLUB

- Songs:**
1. Rise and Shine
 2. There was a moose
 3. Milk Song

Games:

Relay: Cereal: Divide into teams of 6-8. Provide a plastic spoon for everyone. The first person in each team will have a bowl of cereal and the last person will have an empty bowl. The dry cereal is passed from one person to the next by holding the handle of the spoon in the mouth and passing it from spoon to spoon. The first person to have the most cereal in the bowl after a designated time wins. (A variation would be to not have the spoons in the mouth because when they are rushing the kids will drop cereal anyway.)

Supplies: dry cereal, bowls (2 per team), plastic spoons (1 per player), broom

Cereal Box Mix-Up: Use the small, single portion, cereal boxes. Have enough for one per student (may only have 4 kids complete to keep costs down). Remove one side of the box and cut them up into pieces, scramble them, and then give each player an equal amount of pieces. You can either have them pass one piece at a time to their right, or trade for pieces. The object of the game is to be the first person to put together a box of cereal.

Supplies: cereal box fronts cut into equal pieces (1 per team)

Toast Tower: Divide the kids into groups of 6 or 7. Give each group a bag of bread (Texas Toast works well) and toothpicks. Each group builds a tower with their bread and the group with the tallest, most creative, etc tower wins.

Supplies:

Supplies: bread (1 loaf/bag per team), toothpicks, plates/trays

Pillow Pass-Over: Have kids form two equal teams. Then have them form a large circle, with one team forming half of the circle and the other team forming the other half. Have everyone hold hands, and place the soft pillow in the center of the circle. At your signal, each side should begin pulling, trying to make some player from the other team touch the soft pillow. Players may jump to avoid the pillow, but they must keep holding hands. As soon as a player touches the pillow, he or she must drop out of the circle. If players let go of each other's hands, both players are out. After about five minutes of strenuous pulling and jumping, the team with more players left in the game wins.

Supplies: pillow

Relay: Sleeping Bag: Divide the kids into even teams and have them line up single file. The second kid sits down on the sleeping bag (make sure that their heads are pointing towards the person that is pulling them so that they do not hit their heads on the floor). The first kid pulls the second kid down, they switch and the second kid pulls the first kid back. When they are finished they sit down at the back of

the line and the next two kids go. You can also put the kids in groups of three and have two pull one kid down and back and then all three have a seat at the end. Depending on the size of your kids and their strength which option you choose. MAKE SURE the kids are facing the person pulling them and that no one is in a situation where he could hit his head or is made to pull someone that he can't. Always have a YOKE Folk follow to spot (make sure the kid doesn't hit his/her head) during this game.

Supplies: sleeping bag

HaHa: Each kid will lie down with their head on someone's stomach so that you have one line. Number the kids and they will have to say "ha" for the number in line that they are. The first person says "ha". Second person says "ha,ha." This continues down the line. The catch is that there is no laughing allowed. If someone starts laughing, the first person has to start over. It gets very funny as kids have more difficulty in saying the number of has without laughing.

No Supplies Needed

Unscrambled Eggs: Find a sentence about breakfast and write it on a piece of paper. Put the words of the sentence inside of plastic eggs. You can make several groups with identical sentences. Have the kids open the eggs and try to put the words back in the order of the sentence. You can give the kids a copy of the sentence or not, that is up to you. Some sentences you can use are quotes from Green Eggs and Ham, Good Night Moon, etc.

Supplies: words (from a sentence) on paper (Enough sets of sentences for every team), plastic Easter eggs.

Skits/Stunts:

Toothbrush Skit

People Needed: any number

Supplies Needed: toothbrush, toothpaste, glass of water

**It is YOKE's policy that this skit should ONLY be done by leaders.

Everybody wakes up and brushes their teeth and spits in a cup. The skit ends when the last person claims to need to take their medicine and chugs the whole glass of water dirty spit. This gets pretty gross...it is often hard to get people who are willing to go third or fourth, but if you can... the kids will never forget it.

PING PONG CLUB

Songs: 1. Little Bunny Foo Foo

Games:

Relay: Spoon: Divide into teams evenly, and give every player a spoon. When the game starts, the first player puts the spoon in his mouth and uses it to scoop up a ping pong ball from a pie pan. Then he carries the ball in the spoon a short distance to drop it into a tennis ball container (or any kind of tube-like container). If the ball goes in, he takes the spoon out of his mouth and runs back to tag the next person in line. If the ball does not drop in, he picks up the ball with his hands (taking the spoon out of his mouth) and runs back to replace the ball into the pie pan. The game continues until all have participated and the team with the most balls in the tennis ball container wins. It probably would be helpful for a YOKE Folk to help hold the container.

Supplies: spoons, ping pong balls, pie pans, tennis ball containers

Ping Pong Toss: Get at least three KFC buckets or beach pail and assign each bucket a different point value. A short distance from the position of the teams, line the buckets up so that it resembles ski ball. Let the first bucket in the line be the least point value and the buckets get greater in value the further away they are from the person tossing the ball. Form even teams and have the players in each team line up. The first player tosses the ping pong ball into one of the buckets and receives points accordingly. Each player can toss three ping pong balls per turn or as many as you decide. If they miss the bucket when tossing, they do not get another chance with that ball and receive no points. The team wins that has the most points when all players have used their tosses.

Supplies: ping pong balls (1-2 per team), buckets (3 per team)

Ping Pong Roll: Similar to Ping Pong Toss, the players want to get their ping pong balls to certain lines to gain points for their team. Use painters' tape to create the lines. Each line has a point value from least to greatest. Boundaries need to be set so that more skill is involved. Players must roll their ping pong balls within a certain distance of the lines to get points. The team with the most points at the end wins.

Supplies: ping pong balls (1-2 per team), painters' tape for lines

Two Ping: This is a game of baseball using a ping pong ball and ping pong paddles. Don't forget to use something to determine the bases.

Supplies: ping pong balls (several on hand), ping pong paddles (1-2), cones or base markers

Relay: Ping Pong Switch-a-Roo: Use two 2 liter soda bottles (without the lid on) for each team and place a ping pong ball on the open end of one. When the relay starts, the player runs down to the other end where the ball is sitting on one bottle and the player moves the ball from the bottle it is on to the other bottle (which is 25 feet in front of the other bottle) and then runs back to tag the next person in line.

Each player does the same thing moving the ball back and forth each time until every player has had a turn and is sitting down. If the ball falls the player picks it up and continues the task.

Supplies: 2 liter soda bottles, ping pong balls

Relay: Foot: For each team have one bucket and 5 ping pong balls. The object of the game is to have players, one at a time, run barefoot across the room to where the bucket is and then sit down and pick up the balls using only their feet to put them in the bucket. Once they have done this, they should empty the bucket and run back to tag the next player. The team who finishes first wins.

Supplies: buckets, ping pong balls

Hot Air Ping Pong: Select one or two players to represent a team and have two teams. A table must be available for this game. Use tape to divide the table like a net divides a ping pong table. In this game, the players defend their side of the table by blowing the ping pong ball toward the other team's side. If the ball goes off of the table the other team gets a point. Play to 5, 10, or however many points.

Supplies: table, tape, ping pong ball

Skits/Stunts:

If I were not a YOKE Folk

People needed: any amount (5 or so is good)

Supplies needed: props for each person's part (varies based on leaders' choices)

This skit is done to a specific rhythm/song. Each person declares what they would be if they were not a YOKE Folk. Leaders will need to assemble their own props and practice this one.

RELAY CLUB

Songs: 1. Fruit of the Spirit 2. You Can't Get to Heaven

Games:

Relay: Bag Relay: The team is lined up at the end of the room in a single file line. The kids run down, pull an activity out of the bag, complete the activity, and then run back. The team to finish first wins. Below are some examples for the bag.

1. Run around the chair five times while continuously yelling, "The British are coming, The British are coming!"
2. Run to the nearest person on the other team and scratch his head.
3. Run to the nearest adult in the room and whisper, "You're no spring chicken."
4. Stand on one foot while holding the other with your hand, tilt your head back and count 10,9,8,7,6,5,4,3,2,1 Blast OFF!
5. Take your shoes off put them on the wrong feet and then tag your nearest opponent.
6. Sit on the floor, cross your legs, and sing the following: "Mary had a little lamb, little lamb, little lamb, Mary had a little lamb, its fleece was white as snow."
7. Go to the last person on your team and make 3 funny faces, then return to the chair before tagging your next runner.

Supplies: bags, pieces of paper with activities written on each

Relay: Ping Pong Switch-a-Roo: Use two 2 liter soda bottles (without the lid on) for each team and place a ping pong ball on the open end of one. When the relay starts, the player runs down to the other end where the ball is sitting on one bottle and the player moves the ball from the bottle it is on to the other bottle (which is 25 feet in front of the other bottle) and then runs back to tag the next person in line. Each player does the same thing moving the ball back and forth each time until every player has had a turn and is sitting down. If the ball falls the player picks it up and continues the task.

Supplies: 2 liter soda bottles, ping pong balls

Relay: Penny Drop: Divide into 2 or 3 teams. Have each player place a penny between his/her knees. Have a cup or bowl at the other end of the playing area. The kid must make their way down to the cup/bowl either by hopping, scooting their feet, or whatever method they choose. You can decide if they drop the penny that they either go back to the beginning of the line each time until successful and then judge the winning team based on time or you can decide that if they drop the penny that their turn is over and thus the winning team is decided by who has the most pennies in their cup or bowl.

Supplies: pennies, bowls/cup

Relay: Pick-a-name: You'll need a large area for this activity. Form teams of 5-10. Have the kids write their names on a piece of paper. Pile that team's names up about 20-30 feet away from the line. Pick

one name out of each team's pile and that person goes first. That person runs down and picks a name. Then they run back and grab the person whose name they drew and run down. The pair then picks another name out of the pile, runs down and grabs that person and runs back. This continues until the entire team crosses the finish line hand in hand.

Supplies: slips of paper, markers/pens

Relay: Spud-Tastic Relay: Divide kids into teams. This relay is run in pairs. Students must run side-by-side while holding a potato between their foreheads. They must run to the finish line and back, then pass their potato to the next team.

Supplies: potatoes

Relay: Target Shooting: Line kids up into two groups. Each kid steps up and with rubber band, shoot stacked plastic cups. Cups must be knocked down. First team to knock down all of the cups wins.

Supplies: rubber bands, plastic cups

Skits/Stunts:

Follow the Tracks:

People Needed: 4

Supplies Needed: none but can add props to make more interesting

Everyone is sitting around a campfire. Each person brings an animal back to the campfire that they shot saying "they followed the tracks" to get the animal. The last person comes back beat up. He followed the tracks, too, but a train hit him!

Pass It Down:

People Needed: 7 or more (same number of guys and girls)

Supplies Needed: microwave popcorn, skittles, drink, candy, shaving cream pie

A date skit: A movie theater is so packed so a couple must sit on the opposite ends of row. The guy on the date must "pass it down" when he wants to share popcorn, drink, a hug, and candy with his date on the other end of the row. Skit ends when the girl gets "fed up" with all the food being gone by the time it gets to her. She sends a shaving cream pie down to be thrown in his face.

SCIENCE CLUB

Songs: 1. Dem Bones

Games:

Egg Drop: Give the kids Kleenex, rubber bands, tape, and cups and have them build an egg drop device in teams. The team, whose egg withstands the highest drop, wins!

Supplies: eggs (1 per team), Kleenex, rubber bands, tape, cups, etc.,

Cup tower: Divide the kids into even groups. Give each group a pack of cups, the team who can build the tallest tower without it falling over wins.

Supplies: cups (1 pack per team)

Relay: Caterpillar Race: Divide a large group into several teams. Each team gets a bed sheet. Have one half of each team go to the opposite side of the room for a relay race. Hand a bed sheet to the first person in line on one side of the room. At the word "GO", the first person must drop to the floor on the bed sheet, roll themselves up into a "caterpillar" and then "inchworm" crawl to their teammates across the room. There they must unroll (receiving team may assist!) then the next person in line rolls up and inches back to the other side. Continue the relay until each person has crossed to the other side.

Supplies: bed sheets

Duct Tape Creations: Divide the kids into two teams or for larger groups you can have more teams. Give each team a roll of duct tape. Give the teams 15 minutes to create ANYTHING out of the tape. At the end judge each team's creations. The team with the most creative construction wins.

Supplies: duct tape

Relay: Clothespin Balloon: Blow up as many small balloons that you think you will need. Place them at one end of the room. At the other end of the room, divide a wall into different sections for goals (each team will have a section). Take strips of tape and link each end together in an "O" shape (sticky side on the outside). Put a lot of strips on the wall. Each area must have the same amount masking tape in their goal area. Give each team member a clothespin. The object of the game is to pick up the balloons with the clothespin in your mouth without using your hands and get as many balloons stuck on your team's goal strips at the other end of the room. If the balloon is dropped anywhere along the way, that person has to keep trying to pick it up with the clothespin. Whichever team has the most balloons on the tape in their goal area when all the balloons are off the floor - WINS! Helpful hint: since players cannot use their hands at all, they can use their knees to hold the balloons in place and pick up the balloons by the tail. But you don't have to give them this helpful hint.

Supplies: masking tape, clothespins, small balloons

Skits/Stunts:**Dr's Office**

People Needed: 1 nurse, 1 disease catcher, several sick patients

Supplies Needed: one kickball/balloon, chairs

The basic idea is that a patient at the doctor's office starts catching all the diseases of the other patients, who get better and leave. The last patient to come in is pregnant, and the one catching all the diseases runs out of the room screaming hysterically.

Time Machine Skit:

People Needed: 2

Supplies Needed: twinkies, bottled water, something that looks like a time machine (a cardboard box works well for this)

One scientist built a "time machine" turning knobs, adjusting it, etc. The other person comes into the room. They have dialog about the machine. Same script repeats over and over speeding up, in Spanish, etc.

SPORTS CLUB

Songs: 1. Take Me Out To The Ballgame 2. Rocky Top

Games:

Relay: Dribble Frenzy: Separate the kids into even lines. Place a Hula Hoop with a basketball in the center of it in front of each line. Have the kids run down to the Hula Hoop and dribble the ball 5 times with their right hand and 5 times with their left, inside the hula hoop. Then run back to the line. The team that finishes first wins.

Supplies: hula-hoops, basketballs

Relay: Touchdown Dance: Divide the group into teams. Place a paper bag at a specified distance from each team. In the bag provide a variety of dances (i.e. the Macarena, the Funky Chicken, the Twist, the Mashed Potato, the Water Sprinkler, the Cha Cha, Freestyle, Michael Jackson, and when you run out of ideas keep adding "Freestyle"). The kids should run down to the bag while carrying a football, pull the dance style (written on individual pieces of paper) out of the bag, and do the dance before running to tag the hand of the next player. They need to incorporate a spike of the football into their touchdown dance. This is a relay and the first team to complete the task and sit down wins.

Supplies: paper bag, paper with dances written down, football

Relay: Hike! Hike!: Divide the group into teams. One person runs up to the line and gets into the hike position to snap the ball between their legs to the next person in line, just like a Shotgun formation. If the Quarterback drops the snap, the center must snap the ball to the QB again until he/she catches the snap. Play continues relay style and the first team finished wins.

Supplies: footballs

Human Foosball (Chair): Divide the group into teams. Have the teams sit down in rows either on the floor or on chairs. Have the opposing teams sit in rows facing each other. If you have a large group of kids you can either split and have two separate games or have multiple rows of players for each game. Using a beach ball, the teams attempt to hit it past the other team or the other team's goalie line. Teams must keep the beach ball from hitting the ground. Points are scored when a team gets the beach ball over all the opposing team and hits the ground behind them. Play to a score determined before the game.

Supplies: beach ball, chairs, goals

Sanctuary Soccer: You need one soft-type soccer ball to start with (more to add later) and ten chairs (folding chairs work well, but again whatever you have will work). Line up five chairs at each end of playing area for goals. Play regular soccer, with as many players as you wish. A goal is scored when the soccer ball hits one of the other team's chairs.

When points are scored, the chair that is hit is removed from the goal of the team that was scored upon and added to the goal of the team who scored.

As a result, the team that was just scored upon will have an easier larger target when the ball is back in play, while the other team has a smaller, more difficult target. Each team can have one goalie, as in regular soccer. Add additional soccer balls to make it more challenging.

Supplies: soft soccer balls, chairs (10 per game)

Four Team Crab Soccer: Mark off a square in a field using cones placed about twenty-five yards apart (or more depending on the size of the group), place an earth ball in the center, and set up four teams of equal people. Each person on the team is given a number (for example if there are 25 people on each team, players on each team will be numbered 1-25). The game leader will call out several numbers and the players on each team with those numbers move “crab style” from their team’s goal to the earth ball in the center at the sound of the whistle. The object of the game is for team members to kick the earth ball across the field of play through the markers of the team opposite them. Because of the size and weight of the ball, players may use their hands to protect themselves from the ball, but may not use their hands to advance the ball.

Supplies: earth ball (or large ball), field paint

Marshmallow Baseball: First, you mark bases on the floor with tape. To play, you need a bag of marshmallows and a spatula. Pick teams, and play the game like regular baseball, the only difference being that you use the spatula for a bat and the marshmallows for a ball. As a twist, you have to be on your knees.

Supplies: tape or base markers, bag of marshmallows, spatulas (2-3)

Skits/Stunts:

ESPN Sports Center:

People Needed: any number

Supplies Needed: an ESPN Sports Center script that you write yourself

The anchors can describe some silly actions that the athletes (other people) have to imitate.

STAR WARS CLUB

Songs: 1. Star Wars Theme Song (present YOKE Rules or intro to club on posters that YOKE Folk walk across the front)

Games:

Light Saber Ball: Arrange the students into a circle. Blindfold one kid at a time and give a light saber to him/her (a pool noodle works well). The blindfolded student gets to select who is going to toss the beach ball to them to hit it. He/she needs to listen to that person for directions on where to swing and where the beach ball will be thrown. Everyone else gets to heckle.

Supplies: beach balls, pool noodles, blindfolds

Asteroids: If you have club in an area where you can turn off the lights, this makes a fun game. Make a ton of very small foil/paper balls (asteroids) and put them across the center line. Form two teams. When told to go, they attempt to get all the asteroids on the opposite side. It's important that the teams don't cross the center line. It's also important that everyone stops when told to stop. You can play several rounds as desired. We would turn on the lights to guesstimate which team had less asteroids and then start play again. This does not have to be played with the lights off.

Supplies: black lights (Optional), tape, aluminum foil/scrap paper

Light Saber Battle: Line the kids up into two lines facing each other. Number the teams off from left to right. Call out a number, those two players come to the center and are blindfolded. After they are blindfolded, the players are given noodles to "battle" with. The first player that hits the other player gets a point for their team. The team members that are not blindfolded can help the other players. The team with the most points wins.

Supplies: blindfold, pool noodles.

Light Sabers: Students pair up and clasp hands with pointer fingers sticking out. When the leader signals, players try to poke their opponents with their pointer fingers. Players may move around, but cannot use their other hands.

No Supplies Needed

Skits/Stunts:

Scenes that Didn't Make Star Wars

People Needed: any number

Supplies Needed: depends on the scene(s) you are recreating

A movie director who comes in to music as the steady character (a funny person). Each time, the stage will be set for a different scene that didn't make Star Wars. Example: Jabba the Hutt, trying desperately to lose weight, meets Richard Simmons

SUPERHERO CLUB

Songs: 1. Any superhero theme song (play as kids arrive at club) 2. He's My Rock

Games:

Send Me Your Champion/Superhero: Have each group huddle together and be ready to create their champion/superhero. Begin the game by saying "Send me your Champion who ... (then fill in the qualifications)" The first team to send up a champion who fits those qualifications wins the round. Play until a certain number of points is reached or you are out of time. Some ideas for qualifications:

- Send me your champion who has on four necklaces, a ring on each finger of the right hand, one sock on the left foot, and who is hopping up and down on the right foot.
- Send me your champion who has on two hats, shirt sleeves rolled up, two left shoes on their feet and is holding hands with someone else on the team.
- Send me your champion who is male, with three watches on his left arm, a pair of jeans with both pants legs rolled up and is reciting a nursery rhyme.
- Send me your champion who is a female, has three hats on, a toe ring, no socks, but a shoe on one foot and a sandal on the other.

Supplies: random objects that can be incorporated into the qualifications (enough for all team to have equal supplies)

Make YOUR Hero: Divide the kids up into groups of 10-12. Give each group paper, tape, streamers, toilet paper, towels, just anything really. Have each group come up with a superhero, superpowers, and a costume that he/she can wear.

Supplies: random objects for hero's costumes

I Can Find That: Hide small objects around the room before anyone gets there. Be creative about hiding things and make sure that they remain in plain view. Form teams of two to four people. Give each team an item sheet and tell them to find as many items on the list as possible before the time expires. Group members must stay together while searching for the objects. All objects found and their location must be recorded on the sheet to get credit. No items are to be moved when they are spotted. Warn the groups to not let the other groups see where they find things.

Supplies: Items to hide (rubber bands, pens, cotton balls, a Q-tip, a piece of gum, etc)

Tag: Superheroes and Villains: Divide the group into two teams. One side is the Superheroes; the other the Villains. The two teams are lined up facing each other four or five feet apart. The Program Director flips a coin (heads--Superheroes, tails--Villains) and shouts the name of the team that won the toss. If

he yells, "Superheroes," the Superheroes must turn around and run, with the Villains in hot pursuit. If any of the Villains succeed in touching a member (or members) of the Superheroes before he crosses a given line (twenty to sixty feet away), he/she is considered a captive of the Villains and must aid the Villains when play continues. The team that captures all the members of the other team is the winner.

Supplies: coin, tape/field paint

Skits/Stunts:

Who wants to be Batman's Sidekick?

People Needed: 1 host, 3 contestants, Batman

Supplies Needed: none

Run as a game show, contestants compete in events and answer questions in order to be chosen as Batman's new sidekick.

THANKSGIVING CLUB

Songs: 1. The Turkey Shot Out Of The Oven

Games:

Turkey Bowling: You need a frozen turkey and some plastic cups or empty water bottles. Have the kids line up and bowl with the turkey and knock over the “pins.” You can either have the kids bowl individually and keep individual scores, or keep a total for the whole team.

Supplies: frozen turkey, plastic cups/empty water bottles

Relay: Cornstalks: Divide the kids into teams, have a YOKE Folk for each team with several strips of masking tape on their shirts. Make sure the tape is backwards so that the sticky side is out. Give each kid, in each line, a handful of popcorn. The kids take turns throwing popcorn at the YOKE Folk with the tape on them. The team that has the corniest YOKE Folk at the end is the winner.

Supplies: masking tape, popcorn

Sock-o-plenty: Divide the kids up into groups of 4 or 5 people. Give them 20 seconds to stuff as many items into the sock as they can. These items should be items that the kids have on their person (i.e. watch, hair bow, shoe, hat, wallet, etc). The items can be the same or different. The team with the most items in their sock wins. Play again and give the kids a longer amount of time with different rules such as: all the items must be different, all must be the same, all must be from a different group, etc.

Supplies: tube socks

Stuff the Turkey: Divide the kids into teams of 7 or 8 people. Give each team a YOKE Folk, Plastic trash bag, and a bag of balloons. Cut two leg holes in the bottom of the bag. Have the YOKE Folk step into the bag. The teams blow up the balloons and tie them off. The YOKE Folk, or turkey, has to be fed. The kids try to feed (put balloons in their trash bags) their turkey while he runs around. The team, whose turkey is best fed (most balloons in the trash bags) wins.

Supplies: large plastic trash bags, balloons

Turkey in the Straw: For this game you will need straw (shredded paper) and turkey beaks (candy corn or something similar). Make a pile of straw and hide the beaks in the straw. Have the kids form a circle around the straw. Make sure that they pay close attention to the kids that they are standing next to. The kids must find a beak and then return to their place in the circle. The kid wins who finds the beak first and returns to his or her spot. You can also play this game in two teams, and the first circle to re-form itself correctly with all kids holding beaks wins.

Supplies: shredded paper, candy corn

Chicken Pass: Form teams and get players to choose a partner on their team. The pairs go relay-style to the end of the playing area and back, passing a rubber chicken back and forth. All the pairs on a team must go, and the first team to finish wins.

Supplies: rubber chickens (1 per team)

Toast Tower: Divide the kids into groups of 6 or 7. Give each group a bag of bread (Texas Toast works well) and toothpicks. Each group builds a tower with their bread and the group with the tallest, most creative, etc tower wins.

Supplies: toothpicks, bag of Texas Toast/bread

Sharing is caring: Form teams and give each player a cup. Each team should circle up, and leaders should fill one person's cup from each team with shredded paper. Teams are given a time limit (or must play until music stops) to pass the shredded paper around the circle from cup to cup. Players may not use their free hands. Teams are awarded one point for each time the paper makes it completely around the circle and five points at the end if their team has kept more paper in the cup than on the floor.

Supplies: plastic cups (1 per player), shredded paper

Skits/Stunts:

Hunting Thanksgiving Dinner Skit

People Needed: 2

Supplies Needed: box of pizza (with pizza in it)

Two YOKE Folk hunt for Thanksgiving dinner very dramatically. At the end, the main YOKE Folk finds dinner, which is a box of pizza.

TOILET PAPER CLUB

Songs: 2. Fast Food Song

3. The Wee Wee Song

Games:

Tag: Toilet Tag: Mark off the playing area suitable for your size group. Designate one or more players to be “it.” “It” runs around attempting to tag other players, who are then “dead” and must kneel down on one knee with one arm out and to the side. Dead players can reenter the game only when a free player sits on the dead player’s knee and pulls down the extended hand- “flushes the toilet.” The game ends when all the players except “it” are kneeling.

No Supplies Needed

Toilet Unwind: Have each team line up single file and unwind a roll of toilet paper over their heads when the signal is given. Each team continues to unwind the roll up and down the line until it is gone. First team to use up the entire roll wins.

Supplies: toilet paper (1 roll per team)

Toilet Paper Floater: Divide the kids into teams of 4-5. Give each team a square of toilet paper. The kids try to keep the toilet paper floating by blowing on it. The team who keeps their toilet paper floating the longest is the winner. A variation is to put a fifth player for each team at the end of the room with a bucket or bedpan. The team tries to be the first to blow their teams toilet paper to the fifth player so that they

Supplies: toilet paper

Toilet Paper Fashion Show: Divide your group up into groups of four. Give each group a roll of toilet paper, and have them choose one person to be the model. Then give them a minute to dress up there model in a fashionable toilet paper outfit. After the minute is up do a show and have everyone vote on the best dressed person. Give the group a prize.

Supplies: toilet paper (1-3 rolls per team)

Relay: Toilet Paper Nose Roll: Put the kids into even lines. Give the first kid a roll of toilet paper that they have to roll down with their nose and roll back. This continues until every kid has gone through the line. The team to finish first is the winner.

Supplies: toilet paper (1 roll per team), masking tape to keep rolls from unwinding

Toilet Paper Mummy: Divide the kids up into groups of 6-8. Put a YOKE Folk with every group. Give each group 3 or 4 rolls of TP. Give the groups a set amount of time to make their YOKE Folk into a mummy. The group who’s YOKE Folk is covered the best wins.

Supplies: toilet paper (3-4 rolls per group)

Toilet Paper Throw: Break the kids up into teams. Create a toilet seat from poster board (or borrow the toilet seats from the YOKE House) and have the kids throw the roll of toilet paper through the toilet seat.

Supplies: toilet seats (1 per team), toilet paper (1 roll per team)

Toilet Paper Bowling: Each team has a TP Pyramid consisting of 10 rolls of TP stacked up (four rolls on the bottom; then three; then two; then one.) The teams should line up, single file, 10 feet or more from the pyramid, and each player should throw a Frisbee to try to knock down as many rolls of TP as possible. Each player throws the Frisbee one time. A YOKE Folk needs to keep score (writing down the # of rolls that fall for each player to come up with a team total) for each team. At the end the team with the most rolls knocked down wins.

Supplies: toilet paper (10 rolls per team), Frisbees (1-2 per team)

Toilet Paper Measure: Give a list of items on a piece of paper such as a YOKE Folk name, a book, a table, the door, and other objects in the space where you have club. Each team gets together in a circle and discusses how many squares of TP it would take to measure each item. Ahead of time, the TL or another YOKE Folk would need to measure each item to make a key. Give the teams a time limit and when the time is up, read off the correct answers and see who got the most right.

Supplies: pre-made list of items and correct measurements, paper and pens for teams

Skits/Stunts:

Diaper-Tasting

People Needed: 3 kids or leaders

Supplies Needed: 3 diapers with different candy bars melted onto them, blindfolds

Three contestants compete to see who can not only eat the most out of their diaper while blindfolded, but also who can correctly guess the candy bar that’s been melted in it.

Important Papers:

People Needed: 2 or more

Supplies Needed: things made of paper (maps, “war plans” drawn onto a paper, etc.) and a roll of toilet paper

An army general in his office beckons and commands a sergeant that he wants his “important papers.” The “important papers” end up being toilet paper.

TWIN/DOUBLE CLUB (everything done twice)

- Songs:**
- | | |
|-----------------------|--------------------|
| 1. Bazooka Bubble Gum | 2. Boom Chica Boom |
| 3. Little Red Wagon | 4. Banana Song |
| 5. Brown Squirrel | |

Games:

Little Sally Walker: Have the kids circle up. Place one kid in the middle and have them walk around the inside of the circle while everyone else sings, "Little Sally Walker, walking down the street. She didn't know what to do, so she stopped in front of me. (At this point, the one in the middle stands in front of someone and does a dance move during the second verse...still singing...) Hey girl, do that thing, do that thing now switch!" (Now the person that got picked does the same dance move in response) Still singing), "Hey girl, do that thing, do that thing now switch!" The new person now walks on the inside of the circle and continues the game.

No Supplies Needed

Knights, Cavaliers, Horsemen: Players pair off and then create two concentric circles with one member of each pair in the outer circle and the other member in the inner circle. The inside circle should face the outside circle. Blow a whistle or start playing music to signal the start of the game. The inner circle begins walking clockwise and the outer circle moves counterclockwise. When you call out "Knights!" players should team up with their new partner (whoever is directly opposite them in the circle) and one student should sit on the other's knee. If you call out "Cavaliers!" one player must jump into the arms of the other player. If you call out "Horsemen!" one person must get down on their hands and knees while the other partner sits on their back. Pairs must hold each position for about 7 seconds before you release them to go back to their circles and start walking again. The last pair to follow any command is out of the game and has to leave the circle. Randomly repeat commands until only one pair is left.

No Supplies Needed

Waa Game: Stand in a circle and have one person start the game by raising arms above head and touching hands. The person throws and says "Waa" directed at person in the circle and points his/her hands toward that person. That person has to catch by throwing his/her hands above his/her head. The person on the left and the right chop (move hands toward the middle person's stomach) and says "Waa." Pass by performing different ninja motions and sounds. If anyone fails to make the motion or say "Waa" in the order that they are supposed to, is out.

No Supplies Needed

Tag: Elbow Tag: The group pairs off and stands in a circle facing inward. Each person locks elbows with their partner, and stands with their outside arms bent, hands on hips. The circle should be large enough that there is should be 3 – 6 feet between pairs. Two people are unpaired, inside the circle – one is the

chaser, and the other is avoiding being tagged. The “it” must try to catch the other unpaired player within the boundaries of the circle. If the person being chased is tagged, he is not “it” and the other person is now being chased. The person being chased can escape to “base” by hooking up to one partner’s outside arm and link elbows, which means the partner on the other side is now the person being chased. They must elude the “it” by running and linking up with another “base” pair. One rule is that the person forced to leave his base cannot link up with the pair directly adjacent, they must run at least two groups away before latching onto a new partner.

No Supplies Needed

Anatomy: The group pairs off and then forms two circles, one inside the other. One member of each pair is in the inside circle the other is in the outside circle. The outer circle begins walking clockwise, the inner counterclockwise. The leader will shout a command, something like “Hand to ear.” The players must find their partners and put these two body parts together. It doesn’t matter whose hand touches whose ear. The last couple to get to the position is eliminated each time. The last couple standing is the winner. Tell the players not to hit each other. Be efficient without inflicting pain.

Examples:

Finger, Foot

Thigh, Thigh

Elbow, Nose

Nose, Shoulder

Head, Stomach

Nose, Armpit

(Note: Do not use Head, Head)

No Supplies Needed

Skits/Stunts:

Ooga Booga:

People Needed: a leader and any number of kid contestants

Supplies Needed: a sponge with water and 2 folding chairs

Kids copy a YOKE Folk’s actions saying Ooga or Booga as they do so. After this goes on a while, a leader will slip a wet sponge into the kids’ chair right before they sit down. They will get wet!

VALENTINE'S DAY CLUB

- Songs:**
- | | |
|---------------|------------------|
| 1. L-O-V-E | 2. Kiss the Girl |
| 3. Lean on Me | 4. |

Games:

Cupid/Heart/Hug (variation of Gorilla/Man/Gun): Cupid shoots heart, heart beats hug, hug beats Cupid. Pair up kids and have them stand back to back. The winners find new partners and continue playing, the losers sit down. Continue game until you have one pair as the winner.

No Supplies Needed

Honey, If You Love Me, You'll Smile: The group starts in a circle with one person in the middle. This person tries to get others to laugh by saying "Honey if you love me you'll smile." The person on the outside must respond without smiling or laughing saying "Honey, I love you but I just can't smile." The person in the middle can do various things, without touching anyone, to get another person to smile. If the person does smile then they will become the center person.

No Supplies Needed

Achy, Breaky Heart: The object is to secretly pass a heart to other players. Preparation – get a small heart that kids can easily hide in their hands (candy will be too messy; a small construction paper cutout is ideal). Have kids form a circle. Tell the kids that you are going to place a heart in someone's hand. Have the kids hold out their right hands and close their eyes so you can secretly pass the heart to someone. Shake several kids' hands so kids won't know who got the heart. Then players walk around and greet each other with handshakes and say, "Happy Valentine's Day." The person with the heart will try to pass it off during handshakes. The person who successfully passes off the heart will count to twenty and then yell, "Oh my heart! My achy, breaky heart!" without revealing who the heart was passed to. Play for a few minutes and then everyone will guess who has the heart.

Supplies: small heart

Love Song Scattergories: Split up into teams...works best with around 5 teams. Have the kids come up with as many songs that have the word 'love' in the title as they can in 5 min. Then go around the room and have them take turns singing one song at a time...any other team that has the song that is being sung must mark it off. Keep doing this till you run out of songs, then the team with the most songs wins!

Supplies: paper, pencils

Relay: Cold Hearted: For this game you need as many buckets of ice water (or snow) as you'll have teams, with equally distributed candy hearts in them. Break your group into 4-6 person teams. Have them remove their shoes and socks and sit in a circle of chairs with the bucket in the middle. Instruct the teams that on "Go!" they are to quickly as possible "fish out" the candy hearts with their feet. The first

team with all their hearts out (on the paper plate or towel you've provided) wins. Give fresh candy hearts as prizes.

Supplies: buckets of ice water, candy Hearts

Blind Shoe Grab: Arrange chairs in a circle. All of the Cinderellas (girls) in the group select a chair. The Prince Charmings (boys) each pick a girl and kneel in front of her. He removes her shoes and holds them in his hand. Then the girls blindfold the guys. The leader calls for the shoes and they are thrown into the middle of the circle. On “go,” the guys crawl to the center and attempt to find their Cinderella's shoes. Each girl can only shout out instructions to her prince. After finding the shoes, each prince crawls back to his Cinderella and puts her shoes on correctly.

Supplies: chairs, blindfolds

Candy Heart Pass It Down: Form two or three teams and have kids line up. Each player needs a plastic spoon. The first player gets as many candy hearts as he/she can from the bag and passes it immediately to the next person, who passes to the next person. The first person continues to spoon out candy hearts and pass them back. If any are dropped, they must be left on the floor. The last person puts the hearts he/she gets into a bucket. Time the competition and see which team has the most when the time is up.

Supplies: candy hearts (1 bag per team), buckets (1 per team)

Depends Relay: Students form relay teams; each team is given a very large pair of Depends (adult diapers). The object of the game is for each student (or pair of students depending on the size of the diapers) to run down and back wearing the Depends. The student must then pass the Depends to the next player, who puts them on and repeats. Students can carry a PLASTIC bow and arrow for added fun. (Note: If there is a possibility that some students might not fit into the diapers, alter the rules of the game or do not play it.)

Supplies: adult diapers (1 per team), PLASTIC bow and arrow (optional)

Hearts in Hand: Two people of the same sex will form a group and stand on top of a phonebook. Place candy hearts around the phone book so that those on the phone book can reach the hearts. On “go” the pair bend down and try to collect as many candy hearts in their hands as possible. If either one of them touch the ground, they are disqualified. They only have 60 seconds to complete the game. This can be done with three groups of 2 competing at the same time or one group at a time.

Supplies: phone book, candy Hearts

Skits/Stunts:

Pass It Down:

People Needed: 7 or more (same number of guys and girls)

Supplies Needed: microwave popcorn, skittles, drink, candy, shaving cream pie

A date skit: A movie theater is so packed so a couple must sit on the opposite ends of row. The guy on the date must “pass it down” when he wants to share popcorn, drink, a hug, and candy with his date on

the other end of the row. Skit ends when the girl gets “fed up” with all the food being gone by the time it gets to her. She sends a shaving cream pie down to be thrown in his face.

Guy’s Best Pick-up Lines:

People Needed: 2 girls, 1 commentator, and 3 kid contestants

Supplies Needed: two folding chairs and a large sheet or blanket

Tell a quick disaster date story about asking someone out, telling the crowd that you will need their help. To do this, re-enact your scene by building a couch out of three folding chairs covered by a LARGE sheet or blanket (it must cover all the chairs well--all the way to the ground). Guys enter, sit down, and say their best pick-up line to the two girls sitting in the chairs. Right before the guy sits down, the girls raise up (ever so slightly so they aren’t noticed) and the guy falls through to the ground!

WACKY/TACKY CLUB

- Songs:**
- | | |
|-----------------------|----------------|
| 1. Wadaliacha | 2. Banana Song |
| 3. Yo! My Name Is Joe | 4. |

Games:

Relay: Clothes: Players line up 40 yards away from a pile of clothing. The first player on each team runs to the pile of clothes and puts on one article of clothing. Then that person runs back and takes off that piece of clothing and the next person in line must put it on. Then that person runs down to the pile and places another piece of clothing on. That person then runs back and takes off both pieces of clothing and the third person puts them on. After he/she has on all three pieces of clothing, he/she runs down and places another piece of clothing on. This continues until all the clothes in the pile are gone.

Supplies: large amounts of clothing. (Keep the clothing fairly similar between each team so that it is fair.)

Relay: Hands Full: Pile up 12 items on two separate tables. The items on each table need to be identical (i.e. 2 brooms, 2 balls, 2 skillets, 2 rolls of bathroom tissue, 2 ladders, etc.). Use your imagination to collect an interesting variety of identical pairs of objects. Place the two sets of objects on two separate tables

Line up a team for each table. The first player runs to his table, picks up one item of his choice, runs back to his team and passes the item to the second player. The second player carries both items back to the third player. Each succeeding player carries the items collected by his teammates to the table, picks up one new item and carries them all back to the next player. The game will begin rapidly, but the pace will slow as each player decides which item to add to a growing armload of items. Once picked up an item cannot touch the table or floor. Any item which is dropped in transit or transfer must be returned to the table by the leader.

Supplies: tables, 2 of different items (2 balls, 2 skillets, 2 ladders, etc.)

Fool Ball: Players stand in a circle. One player, holding the ball, stands in the center. The players in the circle have their hands behind their backs. The person with the ball indicates to whom he will throw the ball first, and which direction around the circle he will continue it, throwing to each player by turn. The player to whom the ball is thrown must reach for the ball only if the ball is thrown. If he moves his hands to catch the ball when it is not thrown or misses the ball, he is out of the game. A player who is out of the game sits down, or stands with his arms folded across his chest. If the ball is thrown poorly, a player is not eliminated for not catching it. The player in the middle may throw the ball immediately to the next player or he may bluff. When all but one player are out of the game, the last player remaining becomes the person in the middle with the ball. Alternative to elimination is to have the “fooled” player come to the middle until he is able to fool another player.

Supplies: ball

Relay: Bag Relay: The team is lined up at the end of the room in a single file line. The kids run down, pull an activity out of the bag, complete the activity, and then run back. The team to finish first wins. Below are some examples for the bag.

2. Run around the chair 5 times while continuously yelling, The British are coming, The British are coming.
3. Run to the nearest person on the other team and scratch his head.
4. Run to the nearest adult in the room and whisper “you’re no spring chicken”
5. Stand on one foot while holding the other with your hand, tilt your head back and count 10,9,8,7,6,5,4,3,2,1 Blast OFF!
6. Take your shoes off put them on the wrong feet and then tag your nearest opponent.
7. Sit on the floor, cross your legs, and sing the following: “Mary had a little lamb, little lamb, little lamb, Mary had a little lamb, its fleece was white as snow.”
8. Go to the last person on your team and make 3 funny faces, then return to the chair before tagging your next runner.

Supplies: bags, pieces of paper with activities written on each

Cup tower: Give each group a pack of cups, the team who can build the tallest tower without it falling over wins.

Supplies: cups

Tag: Everybody’s It Tag: Sometimes called the world’s fastest game of tag. When the leader says “Go!” everyone tries to tag everyone else. If you’re tagged, you must sit down. Simultaneous tags mean that both players are out. Continue till only one person is left.

No Supplies Needed

Skits/Stunts:

Running Skit:

People Needed: 2

Supplies Needed: a belt

A guy enters the room, usually crazily screaming a statement, and another leader asks that person a question (as to the reason for his behavior), which results in a dumb answer. There are several of these to be done throughout club. Example:

Guy: “IT’S ALL AROUND ME! IT’S ALL AROUND ME!”

Leader: “What is?”

Guy: “My belt.”

WATER CLUB

This club is great for warm weather outdoor clubs. Remind kids to wear clothes that won't become see-through when wet, and bring goofy goggles, etc. to wear.

- Songs:**
- | | |
|----------------------------------|----------------------------|
| 3. My Bonnie Lies Over the Ocean | 4. Row, Row, Row Your Boat |
| 5. River of Life | 6. Baby Shark |
| 7. Singin' in the Rain | 8. |

Games:

Needle in a Haystack: Fill up two buckets of water. Place toothpicks in the water so that there is a toothpick in the bucket for each kid. Have each kid run down one at a time to find the toothpick in their bucket. When they find it, they must hand it to the YOKE Folk and run back. This continues until the entire team has gone. The game obviously gets more difficult as it progresses because there are fewer toothpicks.

Supplies: buckets, water, toothpicks

Ships and Sailors: Have all the kids stand in the middle of the room. When you shout out the commands, the kids must follow your directions. The last kid to complete the action is out.

Life boat – three people lock arms together

Periscope up – everyone lays on their back with one leg straight up in the air

Captain's coming – everyone stands at attention and salutes

Man overboard – everyone stands back to back

Hit the deck – everyone lays on the ground on their belly

Scrub the deck – everyone on hands and knees and pretends to scrub boat deck

Stern – everyone runs to the back of the boat

Starboard – everyone runs to the right of the boat

Bow – everyone runs to the front of the boat

Port – everyone runs to the left of the boat

No Supplies Needed

Relay: Sponge: Line the kids up into two lines. Put a bucket of water at the front of the line, and an empty cup with a line around it at the back. Put a sponge in the front bucket. Have the kids pass the wet sponge back through the line and squeeze it out in the cup at the back. The first team to fill their cup to the line wins. (Make sure that every kid in the line touches the sponge.)

Supplies: sponges, buckets

Relay: Two-liter: Divide the kids into teams and have a two liter filled halfway with water. Have the first kid put their thumb up in the 2 liter, turn it upside down, run down and around a chair and back. This continues until each child has gone. The team with the most water still in their 2 liter is the winner. This

game is best played outside and if you want to get the kids wetter you can vary the game by having the kids run with the bottle above their heads.

Supplies: two-liter bottles, water, cones

Relay: Typhoon: Everyone lines up single file facing a water source. At a signal the first person in each line runs to the water, fills a small cup, runs back to his/her team, and throws the water in the face of his/her teammate. Before each person can throw the water, his teammate must point and yell, "Typhoon!" Each person takes a turn and returns to storm his team. The first line to finish is the winner. **For safety reasons, each participant should be at least three feet from those to receive the water to ensure that there are no broken noses.

Supplies: Bucket of water, cups

Water Balloon Toss: Line the kids up in two lines facing each other. Give one kid of each pair a balloon. Toss them back and forth, and then have one kid step back. Continue this until the kids drop and break their balloon. The team that makes it the longest without breaking their balloon wins.

Supplies: water balloons

Water Bowling: Kids will use water guns to try to knock down foam cups. You can do this in teams. By lining the kids up into lines and have cups set up for each team. Have the kids run up, squirt the cups, and run back. You can give points for each cup that is knocked down.

Supplies: water guns, water, cups

Water Weight: Kids will see who can stuff the most water balloons under a t-shirt that a YOKE Folk is wearing. Break the group up into a couple of teams (make sure that the YOKE Folk has a shirt on under the shirt that is being stuffed. Also make sure that boys are paired with a male YOKE Folk and girls with a female YOKE Folk) and give about four minutes to see which team can keep the most un-popped water balloons in the YOKE Folk's shirt.

Supplies: water balloons, extra-large shirts

Soap Toss: Wet bars of soap and line up the kids in pairs so that they are facing each other. One side will have the wet bar of soap and toss is to his/her partner. As he/she catches the soap he/she takes a step back. The two kids who stay in the game the longest wins.

Supplies: bars of soap (1 per pair of students), buckets of water (2-3)

Water Wars: Divide kids into two teams and tape water color pictures to each one's back. Each team is trying to capture the other team's pens (3) that are hidden in a specified area. Each player has two water balloons to throw at the other team. Players try to hit the water color picture that is on the back of a defending player. If a player gets hit in the back where the picture is located they are out or you could choose to replace their picture and they could resume game activity. The first team to capture the opposing team's three pens wins. Once they have thrown both balloons, they are weaponless.

Supplies: pens, water color pictures, water balloons, tape

Skits/Stunts:

Poison Water

People Needed: any number

Supplies Needed: bucket of water and ladle

Each person crawls up pretending to be very thirsty. They drink from the bucket of water and die (on their way down, they can spit water at the audience). The last person recognizes it is poisonous and throws the bucket of water on the crowd. (You can use rice or confetti as well.)

WESTERN CLUB

- Songs:**
1. Home, Home on the Range
 2. Mamas Don't Let Your Babies Grow Up To Be Cowboys

Relay: Hopping Pony Race: Divide the kids into even groups. Give the first kid in each line a hippity hop, a stick horse, or a stick horse you have made from a broom. The kids must ride the pony down to a set location and around a chair or YOKE Folk and back. The team who has all of their riders back first wins.

Supplies: hippity hops/stick horses/brooms, chairs (Optional)

Moon Pie Toss: Put the kids in a circle and tape pictures of cows, hats, stars, or anything western to the floor in the center. Hand out 4 or 5 moon pies (in their wrappers) out the kids in the circle (spread them out pretty well) have the kids try to land their moon pie on the pictures. If he does he gets a piece of candy (you can also buy the boxes of the mini moon pies for treats). The kids then pass the moon pie to the next person in the circle, make sure that all of the kids are passing the same way. You can keep passing until everyone has had several turns or until you run out of prizes.

Supplies: prizes, Moon Pies, pictures of western things (cows, cowboy hats, stars etc.)

Cowboy Tug-o-War: Divide into teams according to the number of kids at club. Consider the length of the rope that will be used to decide how many people should be on a team. Each team gets to challenge another in tug-o-war. Put a toy cowboy gun, bandana or cowboy hat behind each team's player who is at the rope's end. When the game begins, teams begin to tug until they are able to reach back and pick up the item. The item (hat, gun, or bandana) should be placed at equal distances from the last person holding the rope.

Supplies: rope, two toy cowboy guns, bandana, cowboy hat, etc.

Tag: Villain Tag: Form your group into teams of four players each. Have each team select one person to be a villain; one person to be the protected; and two people to be the cowboys. The Villain is trying to capture (tag) the Protected Person and the Cowboys are defending the Protected Person (keeping them from being tagged.) When the game starts, the Cowboys and the Protected Person hold hands and dodge Villains. When a Protected Person gets tagged, then the Villain becomes the Protected; the Protected becomes a Cowboy; and a Cowboy becomes the Villain and the game continues. The game does not need to stop to adjust positions; however, the TL or some of the YOKE Folk can help to keep things straight. It might help for TL's to list the changes on the cheat sheet for an easy reminder.

Supplies: cheat sheet with changing positions.

Rounder: One child is "it." The rest of the children sit in a close circle with their backs to the center of the circle. "It" walks around (optional - while western music is playing) the outside of the circle with a small toy and then stops on his own or when the music stops and hands the small toy to the person near him. "It" immediately starts to count clearly to 25. While "it" counts, the circle must pass the small toy

around the circle to the left until it returns to the person that it started with. If the circle is successful, “it” continues walking and if the circle is not successful, the person who was picked to start passing the gun becomes “it” and the game continues until the leaders want it to stop.

Supplies: small toy

Tie-It-Up: Kids will search for hidden bandanas and return them to a teammate who will tie the bandanas together. When time is up or when all bandanas are found, the team with the most bandanas tied together wins.

Supplies: bandanas

Cowboys and Indians: All of the kids are in the center of a room. A YOKE Folk will explain the following actions: When the YOKE Folk yells West- everyone runs to the left, East- everyone runs to the right, Cowboys- must freeze and pretend to be touching their hat, Indians- freeze and pretend to pull back a bow, time to camp- lie flat on their stomachs. When the YOKE Folk yells east, the last kid to get to the east is out, same for west. When a freezing position is called, the last kid to hit this position is out. Play until you’re down to only a few or they are too worn out.

No Supplies Needed

Skits/Stunts:

Stagecoach Skit

People Needed:

Supplies Needed: 2-4 chairs, western gear (optional)

Two-four YOKE Folk are riding in a wagon and being chased by robbers. One YOKE Folk keeps them updated on how close the robbers are by how big they appear. At the end, no one wants to shoot the robbers chasing them because they have “known them since they were ttthhhiiiiissss big.”