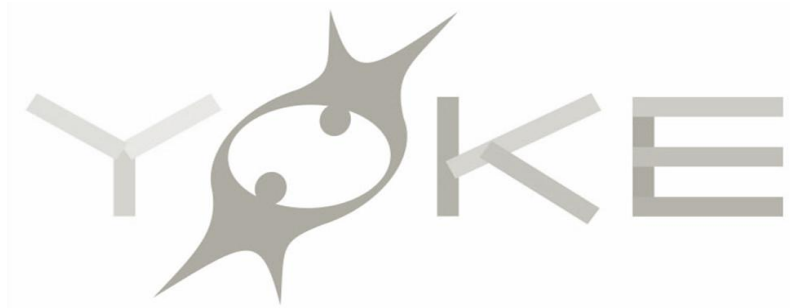


# GAME BOOK



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Games bring laughter, excitement, energy and trust into a team. Here are more than 400 games designed to do just that at YOKE Club.

## Just some help with leading games.

1. Make it exciting for the kids. DON'T be fake with your enthusiasm, but create an atmosphere of fun and excitement.
2. **PARTICIPATE in the activities.** The kids want you to interact with them. If you are not leading a game, you should be participating in it.
3. Give directions without sounding like you are. Use positive statements instead of negative ones. ("Don't put your hand in the candle wax!" "Only the wicks go into the hot candle wax.")
4. Use other YOKE Folk to act out right and wrong ways of completing a task. Have the kids repeat the rules in shorthand versions or with one word for each rule.
5. Start with excitement! Have the most energetic, fun games at the beginning then decrease the energy level to lead to a more serious atmosphere for the Talk.
6. Change things up. The games in Club in a Box are mixed up and not repeated. Don't play the same games week after week.
7. Always have a backup plan or extra games. Sometimes it rains on parades; have other games to add if time passes slowly or if the weather proves to be troublesome.

## No Supplies Needed:

Alphabet Game	Little Sally Walker	Tag: Dancing Freeze Tag
Anatomy	Monster Walk	Tag: Duck Duck Goose
Back-to-Back	Mother, May I?	Tag: Elbow
Bedlam	Murder Wink	Tag: Everybody's It
Birdie on the Wire	Name that Tune	Tag: Follow
Birthday Shuffle	Pangaea	Tag: Fox/Hound
Box the Leader	Poor Kitty	Tag: Go
Bumpety Bump Bump Bump	Pruie	Tag: Hospital
Buzz	Pull Off	Tag: Line
Cat and Mouse	Pull Up	Tag: Reverse
Clumps	Red Light Green Light	Tag: Rock, Paper, Scissors
Colored Eggs	Relay: Back to Back Run	Tag: Sharks and Minnows
Cowboys and Indians	Relay: Cars	Tag: Sharks and Octopus
Crazy Elephant Dance	Relay: Chicken	Tag: Squirrel
Cupid/Heart/Hug	Relay: Crabwalk	Tag: Toilet
Duck, Pig, Cow	Relay: Leap Frog	Tag: Triangle
Electricity	Relay: Oompa-Loompa Side Step	Team Spelling
Elephants, Cows and Giraffes	Relay: Roller	Texas Big Foot
Fire	Relay: Shoe Scramble	The Black Manta Says
Ghost	Relay: Two-Man Carry	Touch Blue
Group Get-Up	Rutabaga Rutabaga	Twelve Days of Christmas
HaHa	Sardines	Thumper
Hand Slap	Ships and Sailors	Touch Blue
Hazoo	Staring Contest	Waa Game
Honey, if You Love Me, You'll Smile	Streets and Alleys	What's on Your Mind?
Human Knots	Tag: Amoeba	What's Your Sign?
Human Polygon	Tag: Animal Game	Wink
Knights, Cavaliers, Horsemen	Tag: Arch	Yanks and Rebels
Lapsit	Tag: Back to Back	Zip, Zap, Bong
Line Up	Tag: Blob	
	Tag: Bulldog	

## Messy Games:

Banana Surgery  
 Bologna Face  
 Duck, Duck, Chicken  
 Egg Baseball  
 Egg Chariots  
 Egg Tic Tac Toe  
 Egg Toss  
 Gross Food Guess  
 Human Hot Dog  
 Lifesaver Game  
 Limbo  
 Mock Spelling Bee  
 Monster Make-Up  
 Musical Chair Squat  
 Relay: Bucket Fill  
 Relay: Chocolate Marshmallow Throw  
 Relay: Cornstalks  
 Relay: Cracker Throw  
 Relay: Dinosaur Spaghetti-O Dig  
 Relay: Egg and Armpit  
 Relay: Pig Slop Over Head  
 Relay: Shaving Cream Balloon Sit  
 Relay: Stuck on You  
 Santa Beards  
 Soap Toss  
 Spam Toss  
 Tag: Flour Attack  
 Water Balloon Shave

## Mixers:

Boggle  
Christmas Confusion  
Dollar in the Crowd  
Fruit Basket  
Hazoo  
Human Clumps  
Let Me Introduce Myself  
Matchmaker  
Noodle Clap  
Pangaea  
Point Game  
Relay: Pick-a-Name  
Rounder  
The Superlative Game

## Relay Games:

Relay: Army Man Shootout	Relay: Cup Blow	Relay: Pass it Down
Relay: Baby Races	Relay: Dinosaur Spaghetti-O Dig	Relay: Pass the Baton
Relay: Back to Back	Relay: Dizzy Bat	Relay: Penny Drop
Relay: Back-to-Back Run	Relay: Dizzy Bat Gauntlet	Relay: Pick-a-Name
Relay: Bag Relay	Relay: Dribble Down, Dribble Back	Relay: Pictionary
Relay: Balloon Blow	Relay: Dribble Frenzy	Relay: Pig Slop Over Head
Relay: Balloon Crab Walk	Relay: Driving the Pigs to Market	Relay: Ping Pong Foot
Relay: Balloon Pop	Relay: Duck Feet Race	Relay: Ping Pong Switch-a-Roo
Relay: Balloon Stuff	Relay: Egg and Armpit	Relay: Pumpkin Candy Pass it Down
Relay: Balloon Sweep	Relay: Egg and Spoon	Relay: Relay Races
Relay: Balloon Sweep	Relay: Fill the Bottle	Relay: Roller
Relay: Basketball Waddle	Relay: Grape Spitting Relay	Relay: Rudolph
Relay: Bin Ball	Relay: Hands Full	Relay: Shaving Cream Balloon Sit
Relay: Bluebeard Buster	Relay: Hike! Hike!	Relay: Shoe Scramble Relay
Relay: Bread Ball	Relay: Hold Your Breath Relay	Relay: Skin the Snake Relay
Relay: Broom Jump	Relay: Hole in the Bucket	Relay: Sleeping Bag
Relay: Bucket Bonanza	Relay: Hopping Pony Race	Relay: Snot Put
Relay: Bucket Fill	Relay: Ice Cream Sundae Relay	Relay: Sponge
Relay: Build It Up	Relay: Izzy-Dizzy Clothespin Relay	Relay: Sponge Bath
Relay: Candy Clip and Run	Relay: Jelly Bean Toss	Relay: Spoon
Relay: Car Relay	Relay: Leap Frog	Relay: Spud-Tastic Relay
Relay: Cardboard Box Race	Relay: Lemon Pass	Relay: Stuck on You
Relay: Caterpillar Race	Relay: Lemon Pass:	Relay: Suitcase
Relay: Cereal	Relay: Lucky Charms Relay	Relay: Target Shooting
Relay: Chicken	Relay: M&M Relay	Relay: Three Legged Panty Hose Race
Relay: Chocolate Marshmallow Throw	Relay: Mattress Relay	Relay: Toilet Paper
Relay: Clothes-Liner Relay	Relay: Milk the Cow	Relay: Toilet Paper Nose Roll
Relay: Clothespin Balloon	Relay: Mountain Dew Chug	Relay: Toilet Paper Relay
Relay: Clothespin Relay	Relay: Mountain Dew Relay	Relay: Touchdown Dance
Relay: Clothing	Relay: Mr. Potato Head Race	Relay: Two-Liter
Relay: Cold Hearted	Relay: Needle in a Haystack	Relay: Two-Man Carry
Relay: Cornstalks	Relay: Newspaper Basketball	Relay: Typhoon
Relay: Cotton Ball Shoot Out	Relay: Noodle Relay	Relay: Water Bowling
Relay: Crabwalk	Relay: Oompa-Loompa Side Step	Relay: Water Spoon
Relay: Cracker Throw	Relay: Over/Under	

## Tag:

Tag: Amoeba Tag  
 Tag: Animal Game  
 Tag: Ants and Anthills  
 Tag: Arch Tag  
 Tag: Back/Back  
 Tag: Blob Tag  
 Tag: Bulldog Tag  
 Tag: Dancing Freeze Tag  
 Tag: Duck Duck Goose  
 Tag: Elbow Tag  
 Tag: Everybody's It Tag  
 Tag: Flour Attack  
 Tag: Follow Tag  
 Tag: Fox/Hound  
 Tag: God Fish  
 Tag: Go-Tag  
 Tag: Hospital Tag  
 Tag: Line Tag  
 Tag: Mosquito  
 Tag: Ninja Time  
 Tag: Reverse  
 Tag: Rock, Paper, Scissors Tag  
 Tag: Samurai Tag  
 Tag: Shark and Octopus  
 Tag: Sharks and Minnows  
 Tag: Steal the Bacon  
 Tag: Superheroes and Villains  
 Tag: Tape Tag  
 Tag: Villain Tag

## Team Building Games:

Back-to-Back

Dragon's Tail

Duck, Pig Cow

Electric Fence

Electricity

Fire

Group Get-Up

Human Knots

Human Polygon

Icebergs Ahead

Knights, Cavaliers, Horsemen

Lapsit

Light Saber Ball

Line Up

Monster Walk

Murder Wink

Poor Kitty

Pruie

Relay: Pick-a-Name

Relay: Two-Man Carry

Relay: Skin the Snake

Rutabaga Rutabaga

Swamp Crossing

Tarp Flip

Texas Big Foot

Touch Blue

Trust Walk

What's on Your Mind?

What's Your Sign?

Wink

Zip, Zap, Bong

Zippity Up-Zippity Down



## Team Games:

2Ping	Fashion Show	Photo Scavenger Hunt
Alphabet Game	Fictitious	Pictionary
Artist's Imagination	Four Square Team	Pillow Pass-Over
Asteroids	Four Team Crab Soccer	Ping Pong Target
Back Break	Grab the Pig	Ping Pong Toss
Backwards Kickball	Gross Food Guess	Pirate Sword Fight
Backwards Trip Race	Hearts in Hand	Play-Doh Pictionary
Balloon Basketball	Hot Air Ping Pong	Pop Charades
Balloon Break	Hula Hoop Contest	Puzzle Piece Search
Balloon-o-Lanterns	Hula Hoop Weave	Sanctuary Soccer
Banana Beauty Contest	Human Foosball (Chair)	Santa Beards
BasketDodgeball	Human Foosball (Standing)	Sock-o-Plenty
Basket-Soccer-Ball	Hurdles	Stuff the Turkey
Beach Volleyball	Invention Convention	Tag: Go Fish
Bean Bag Toss	Jack-o-Lantern Points	Tag: Steal the Bacon
Beanbag Basketball	Jump the Creek	Team Spelling
Bedlam	Keep it Up	Throw It Away
Blanketball	Kitchen Olympics	Tic-Tac-Toss
Blindfolded Pictionary	Lifesaver Game	Tie-It-Up
Box Blitz	Light Saber Battle	Toast Tower
Bucketball	Make YOUR Hero	Togetherness Olympics
Build a Picture	Marshmallow Baseball	Toilet Paper Bowling
Build a Scarecrow	Monster Make-Up	Toilet Paper Fashion Show
Candy Boot Toss	Monster Walk	Toilet Paper Floater
Capture the Flag	Name that Tune	Toilet Paper Measure
Capture the Tape	NBA Challenge	Toilet Paper Mummy
Carrot Drop	Newspaper Cover Up	Toilet Paper Shoot
Clean Your Backyard	Newspaper Delivery	Toilet Paper Throw
Cowboy Tug-o-War	Newspaper Scavenger Hunt	Tractor Pull
Cup Tower	Ninja Head Spin	Turkey Bowling
Decorate the YOKE Folk	No Hit Baseball	Ultimate Frisbee
Dinosaur Soul Mates	Noodle Hockey	Unscrambled Eggs
Dinosaur Spelling Bee	Olympic Events	Video Scavenger Hunt
Donkey Dodgeball	Olympic Marathon	What's on Your Mind?
Duct Tape Creations	Paper Bad Skits	Yanks and Rebels
Egg Drop	Paper Wad Shoot	

## Water Games:

Blanket Toss  
 Don't Melt the Ice  
 Frozen Wear  
 Musical Squirt Gun  
 Musical Squirt Gun  
 Relay: Army Man Shootout  
 Relay: Bucket Fill  
 Relay: Cold Hearted  
 Relay: Dizzy Bat Gauntlet  
 Relay: Fill the Bottle  
 Relay: Hole in the Bucket  
 Relay: Over/Under  
 Relay: Sponge  
 Relay: Sponge Bath  
 Relay: Two-Liter  
 Relay: Typhoon  
 Relay: Water Bowling  
 Relay: Water Spoon  
 Water Balloon Toss  
 Water Wars  
 Water Weight

## Whole Group Games:

Achy, Breaky Heart	Honey, if You Love Me, You'll Smile
Anatomy	Hula Hoop Toss
Balloon Buns	Icebergs Ahead
Balloon Contest	Islands
Balloon Stomp	Kick the Can
Beat the Bunny	Knights, Cavaliers, Horsemen
Blanket Toss	Light Saber Ball
Blind Cow	Limbo
Blind Shoe Grab	Little Sally Walker
Box the Leader	Love Song Scattergories
Bumpety Bump Bump Bump	Matchmaker
Buzz	Moon Pie Toss
Cake Walk	Mother, May I?
Camp Newspaper	Musical Chairs
Can-Can	Musical Squirt Gun
Cat and Mouse	Obstacle Course
Cereal Box Mix-Up	Ping Pong Target
Circle Stride Ball	Poop Deck
Colored Eggs	Pull Off
Cowboys and Indians	Pull Up
Cupid/Heart/Hug	Red Light Green Light
Dino Dance Off	Rounder
Dragon's Tail	Samurai Warriors
Duck, Pig Cow	Sardines
Easter Egg Hounds	Ships and Sailors
Egg Hunt	Streets and Alleys
Egg/Pencil Roll	Sucker Tree
Elephants, Cows and Giraffes	Tarp Flip
Fickle Feater	The Black Manta Says
Fool Ball	Tick or Treat Activity
Four Corners Basketball Trivia	Tom and Jerry
Four Square	Treasure Chest
Freeze	T-Rex Basketball
Fruit Basket	Turkey in the Straw
Ghost	Twelve Days of Christmas
HaHa	Under Siege
Halloween Corners Game	Waa Game
Hazoo	Wild West Game

# a

**Achy, Breaky Heart:** Object is to secretly pass a heart to each other. Preparation- get a small heart that kids can easily hid in their hands (not candy due to the mess it will make. 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, too, so kids won't know who got the heart. Then you will walk around and great 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

**Alphabet Game:** Have schools group together in circles. Call out a letter and the team that makes that letter with all of their members first, gets a point. Play to five or ten points. The group can form the letter by holding hands, sitting or laying down.

No Supplies Needed

**Anatomy:** The group pairs off and then forms two circles, one inside the other. One member of each couple is in the inside circle the other is in the outside circle. The outer circle begins walking clockwise, the inner counter clockwise. The leader will shout a command, something like "Hand, 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 groups that there will be no hitting each other. Be efficient without inflicting pain.

Examples:

Finger, Foot

Thigh, Thigh

Elbow, Nose

Nose, Shoulder

Head, Stomach

Nose, Armpit

No Supplies Needed

**Artist's Imagination:** Divide into teams. Each team should have a pencil and several pieces of paper. One person from each team is sent into the middle of the room where the leader whispers to them the item that they'll be drawing. On his signal, they run back to their teams and begin drawing. Team members try to guess what the "artist" is drawing. The first team to shout out the correct answer wins. The artist

cannot say or write any words, only pictures. Items to sketch could include famous people or places, food items, a YOKE Folk, etc.

Supplies:

Pencils & paper

**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 and put them across the center line. Form two teams and 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

## b

**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

**Back Break:** A guy comes to the front and lies down across the seats of three chairs, supported at his head, rear end, and feet. He then must remove the middle chair (under his rear end) and lift it over his stomach and replace it under his rear end from the other side while remaining supported only by his head and feet. If any part of his body touches the floor, he loses. Have three guys try it and see who gets the best time.

Supplies:

Three chairs (folding chairs or something similar)

**Backwards Kickball:** Backwards kickball is regular kickball but run to 3<sup>rd</sup> base first.

Supplies:

Bases

Kickball

**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

**Balloon Basketball:** Try to bat 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 5 points wins.

Supplies:

Balloons

Box/trash can

**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 Buns:** The students sit in a circle while a balloon is passed around the circle. Each player has to sit on the balloon with all their weight for 3 seconds. If someone breaks the balloon, they must do what it says on the message. (Examples: sing a song, bark like a dog, do the Chicken Dance, get up and do the Hokey Pokey for 30 seconds, etc.)

Supplies:

Balloons with messages inside

**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-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:

Orange balloons

Felt tip markers

Prizes

**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/rubber band

**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:

Banana

Tape

Scissors

Magazine

**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:

Banana

Plastic knife

Toothpicks

### **BasketDodgeball:**

This game can be adapted to play outside or in a non-gym room if needed by using large trashcans for goals. Begin with 4 teams of any size over 3. With all balls in center of Basketball court, teams line up outside of court near baskets. A round begins when a number is called. They enter the court and must choose to make a basket and score for their team or grab a dodge ball and get someone out on the other team. The round ends when all are out or have scored a basket. Baskets are 2 points and 3 pointers count. The object is to not get hit and be the first team to score 11 or 21 points.

Supplies:

Basketballs

Dodge balls

**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 volley ball 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 5 people on each side of the net. If there are more than 10 kids, play two or more games.

Supplies:

Chairs

Beach ball

### **Beanbag Basketball:**

Put a bucket on each side of the basketball court. Choose one team to "throw off the beanbag." They throw the beanbag to the other team to start the game. Once this is done the offensive team (with the beanbag) must make their way to the other side trying to get the beanbag into the bucket on the other end of the playing field. The other team can play defense but they cannot take the beanbag out of anyone's hands or physically touch any other player. They basically can try to distract the other players and make it harder to make good passes. The only way to move the beanbag is to pass it. Nobody can run with the beanbag. It must be passed and caught. If the beanbag is passed and dropped, the other team gets possession of the beanbag. Play to 10 points.

Supplies:

Buckets

Beanbags

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

Supplies:

Targets

Poster board

Tape

Beanbags

**Beat the Bunny:** The bunny (small ball) is started first and is passed from kid to kid around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. Note: The farmer can change directions to try and catch the bunny, but the bunny can only go one way. The farmer is trying to catch the bunny and once the bunny is caught, whoever was holding the bunny is now out.

Supplies:

Two balls of different size (one small, one large)

**Bedlam:** Divide group into four teams, one in each corner of the room or playing field. At the leader's signal, each group attempts to move as quickly as possible across the room, to the opposite corner (diagonally). The first team to get all their players into the new corner wins that round. For the first round, let kids just simply run. Then, announce that they have to travel in the form the leader calls –



piggyback, wheelbarrow racing, hopping on one foot, walking backward, skipping, crab-walking, etc. Make sure that no kids get carried away.

No Supplies Needed

**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 their 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.

No Supplies Needed

**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

**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

Beach balls

**Blanket Toss:** All players should be standing around the blanket holding an edge. The leader of the game will launch (by catapult or throwing) water balloons into the air. The object of the game is to catch the water balloons in the blanket without them breaking.

Supplies:

Blanket

Water balloons

**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

**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 the princes each crawl back to their Cinderella and put her shoes on correctly.

Supplies:

Chairs

Blindfolds

**Blindfolded Pictionary:** This takes a classic game which students enjoy and adds a fun twist to it. Divide the group into two teams. Send up one person at a time to receive the word. Once he/she knows the word, he/she will start drawing the object while blindfolded. His/her team only has 30 seconds to guess the object. If the team has not correctly guessed the word, then the other team gets one guess to steal the point. Play to 10 points. Since this will make the task of drawing and guessing much harder, the words should be somewhat easy. Words like "dog" "toilet" and "car" can be the starters. You may wish to have more advanced words on hand such as "stethoscope" and "lawn mower".

Supplies:

Blindfolds

Paper

Markers

List of items

**Boggle:** Divide the kids into smaller groups within their YOKE teams (5 people per group including YOKE leaders). Each member of the group writes their first name in large letters on a single piece of paper in a vertical list with a uniform left margin.

SARAH

BILL

LINDA

ANDREW

Each group then tries to make as many words as possible (three or more letters) from the combined letters of the names. Any combination can be used as long as the letters are present in the player's names. Choose a point system and a time limit.

Supplies:

Paper

## Pencils

**Bologna Face:** Form pairs of students, standing about five feet apart, facing each other. Give one of the students a slice of bologna. When you say “Go!” students should toss the bologna to their partner, who tries to catch it with his face. If they succeed, without using their hands, then to finish the round they must eat the bologna – also without using their hands. Eliminate any pairs who don’t catch the bologna or can’t eat it off their faces without help. Then have the remaining players take three steps away from each other and play again, with new pieces of bologna (this time trading roles). Keep playing till only one pair remains.

Supplies:

Bologna

**Box Blitz:** Cut off the short ends of appliance boxes so they’re like big cardboard tubes. Now try any or all of these ideas:

**Box Shoot:** Lay the boxes on their sides and have teams line up single file about five feet away from the opening of their box (you’ll need one box for each team). Compete relay-style to see how many kids they can send through their boxes in 60 seconds.

**Leap Box:** Form two teams. Lay all the boxes out in two rows – on their sides, end to end. Each team chooses five members to crawl through the row of boxes as fast as they can. After all five are inside, their teammates move the first boxes in each row to the other end, leapfrog style. This enables the five crawlers to keep moving forward without touching the ground. The first team to cross the finish line at the other end of the room wins.

**Kickboxing:** Form as many teams as you like. Players on each team line up and lie down side by side in a long row. Have adult volunteers place a box on top of the first person in line. When you give the signal, each team must pass their box down the line using only their feet. First team to get their box to the end of the line without using their hands or arms wins.

**Vertical Blind Relay:** Form two teams and have them line up single file at one end of the room. At the other end, place two orange safety cones, folding chairs or trashcans directly across from where they lined up. Have four students from each team stand together in a clump, then drop a box over each team. The bottom of the box should come to about their thighs, and should be high enough that they cannot see out. The players inside the box should all help hold it so it doesn’t drop during the game. One of their teammates must run alongside and give directions during the race. Each box of students must run to the other end of the room, circle their cone or trashcan, then run back to their team. Quickly pass the box on to the next four students to do the same. The first team finishing the relay wins.

Supplies: Appliance boxes

**Box the Leader:** Divide group into four teams. Each group should form one side of the box that should be surrounding the game leader. Each side has a name. These are: NORTH ("North is Aaaaa Ooooooaaay!"), SOUTH ("South, Woohh!"), EAST ("East is the beast!"), and WEST ("West is the best"). The object of the game is to be the first team to be in the appropriate order in a straight line in the right relation to the leader. Once your whole team has arrived, you should yell your team's chant (they are listed above). The leader will walk to another place and the groups will rush to box in the leader.

No Supplies Needed

**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

**Build a Picture:** Divide large group into teams of 6-8. Provide a small pile of Jenga blocks or children's blocks for each team. The first member of the team comes forward for their first word to build for their team to guess. Use the same list of words for all teams but mix them up especially if they can hear each other guessing. Use word objects like window, snowflake, clock, book, car, etc. and have the builder "build" these objects with the blocks. The builder is not allowed to talk. The team that completes the entire word list first wins!

Supplies:

Jenga blocks/children's blocks

List of items to build

**Build A Scarecrow:** Groups have 7 minutes to create. Give prizes to the scariest or funniest. When done, place outside.

Supplies:

Variety of old clothing (hats, corn stalks, jeans, string, flannel shirts etc.)

Pillowcases

Markers

Newspaper

**Buzz:** All players stand or sit in a circle. Leader starts counting, substituting "Buzz" for the number seven and multiples of seven. If a player makes a mistake, he must drop out, or the whole group has to start over again.

No Supplies Needed

## C

**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

**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.

Supplies:

Newsprint

Black markers

Rulers

Glue

**Can-Can (YF 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

**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)

Boot/bucket

Ladder/stack of chairs

**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

**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, distractors, 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 bandannas, scarves, or other objects)

**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

**Carrot Drop:** Tie one end of a two-foot string around the middle of a carrot so that the carrot balances. Tie or pin the other end to the back of the player's pants. The object is to drop the carrot into a bottle or jar without using their hands.

Supplies:

Two-foot string

Carrot

Wide mouthed bottle or jar

**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.

No Supplies Needed

**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:

Small, single portion cereal boxes (one per kid)

**Christmas Confusion:** Make copies of the following sheet 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.

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!" 5 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:\_\_\_\_\_.

Supplies:

This sheet of paper for everyone

Pencils/pens

**Circle Stride-Ball:** Players stand in a circle, feet apart and touching the feet of the players on either side. One player stands inside the circle, with a ball. He tries to throw the ball out the circle between the players' legs. Players try to stop it using only their hands – knees and feet must remain in position. If the ball goes through someone's legs, then that person becomes it and goes to the center.

Supplies:

Ball (volleyball size or similar)

**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:

Tape

Newspapers

**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.

No Supplies Needed



**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 starting over. If not, and all eggs make it back to line successfully, the wolf then calls out the next color, etc.

Supplies:

Cone

**Cowboys and Indians:** All of the kids are in the center of a room. A YOKE Folk will explain the following actions: When the YF 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 YF 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

**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.

**Crazy Elephant Dance:** 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 3 kids are dancing.

No Supplies Needed

**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

**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. Everyone chants, "Cupid shoots heart, heart beats hug, hug beats Cupid. If you tie, you die. One. Two. Three." Everyone then turns around. Continue game until you have 1 pair as the winner.

No Supplies Needed

## d

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

Supplies:

Christmas decorating items/ornaments

**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:

Music

**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

**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:

Dinosaur names printed

**Dollar in the Crowd:** This will get everyone to start shaking hands. The YOKE Folk in charge will donate a dollar to the cause. This is given to someone in the group to help. Others do not know who is holding it. The leader announces that the one holding the dollar will give it to the tenth person who shakes

hands with him/her. Everyone will start shaking hands. The game ends after the tenth person shakes hands with the one holding the dollar.

Supplies:

A dollar bill

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

Supplies:

Playground balls

### **Don't Melt the Ice:**

You will need two equally sized two small water balloons and freeze them. Have the kids get into two teams and pass the balloons like hot potato. If a team drops the balloon, there is a five second penalty, where the dropper has to hold the cube in their closed hand for 5 seconds. The team whose balloon lasts the longest is the winner.

Supplies:

Two equally sized small frozen water balloons

**Dragon's Tail:** Choose a good-sized area for this event, clear of obstacles. Divide the kids up into two teams. About eight to ten kids line up, one behind the other. Everyone puts their hands on the shoulders of the person in front. The last person in line tucks a handkerchief in the back of his or her belt. At the signal, the dragon begins chasing the other dragon's tail, the object being for the person at the head of the line to snatch the handkerchief. The tricky part of this epic struggle is that the people at the front and the people at the end are clearly competing – but the folks in the middle aren't sure which way to go. When the head finally captures the tail that teams wins. **Variation:**

The dragon's head is chasing its own tail.

Supplies:

Handkerchief/bandanna

**Drawing in the Dark:** While blindfolded, kids must draw a picture from memory and see if their team can guess it. Give each team sheets of paper and a pencil. A member of each team walks up and is shown a picture (this should be a drawing that is fairly simple and drawn with a black marker) and then tell the kid to be silent the rest of his/her turn. Then he/she must go back to his/her team, be blindfolded, and then draw the picture when the YOKE Folk says "Go!" The first team to correctly guess the picture, wins that round. Have multiple rounds with increasing difficulty with each one. Post the masterpieces at the end of the game.

Supplies:

Paper  
Pencils  
Blindfolds

**Duck, Duck, Chicken:** This is an outdoor game. Play this childhood favorite just like Duck-Duck-Goose. Only, instead of just touching someone's head and saying "goose," you'll crack an egg on their head.

Supplies:  
Eggs

**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 animal could be added (i.e. horse, sheep, goat).

No Supplies Needed

**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

**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

## e

**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 Wal-mart bag). On a signal, the hounds must be released and they 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:

Plastic Easter eggs

Wal-Mart bags/Easter egg baskets

**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

Baseball bats

**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

Tape

**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:

Cotton

Kleenex boxes

Duct tape

Rubber bands

Paper cups

Old socks

**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 Easter eggs

Prizes/Chug and Crush Tickets

**Egg/Pencil Roll:** In an open space, have kids line up shoulder to shoulder and then move apart so there's 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 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/Pencils

**Egg Tic Tac Toe:** Grab 9 YOKE Folk or students prepared to get messy. Have the people get into a tic-tac-toe formation with plastic bags covering them as much as possible and sit on the ground.

\* Break students into 2 teams (one team Xs and one team Os).

\* Have the teams take turns trying to hit one of the 9 with an egg and mark that square accordingly. If the student misses, they miss their opportunity to claim a square.

First team to get 3 in a row wins.

Supplies:

Trash bags

Eggs

**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 2<sup>nd</sup> line throws the egg back. Keep going until you have one pair as the winner.

Supplies:

Eggs

**Electric Fence:** The object of this game is to transport a group over an "electrified" wire or fence using only themselves and a sturdy 8-foot pole or beam. Leaders stand holding a rope, or you may tie it between two trees or posts. If a participant touches the fence (rope), he is "dead" and must attempt the crossing again. Any person touching the individual as he touches the wire must also return to attempt another crossing. If the beam touches the wire (rope), all those in contact with that beam are dead and must attempt another crossing. An electric field extends from the wire to the ground and cannot be penetrated. The trees or other supports which hold up the "wire" cannot be safely touched and so cannot be of assistance in the problem. Caution: Be careful not to let the more enthusiastic people literally throw other participants 7-8 feet in the air over the rope.

Supplies:

Rope, sturdy 8-foot beam

**Electricity:** The group sits in a circle holding hands while someone sits in the center. The game begins with a 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

**Elephant Ball:** All the players stand in a circle with their legs spread apart and their feet touching the next person's feet. The ball must be punched around the circle until it goes through someone's legs. That person is then out. Move to close the circle and play again. Keep going until you have a winner!

Supplies:

Ball

**Elephants, Cows and Giraffes:** Get into a circle with one YOKE Folk in the center. This YF 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

## f

**Fashion Show:** Give the kids a variety of boxes and cardboard and have them make a costume out of them.

Supplies:

Variety of boxes

Cardboard boxes

Tape

Scissors

**Fickle Feather:** Lay a sheet flat on the floor, then have your group surround it and pick it up, holding it by the edges, keeping it flat. Place a feather into the center of the sheet. The kids must blow the feather toward other players and avoid being touched by it. If they are touched by the feather, they're out.

Supplies:

Sheet

Feather

**Fictitious:** Divide into teams of four. Write a word on the blackboard that no one has ever heard of. Give one team the actual definition and have them make up three fake definitions, then write down all four definitions. The other teams then try to guess which definition is correct. Two points are given for a correct first vote and one point given for a correct second vote. Each team gets a chance writing down the definitions, then the team with the most points wins.

Supplies:

Paper & pen/pencil

List of words & real definitions

**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

**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

**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:

Questions about the NBA

**Four Square:** Mark a 7' to 8' section of floor with masking tape or chalk, forming a square subdivided into four equal-size squares. One of the four squares is designated as the #1 square. The remaining squares are numbered in a clockwise direction. Four players begin the game while the rest wait in line. Each player guards his own square. The player in the #1 square always serves the ball. He bounces the ball inside his own square, then hits it with an open palm into one of the other squares. The ball typically bounces one time inside the new square and then the person who guards that square must direct it into another square of his choice. Soft taps are allowed. Each time, the ball must bounce no more than once in any given square – or the ball may be deflected in midair without a bounce. This continues until someone fails to return the ball to another person's square. At that point, he leaves the playing field and goes to the end of the waiting line, and the person at the front of the line comes into the #4 square. The players shift around, as needed, with the newest person always guarding the #4 square. Players normally straddle the lines on the corners of their squares, because if they are hit with the ball while standing in their square, they are out. Other rules: Hitting with a closed hand (fist) is not allowed. If the ball bounces on an outside line, the player who hit it there is out. If the ball bounces between two squares, the other players and those in line help decide whose square it was in. If a person catches the ball, he is out. If a ball doesn't bounce in the square it was served to, and the defender doesn't return it, the last person to touch the ball is out.

Supplies:

Kickball

Tape to mark foursquare lines

**Four Square (team):** Set up a foursquare box, making each square 10 feet or larger, depending on how many people will be standing in each box. The game is played like regular foursquare – people try to advance to the server's square and stay there as long as possible. People in that square start each play by serving the ball underhand to any other square – it must bounce once in another square. Teams hit the ball back and forth until the people in one of the squares misplays the ball and are eliminated. Then everyone moves up a square, making room for a new group to enter the last square.

Supplies:

Kickball

Tape to mark foursquare lines

**Variation:** Use a heavy-duty, large (36-inch) ball and have two or three players per square. Play as usual, except that teams can hit the ball twice inside their own squares before bouncing it to another team.

**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

Field paint

**Freeze:** Get music from the decade. Have the kids dance or move around. When you stop the music everyone has to freeze. If they don’t stop they are out.

Supplies:

Music

Something to play the music loud enough for the group to hear

**Frozen Wear:** Each team is given a frozen 2-liter bottle with a t-shirt inside. The team must work together to remove the t-shirt from the bottle and ice, and then 1 player must put the t-shirt on.

Supplies:

1 2-liter bottle per team, frozen, with a t-shirt inside

**Fruit Basket:** Set chairs in a circle with the chairs facing towards the center of the circle. Have the number of chairs equal to the number of kids minus one. Seat the kids and select one to stand in the middle. The leader will go around the circle assigning a fruit type to each kids not to exceed three fruit (Apple, Orange, Banana, Apple, Orange, Banana until each youth as a name of a fruit). Be sure to include the kid in the center. The person in the middle will call out a fruit, when the fruit is called all the kid with that fruit will get up and find an empty seat vacated by another kid. The person in the center also tries to find a seat. They can’t sit in the same seat they vacated. The person not able to get another chair must go to the center and call out another type of fruit. To make it interesting, the kids in the middle can call out “fruit basket!” At that point everyone must get up and find a different seat. Encourage the kids to not push and shove.

Supplies:

Chairs

## g

**Ghost:** Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing area and choose a spot to stand in. All players (except the ghosts) need to close their eyes. The ghosts will roam about the playing area. They will try to kill the people by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and

they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right, then they become a ghost too. If they are wrong, they are out and should sit down. This is a great game to use when you want to quiet your group down.

No Supplies Needed

**Grab the Pig:** Divide the group into two teams (each team should have at least 4 or 5). Have the groups sit crossed legged in a single file line right next to each other. Each person should reach back with their right hand and hold the left hand of the person behind them. Everyone should have their heads down and eyes shut, except the last person in the row. Place a "pig" or anything that you have in between the two people at the front of each row. At the back of the row flip a coin in between the last two that have their eyes open. If it lands on 'heads' then they do nothing, if it lands on 'tails' they squeeze the hand of the person in front of them. They pass the squeeze up the rows as fast as they can and the two at the front have to try and grab the pig before the other one as soon as they feel the squeeze. After every cycle, the people in the front rotate back.

Supplies:

Object to be the "pig"

**Great Balloon Race:** Give each person a balloon and get them to write his/her name on it. Have them all stand on a line facing the finish line across the room. On "go", have the kids blow up the balloon but **not** tie it shut. Instead, have the kids aim the balloon toward the finish line and let them fly. If a balloon doesn't land beyond the finish line, the player goes to his/her balloon, blows it up and again lets it fly toward the finish line. When a balloon crosses the finish line that person wins.

Supplies:

Balloons

Sharpies

**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:

Bags that you can't see through (5 or more)

Mashed up bananas

Grapes with the skin peeled off

Stick pretzels

Water

Spaghetti (cooked)

Orange peels

Pencils

Paper

**Group Get-Up:** Have everyone pair up with someone of similar size and weight, or as close as possible. Have them sit on the ground, facing each other, knees bent, feet flat on the ground, toes touching, holding hands. They are to pull against each other in an attempt to stand up at the same time. Once pairs are successful, try it in groups of three, four, etc. Keep this up until the entire group is together. Note – once the group is big enough that they can't use their original position (feet together, holding hands, etc.), they'll have to come up with another solution to all be able to stand up and stay connected. The only rule is that everyone in the group has to have contact with another player in both the hands and feet.

No Supplies Needed

## h

**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.

No Supplies Needed

**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

**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

**Hazoo:** Choose someone to be it and divide the group into 2 parallel lines, standing a few feet apart. The person who is it has to walk down the column without laughing or smiling. Going one person at a time, the rest of the people try to make the person laugh without touching them. This game can also be done in a circle and the person in the center can be put in the hot seat. Specific questions can be asked and if successful in making the person laugh, then the asker becomes Grand Poobah and moves to the center.

No Supplies Needed

**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

**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

**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

**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

### **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

Football/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

**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

**Human Foosball (Standing):** Divide a playing field into ten sections. You may use lime, field marking paint, or string/cord strung across the field about waist high. (You may run the string across the field and attach it at both ends to folding chairs.) Once the field is divided, then it is time to arrange the players. Each team should use a close to equal number of players. Arrange players in sections. Have 2 camp staff or YOKE Folk serve as spotters on all four sides/edges of the field. Once set up the game itself is simple. The object of the game is to kick the ball into the other team's goal. The ball may be advanced using any part of the body except the hands and arms. This rule also applies to the goalie who is stationed in the first section away from the goal. Players may only advance the ball while it is in their sections and may move laterally as much as they like, but they may not break the plane that serves as the boundaries for their sections. It's the job of the spotters to roll the ball back into play once it has been kicked out-of-bounds. Spotters are placed around field alternately to keep the game fair. You can add spotters based upon the number of participants. Here are a few helpful hints to keep the game moving: Be sure the spotters throw the ball back as soon as they retrieve it; you may develop a rotation

system so that everyone can play the different positions; use any round ball, but make sure that it is softer. A semi-deflated soccer ball works best.

Supplies:

Semi-deflated soccer ball

Goals

Field paint

**Human Hot Dog:** Get a couple of YOKE Folk and have the remaining players prepare their hotdog. The volunteers lay on ground while the teams take condiments and pour them on their YOKE Folk. Ideas to use: relish, mustard, ketchup, mayo, cheese, chili. You can have 2 players lay down for bread and one to lay down between as the hotdog.

Supplies:

Lots of condiments (relish, mustard, ketchup, mayo, cheese, chili, etc.)

**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.

No Supplies Needed

**Human Polygon:** Divide the kids into groups by school or combine smaller schools. Have each team hold hands in a circle. Tell the kids to form the following shapes without releasing hands. The first team to complete the task wins a point

Figure eight

Square

Rectangle

Triangle

Star

Octagon

Diamond

Circle within a circle

No Supplies Needed

**Human Tic-Tac-Toe:** The ancient game of tic-tac-toe can take on new excitement in your group by becoming life-size. Set up nine chairs in three rows- just like the sections on a tic-tac-toe diagram. Then divide your group into two teams. Each team takes its turn by sending one person to sit in a selected chair. The first team to get three in a row wins. Since you're not using X's and O's everybody really has to concentrate on who is on each team. To make it more exciting, establish a time limit that each team member has to select a seat. For example, give each person five seconds after the preceding person sad down to reach the chosen chair.

Supplies:

## Nine Chairs

**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:

Popsicle sticks/small wood

Paint/sharpies

Rope/string

## i

### Icebergs Ahead:

1. Explain that the group must get on the ship (blanket/tarp) because the water is cold and everyone must survive the ocean voyage.
2. 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 two big of a challenge.
3. Tell the group they have to stay on the blanket long enough to sing row, row, row, your boat.
1. Next inform them that their boat has hit an iceberg and that they were all thrown off the boat.
2. While the team is off the boat, fold the blanket smaller and have them get back on and sing row, row, row, your boat.
3. Repeat this several times until it is too difficult.
4. The team who gets all of their members on the smallest boat wins.

Supplies:

Blanket/tarp

### Indoor Olympics:

**Discus Throw.** Contestants compete like discus throwers. They take two hops and a step, and then throw a paper plate.

**Hammer Throw.** Inflate and tie off large paper bags with a 30-inch string. Contestants swing the sack around their heads several times before throwing for distance.

**Javelin Throw.** Contestants take three running steps and throw a toothpick as far as possible.

**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:

Cotton balls



Wire hangers  
Cardboard boxes  
Etc.

**Islands:** A few Frisbees are placed on the ground. One person acts as referee. The other players run around the area singing. When the referee says “Islands!” everyone runs to touch a Frisbee. The last person to touch a Frisbee is out. Any two people that touch each other in the process of getting to a Frisbee are also out. As people are eliminated, remove some of the Frisbees until there is only one left.

Supplies:

Several Frisbees

## j

**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:

3 pumpkins

3 ping pong balls

**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:

Jump Ropes

## k

**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 (ample balloons for each team)

**Kick the Can:** One person is chosen to be “it” – position him and the can at the goal. All the other players hide. After they are hidden, “it” tries to find them. Whenever he finds someone, he says their name. The person who is found is “caught” and must go to the goal. Any of the players who are hiding can come out and go to the goal and kick over the can, which frees everyone who has been caught so they can go hide again. The game ends when the person who is “it” finds everyone without the can being kicked over.

Notes: Don’t play with too large a group (more than 10) or else “it” will be “it” forever. If you have a larger group, either choose a new “it” after a certain time or have two or three “its” instead of one.

Supplies:

A large can or other object that can be kicked over

### **Kitchen Olympics:**

**Javelin Throw:** Give each kid a spaghetti noodle or toothpick and have them throw it like a javelin. The one that throws the farthest is the winner.

**Egg Toss:** You can either do who can throw the egg the farthest, or pair up and throw across to a partner, to see who can throw the longest.

**Find the penny in a bowl of flour:** Line the kids up into teams. Have the kids run down, dig for the penny in the flour and run back. Make sure that you put enough pennies in or replace the pennies.

**Soup Can Bowling:** Roll the soup can to knock down the pins (paper cups). You can score individually or as teams.

**Cup Stacking:** Have ten cups per team sitting on a table. Line the kids up into teams and have them run down stack the cups, and put them back into their original state. The team to finish first is the winner.

Supplies:

Spaghetti noodle/toothpick

Eggs

Bowl

Flour

Pennies

Soup cans

Paper cups

**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

**Knock Your Socks Off:** This is a survival of the fittest game. It's probably best if males and females in your group separate rounds. Draw a big circle on the floor. All the players get in the circle with no shoes, only socks. The object is to take off other player's socks and keep yours on. Once your socks are gone, you are out of the game. If any part of your body goes outside the circle, you are also out. The last person to remain in the circle with her socks on is the winner.

Supplies:

Tape

## I

**Lapsit:** This game works with groups ranging in size from ten to over a hundred. Players form a large circle, then turn so they are in single file. They should be standing fairly close together. Leaders can help arrange people – be sure that a small person is not directly behind a large person. Explain the directions – each person should put their hands on the shoulders of the person in front of them and then, on the count of three, they all bend to a sitting position where each can balance, sitting on the lap of the person behind, while the person in front sits on their lap. This requires coordination and proper spacing, and may take several attempts. Once this is achieved, and players have their balance, you can try having them all lean to the inside or outside of the circle, or even to "walk." To do that, have the leader tell the group which foot to start with, and counts to three. The group must move slowly, one foot at a time, together.

No Supplies Needed

**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

**Lick and Stick:** In groups of two, give one person a pack of lifesavers (the fruit-flavored ones, not the minty ones). On “go” the person rips open her pack, then licks them and sticks them to her partner’s face. If one falls off, he/she can pick it up and lick it and stick it on again. First pair to have the entire pack sticking to the kid’s face wins. (Or give teams a time limit; then if more than one pair gets their entire pack on the kid’s face, judge the winner by how long beyond the time limit the lifesavers stay stuck to a face.)

Supplies:

Lifesavers

**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

**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

**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:

Shaving cream

Limbo pole (broom stick)

**Line Up:** Tell the group to line up in a straight line. Once the kids are in a straight line, inform the kids that they are no longer allowed to talk or make noises with their mouths. They are supposed to line up (from left to right) in order of their birthday from January 1-December 31. Year is **not** important but the exact date is. Once the group thinks that they are successful, allow them to talk and see how they have done. If a kid talks before they are allowed to talk, you can make the kids line up in alphabetical order from A-Z, line up by age, or line up in numerical order by phone number and so on.

No Supplies Needed

**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 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

**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

## m

**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:

Paper

Tape

Streamers

Toilet paper

Towels

Etc.

**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

Bag of marshmallows

Spatula

**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 (County Coordinators can get you these via email)

Tape/pins

**Mock Spelling Bee:** This is designed to get you, the leader. It begins by having someone challenge you to a spelling bee. Four kids come up front to challenge you one at a time to a power spelling bee. The game goes as follows: one kid at a time steps up and is given an object (for example, an egg) and your leader asks them to spell egg. If they do it correctly, they get to put the object on you. If incorrectly, they do not (obviously by now you will have an egg on your head).

Then it is your chance to spell and put something on them, only you are set up each time. For example, your leader may hold up a can of coke to which you excitedly blurt out "Coke...c-o-k-e...Coke" only to have your leader tell you that is not the word. Instead, they read the toughest ingredient on the can (phenylcarbonhydronate acid or whatever) you miss. The next kid steps up and spells another object (oatmeal, syrup, bananas all work). Each time you get drilled and each time you spell back you lose.

Whoever is running the game may trick you in other ways, for example, silent "p's" or whatever. A good ender is for them to give you one that you can get right, you in disbelief stare and take a minute to try to guess the catch...then you slowly spell the easy word...on the second to last letter your leader looks at their watch, interrupts saying "whoop, your time has expired, but thanks for playing" and takes off.

Your reactions, facial expressions, and acting ability will make or break this one!

Supplies:

Egg

Syrup

Banana

Flour

Coke

Whipped cream

Oatmeal

**Monkey See, Monkey Do:** Two partners stand several feet apart and face each other. Each takes a turn being the leader. Both start with their hands at their sides. The leader then quickly raises both hands overhead or simply raises forearms and points at his/her partner. The instant the leader moves, the other partner must copy his/her actions. If the leader's movement is copied by the partner, the partner wins. If the leader's movement is not copied by the partner, the leader wins. Allow the leader to only make one solid movement at a time. There should be a couple second pause in between each set of movements.

No Supplies Needed

**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.)

**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

**Monster Walk:** Divide the group into teams of five to ten people. Explain that each team must join themselves and form a single monster that walks with hands and feet on the ground. The monster must have one more foot than people in the group and one less hand than people in the group. For instance, if there are 5 people the monster must have 6 feet and 4 hands on the ground. The monster must move five feet in any direction and make a sound. Allow five to ten minutes for the monster to be created and then have each group get up in front and show off their monster.

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 Supplies Needed

**Murder Wink:** Players sit in a circle; one has been told by the leader before that game that he is the murderer. He “kills” by winking at his victim. If a player is winked at, he must wait 5 seconds and then falls over “dead” on the floor. If another player (not the one who was winked at) thinks he can identify the killer, he points and says “I accuse you!” If he is wrong, he must immediately “die” and fall over. If he’s correct, he wins the game.

Variation: Murder Handshake – the group is standing and walking around the room, everyone shaking hands with each other, then moving on to a new person, over and over. The murderer will scratch the palm of his victim – they then wait 5 seconds and fall over “dead.” This is a little harder to detect, and usually lasts longer than the winking game.

No Supplies Needed

**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)

Chairs

**Musical Chairs Squat:** Put enough chairs in a circle facing outward so that each person has one. On several chairs place a wet sponge or shaving cream. Play music! When the music stops (or the whistle blows), the kids sit.

Supplies:

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

Chairs

Shaving Cream or Water

**Musical Sponge:** This game is like musical chairs, but with a few changes. Use the same number of chairs as there are players. As the players circle the chairs they hold onto the shoulders of the person in front of them. They are all blindfolded. Before the music stops, the leader places a wet sponge on one of the chairs. The unfortunate player who sits on the wet sponge when the music stops (or whistle blows) is out.

Supplies:

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

Chairs

Sponge

Water

**Musical Squirt Gun:** Have the group sit in a circle either in chairs or on the floor. A squirt gun is passed 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:

Music & something to play it on (or just say stop)

Chairs (Optional)

Squirt guns



**Name that Tune:** Have the YF hum a song from the decade. The team of kids to guess it correctly gets a point. The team with the most points wins.

No Supplies Needed

**NBA Challenge:** This game works best when kids are allowed to team up (around tables, for instance) 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 earth's power supply.

Give the 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:

Pencils

Paper

Answers written down

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

Supplies:

Newspapers

**Newspaper Delivery:** You will need one complete paper for each team. Hide the various sections around the room. Each team has to find the various sections of the paper and put there paper back together so that they have a complete paper.

Supplies:

Newspapers

**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. Call out the items. The first team to get back to the leader with the item pointed out is the winner. Here is an example of the list.

1. A crossword puzzle
2. Family Circus Cartoon
3. Dear Abby Column
4. A birth announcement
5. The price of Wal-Mart's stock
6. Date the newspaper was established
7. Weather for Great Falls
8. Corrections and Amplifications
9. The word volunteer

Supplies:

Newspapers

**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:

High knee stockings

Tennis balls

**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 YF)

Supplies:

Ping pong balls

Whiffle ball bat

Tape

**Noodle Clap:** This is a good game for a few kids to do. For example you might have a 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grader compete so kids can cheer for their grade. Noodles are cut into small pieces (about 3-4 inches). Kids start with one piece between hands. Then they toss it into the air, clap once, and then catch the

piece. Pieces are added one at a time until the kid drops all pieces or fails to catch all the pieces. The kid who is able to complete the task with the most pieces is the winner.

Supplies:

Small cut noodles

**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:

Noodles

Ball

**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

## O

**Obstacle Course:** Set up two identical obstacle courses using hula hoops, cones, chairs, jump ropes etc. Have the teams race through the obstacle course. The team that finishes first wins. Clubs can create obstacle courses theme specific (Christmas, Halloween, Camp).

Supplies:

Hula hoops

Cones

Chairs

Jump ropes

Anything else creative for the course

**Olympic Events:** Have the following events around the room at designated areas. Have each team send a participant to the event. Award a gold, silver, and bronze medal. Kids should be broken up into teams and they pick which country they want to represent.

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.

Supplies:

Neck Ties

Brooms

Ping pong balls

Ping pong paddle

**Olympic Marathon:** Divide into teams. Each team gets a copy of the marathon “route” (see sample below) and enters the name of their team members. A Team Leader reads the entire route to their team before starting, and explains the rules. The marathon is simply a very complicated relay, which each team must complete, step by step, following the directions on the route sheet exactly. A banana is used as a “baton” and must be passed on from person to person. The entire team stays together, cheering on the person who’s in action at the moment. This can be done in a large church building, at a camp, a school, etc. Note: the banana must accompany the person at all times. It must be HANDED to the person who is in the next event. Inside a building, players may only WALK. Anyone who runs must start their event again. All begin by taking stations – double up if you have a lot of players; if you have a large number, the overflow can be taken care of by the number of people blindfolded in #7. Do NOT start your event until you have the banana!

Sample route (used in a large church building):

1. \_\_\_\_\_ starts on line just outside starting door. He rides tricycle to curb line. (Pass banana.)
2. \_\_\_\_\_ walks on stilts to first door of the hall, then gets off and walks quickly to the top of the stairs. (Pass banana.)
3. \_\_\_\_\_ sits on the top of the stairs, then scoots down on his bottom one stair at a time. At the bottom of the stairs, he picks up a matchbox with his nose, hopes on his left foot through the door to his right, where his teammate is. He passes the matchbox from his nose to his teammate’s nose. (Pass banana.)

4. \_\_\_\_\_ who just got the matchbox on his nose, says loudly and distinctly, "Peter Piper picked a peck of pickled peppers. Peter Piper picked. If Peter Piper picked a peck of pickled peppers, where's the peck of pickled peppers Peter Piper picked?" (Pass banana.)
5. \_\_\_\_\_ and \_\_\_\_\_ do a wheelbarrow race. Stop by the door of Room 103. (Pass banana.)
6. \_\_\_\_\_ goes into Room 103, picks up the broom handle, stands it up straight, holds onto it and turns around it rapidly 20 times, sets it down, and steps over it. (Pass banana.)
7. \_\_\_\_\_ directs \_\_\_\_\_ blindfolded people through an obstacle course and back to room 106, only by speaking – he may not touch anyone to guide them through the course. (Pass banana.)
8. \_\_\_\_\_ runs to blackboard in room 106, draws a picture of an elephant, and signs his name. (Pass banana.)
9. \_\_\_\_\_ stands at the bottom of the stairs and eats one-half of a peanut butter sandwich, without taking a drink. (Pass banana.)
10. \_\_\_\_\_ crosses the street but may not cross if there is a car as close as the yield sign. He then shoots and MAKES 5 baskets. He then recrosses the street, same rules. (Pass banana.)
11. \_\_\_\_\_ goes to the Youth Department Office and wraps \_\_\_\_\_ with an entire roll of toilet paper. The wrapped-up person must run out into the hall, where his teammates will take off ALL the toilet paper and put it ALL in the trash can. (Pass banana.)
12. \_\_\_\_\_ grabs the sack of old clothes at the bottom of the stairs, puts on the clothes, then carrying the sack, runs outside to the corner of the street and to the back door. Take off old clothes just inside the door and place them back in the sack. (Pass banana.)
13. \_\_\_\_\_ pops balloons **while** walking or sitting, going down the steps to the drink machine. (Pass banana.)
14. \_\_\_\_\_ untapes the coins, buys a drink from the machine, and drinks it. (Pass banana.)
15. \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ (6 people) make a pyramid. The person on the top has to unpeel and eat the banana without falling.

Supplies:

Whatever is needed to do the route and tasks you put in your "marathon" course!

## p

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

No Supplies Needed

**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:

Bags

Random items in bags

Bananas

**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:

Garbage cans

Paper batons/paper towel rolls

Paper balls

**Photo Scavenger Hunt:** Photograph familiar and not-so-familiar objects around camp from unusual angles. Close-up and wide-angle lenses are helpful. When the photos are printed, group several of them together for each team. Number each photo in the group of photos. Each group will have a different set of photos and a simplified copy of the camp layout. Instruct teams to figure out where in the camp each photo was taken, then to write the photo's number in the corresponding area of the camp. The group with the most correct locations wins. Be careful—common objects can be the most difficult to identify. And you can make the game more challenging by using black and white pictures instead of color.

- 49-50 pictures (every team has a different set of pictures)
- Kids have to do “dog tricks” to get the clues.
- Have the teams write down exactly where they found the object.

Supplies:

Photos taken from unusual angles with numbers on the back

A list of numbers for the teams to write their answers

**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:

Words

Paper

Writing utensils

**Picture Story:** Have the group sit in a circle. One person begins by showing the photograph to the group. He or she then starts the story, inspired by the card. Have imaginations run wild. When a leader says “Change,” the person stops the story. The person next to the storyteller shows his or her card and then continues the story. Follow the story around the circle, each person altering it to fit his or her picture.

Supplies:

Cut out photos from magazines/newspapers

**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

**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 teams 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

**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 with the most points when all players have used their tosses wins.

Supplies:

KFC buckets/beach pails  
Ping pong balls

**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

**Play-Doh Pictionary:** Divide players into teams of 6-8 people. Give each team a large lump of clay. At the beginning of each round, the sculptor from each team comes to the leader to find out what they are going to be making. Ideas: peas in a pod, corn on the cob, a hot dog, a cowboy hat, a gorilla, a diamond, a Porsche, one of the YOKE Folk, a toilet, the Eiffel Tower, etc. When the players return to their teams, have them wait for the leader's signal, then start sculpting. As soon as they start, their teammates can begin guessing. The first team to answer correctly wins a point. Play enough rounds so everyone has a turn to be the sculptor. Total up the points and declare a winning team. Note – you may want to have a leader in each group to be sure the sculptor isn't giving any hints aloud!

Supplies:

Play-Doh or other sculpting clay

**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)

**Poop Deck:** Play in a fairly large room or outside. Clearly mark off three sections on the floor with tape, chalk, etc. One section is the poop deck, one the main deck, and the last the quarter deck. Begin with everyone standing in the poop deck area. Call out the name of a deck (even the one that they are standing in), and the kids then run to the deck or section that you have called out. The last person into the section which you have called is out. If kids are in the poop deck, for example, and you call out poop deck, any kid who crosses the line, jumps the gun or in any other way (except being pushed) goes out of the poop deck is out. The game continues rapidly until one person is the winner.

Hints on directing this game:

- \* Give them a few trial runs to warm up and for new kids to get the hang of the game.
- \* Call the decks loudly and distinctly.
- \* To get them really frustrated, point to the opposite deck from which you call.



Here are additional "decks" you can add to the original Poop deck game to complicate things further: second deck, third deck, fourth deck, promenade deck, boat deck, sun deck, bridge deck, flight deck, hanger deck, upper deck, forecastle deck, and cabin deck.

If you like, add special activities to each area, such as having kids flap their arms while in the flight deck. In addition, the following commands, if interspersed with deck commands, can generate a great deal of playful confusion:

- \* Hit the deck!—Players must drop to a prone position.
- \* Clear the deck!—Players must step completely outside the marked area and may not step back in, no matter what other command may be issued, until they hear "On deck!"
- \* On deck!—Players are free to step back inside the marked area.

Supplies:

Tape/chalk

**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.

No Supplies Needed

**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:

Red and green balloons

Slips of paper w/ activities written on each

**Pruie (Proo-ee):** Everyone stands in a group with eyes closed and starts moving around. One person acts as a referee to appoint the Pruie, and safeguard the other players. The referee whispers to one person that he is the Pruie. The Pruie then opens his eyes. As people bump into each other they shake hands and ask, "Pruie?" If the other person also asks, "Pruie?" they know that neither of them is the Pruie, because the Pruie cannot talk. If the player asks the question and gets no response, he opens his eyes and joins hands with the Pruie, becoming part of it. The Pruie can only be joined at the ends, so if joined hands are found, the player has to follow the line till he gets to the other end and can shake hands with that person.

No Supplies Needed

**Pull Off:** All the guys get inside a circle and huddle together in any position and lock arms. The girls attempt to pull the boys out of the circle any way they can. The guys try to stay in. The last guy to remain in the circle is the winner. Guys cannot fight the girls—only hang on and try to stay in.

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

**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)

## q

**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

## r

**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

**Relay: Army Man Shootout:** Line the kids up into even teams. Turn tables long ways about 10 ft 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 around where the floor is wet.

Supplies:

Tables

Plastic army men

Water guns

**Relay: Baby Races:** Get a few tricycles, big wheels, or any type of kiddy transportation. Have the kids race on these items. They can go down and around a chair or through an obstacle course on the tricycle. The first team to complete course wins.

Supplies:

Tricycles/big wheels/ kiddy transportation

**Relay: Back to Back Balloons:** Each person in the team has a partner. Each set of partners has a balloon to blow up and tie off. Partners place the balloon in the small of their back while standing back to back with their arms locked at the elbow. They race down to the other side of the field and back. The team that finishes first wins.

Supplies:

Balloons

**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

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

Supplies:

Balloons (2 per team, plus extras in case one pops)

**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, completes the activity, and then runs back. The team to finish first wins. Below are some examples for the bag.

1. Run around the chair 5 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, it’s 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: 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 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

Packaging tape/tape

**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.

**\*Variations:** 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

Chairs

**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 straight pen to pop the balloons counting them as they pop. The team with the most balloons wins.

Supplies:

Oversized clothing

Balloons

**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:

Brooms/Noodles

Balloons

**Relay: Basketball Waddle:** Hold ball between knees and waddle to a designated point and then dribble the ball back and give to next in line.

Supplies:

Basketball

**Relay: Bin Ball:** Divide group into two teams; students should number off and then stand in a large circle, with one complete set of numbers making up each half. The order of the numbers isn’t important, as long as each team makes up one side of the circle. Place two playground balls inside an empty trashcan in the center of the circle. To start the game, call out a number. The kids with that number should run to the trashcan to get one of the balls. With balls in hand, the students run to the outside of

the circle (going through their vacant spot to get there), take a lap around the rest of the students, then go back through their empty spot to the middle. The first player to return a ball to the trashcan wins. Call out a different number and start a race between two new players. Keep going as long as your kids have the energy to run in circles! The team with the most points wins the game.

Supplies:

Empty trashcan

Two playground balls

**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:

Water guns

Balloons

Bandanas

Shaving cream

**Relay: Bread Ball:** Play this game as a relay, in teams. Give each player a slice of bread. When the game starts, the first person on each team pulls the crust off his piece of bread and eats it, then wads up the rest of the slice and forms a ball, then hands it to the next player in line. That person does the same - eats the crust off their slice, then wads it up and adds it to the first ball. This continues until the bread ball reaches the last player in line, who must eat not only the crust off their bread, but also eat the entire bread ball! The first team to finish is the winner.

Supplies:

Loaf of bread (1 slice per person)

**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: Bucket Bonanza:** Sit out 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

**Relay: Bucket Fill:** Have buckets of soapy water for each team. The teams will pass the sponges to fill empty buckets with soapy water. First to fill up their bucket wins.

Supplies:

Water

Buckets

Soap

**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)

**Relay: Cars:** Divide group into teams of six. Have teams line up and give each person in the team instructions on what action they must do. The first person in each group is a flat tire and must hop on one foot. The second person is a broken steering wheel and runs zig-zag. The third person is a rusty transmission and takes three steps forward and two backwards. Fourth person is stuck in reverse and runs backwards. Fifth and sixth people are a car with a trailer - one runs behind the other, with his hands on the first person's waist.

No Supplies Needed

**Relay: Cardboard Box Race:** Get boxes big enough for a kid to fit in or a flat piece of cardboard big enough to sit on. Line the kids up in two lines. Have one kid push or pull another kid in 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

**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

**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:

Bowls

Cereal

Spoons

**Relay: Chicken:** (Chicken is a hopscotch-type game played in China.) 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

**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

**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: 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 or box for each team

**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

**Relay: Cornstalks:** Divide the kids into teams, have a YF 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 YF with the tape on them. The team that has the corniest YF at the end is the winner.

Supplies:

Masking tape

Popcorn

**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 YF, do 5 jumping jacks, and then crabwalk back. The first team to finish is the winner.

No Supplies Needed

**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

Boxes

**Relay: Cracker Throw:** Have two YF at the front of the room with a garbage bag around their shoulders to protect their clothes. Put shaving cream or peanut butter on the YF's face and goggles on their eyes! Line the kids up in lines behind the two YF and give them each an animal cracker. The kids toss there cracker at the YF's face the team with the most crackers on their face wins.

Supplies:

Garbage bags

Shaving cream

Peanut butter

Goggles

Animal crackers

**Relay: Cup Blow:** Divide into teams. Give each team a fifteen-foot long piece of string with a paper cup strung onto it (poke a hole in the bottom of the cup and run the string through it). Each team's string is held taut by two leaders, and the cup is placed at one end, where players are lined up single file. Players take turns blowing the cup to the other end of the string and then pushing it (can let them use their hands this time, if you want) back to the start, where another player begins. The first team finished is the winner.

Supplies:

15-foot lengths of string (one for each team)

Paper cup (one for each team)

**Relay: Dinosaur Spaghetti-O Dig:** Fill buckets with Dinosaur spaghetti o's and hide toy Dinos in the bucket. The kids have to run down, find the Dino, give it to the YF 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

**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

**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:

Cones

Water balloons

Baseball bats

**Relay: Dribble Down, Dribble Back:** Put the kids into lines. The kids run down dribbling the ball, go around the YOKE Folk, and dribble back to their lines. The team that finishes first, wins!

Supplies:

Basketballs

**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: 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/stick/water noodle

Coke bottle/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

**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:

Eggs (hard-boiled for messy club or the plastic ones for a non-messy approach)

Spoons

**Relay: Egg and Spoon:** The well-known egg and spoon race... You can also use a ping pong ball or a tennis ball instead of the egg. First team finished wins.

Supplies:

Eggs

Spoons

**Relay: Fill the Bottle:** Set up number of teams possibly by number of people willing to get wet. On each team, one person lays on ground while holding a 20-oz plastic soda bottle on their forehead. Teammates run to grab their sponge. They run down and squeeze the sponge into teammate's soda bottle while standing over head. Then the next teammate will do the same until 20-oz. bottle is filled. Once the 20-oz. bottle is filled, the bottle person should run to the finish line without spilling.

Supplies:

Water

20-oz. soda bottles

Sponges

**Relay: Gloved Gum Game:** Divide the group into two or more teams. Give each team a pair of gloves and a paper bag containing sticks of gum. On "go" the first person on each team takes the pair of gloves, puts them on, grabs a piece of gum from the bag and unwraps it using only his/her hands and teeth. Then he/she begins chewing the gum and passes the gloves and bag to the next person. The first team to finish is the winner.

Supplies:

Gum

Gloves

Paper bags

**Relay: Grape Spitting Relay:** Divide group into teams of 5 kids. Players run to a line where a YOKE Folk will give the kid a grape and then try to spit the grape into a bowl or bucket a few feet away. Then he/she will run back to his/her team and the next player goes. This continues until everyone has spit a grape (or two) – winning team is the one who got the most grapes into their bucket.

Alternate for smaller groups – play as individuals. Everyone who gets a grape in the first time goes on to the second round, when you move the bucket further back from the line. Keep going until you have one winner.

Supplies:

Grapes

Buckets or bowls (one for each team, if playing in teams)

**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.)

**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:

Football

**Relay: Hold Your Breath Relay:** Split group into two or more teams. Designate a start and finish line. Give each person a drinking straw and a 3-inch square of tissue paper. The first person in line puts the paper on the end of the straw and keeps it in place by inhaling. No hands may touch the tissue paper after that. The player must run to the finish line and back again, keeping the tissue paper against the straw only by inhaling. If the paper falls off, the person must pick it up again only using the straw and their breath. First team to get everyone over the line and back again is the winner.

Supplies:

Drinking straws and tissue paper squares

**Relay: Hole in the Bucket:** Punch several holes into the bottom and the sides of your cans using a hammer and large nail. Large juice or bean cans will work. Make sure there are no sharp edges around the top of can, you can do this by hammering around the inside edge while against a hard surface. You can spray paint your cans with car paint ahead of time for different colored teams. Fill up a large clean container of water at starting point. At the other end of play field have a receiving bucket the same size for each team. Divide into teams and have one person at a time from each team do relay. Each person is to go to the large container, dip their can into it, put the can on their head or carry it in front of them, go down the field to their teams receiving bucket and pour what water is left into the bucket. Once they have done this they can run back to starting point and give the next person the can to do the same. The first team to fill their receiving bucket is the winner.

Supplies:

Cans/buckets with "full" line

Water

Cans/buckets with holes on the sides and bottom (small holes)

**Relay: Ice Cream Sundae Relay:** Definitely an outside game, good for Messy Club. Buy individual ice cream cups or some kind of individual ice cream treat – the idea is that players have to eat something very cold, very quickly! Partially inflate water balloons and then fill with whipped cream and chocolate syrup. Finish blowing up the balloon and tie it off – the bigger the pop, the bigger the mess! You need

one balloon for every person in the relay. Set up a table with the ice cream, and ten feet away, set up a line of chairs with the balloons beside them. Players must eat the ice cream as fast as they can, run to the chairs, grab a balloon and pop it by sitting on it, then run back and tag the next person on their team. Whoever finishes first is the winner.

Supplies:

Individual ice cream cups

Water balloons

Whipped cream

Chocolate syrup

**Relay: Hopping Pony Race:** Divide the kids into even groups. Give the first kid in each line either 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)

**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 for each team)

Clothespins

**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 YF's mouth wins.

Supplies:

Jelly beans

**Relay: Lucky Charms Relay:** Line up relay teams on one side of the room. On the other side, spread out eight large bowls or shoeboxes, one for each shape of marshmallows in Lucky Charms cereal – label each container. Give each team a box of Lucky Charms cereal and have teams choose a runner for each shape. Runners may run down to the shoeboxes only when they have at least 20 pieces in their hands. Meanwhile, the rest of the team separates the pieces of cereal for the runners. The team who separates out all the marshmallows in their box and gets them into the correct containers is the winner.

Supplies:

Lucky Charms cereal (one box per team)

8 containers

**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

**Relay: Lemon Pass:** Divide players into teams, and then have everyone stand or sit in a large circle. When you call out two teams, the teams have to run to the center of the circle, lie down in a straight line and pass a lemon from one team member to the next using only their feet! Fastest team wins.

Supplies:

Lemons (1 for each team)

**Relay: M&M Relay:** Divide the group into teams of 5-8 people. Each team gets a bag of M&M's; when you say "Go!", they must open the bag, divide the M&M's by color, get that approved by the game leader, then start eating – first team to separate and eat all the M&M's is the winner.

Supplies:

1-lb. bags of M&M's, one for each team

**Relay: Mattress Relay:** This game is good for camps or large groups, and is best for older groups. The group is divided into two teams. The boys (or bigger kids) lie flat on their backs on the floor, side by side, alternating head to foot. The girls (or smaller kids) lay on the mattress and are transported over the line by the guys, and jump off at the end. The mattress is then passed back to the start of the line and another girl (or smaller kid) gets on. If one falls off, she must get back on the mattress where she fell off. The object is to see which group of kids can transport their "passengers" the quickest.

Supplies:

Twin-size mattresses

**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 gloves

2 buckets

Water

**Relay: Mountain Dew Relay:** Divide into teams and line up. Give each player a straw. On tables in front of each team are large bowls of ice-cold, fresh-from-the-bottle Mountain Dew. At the leader's signal, the first players run to the bowls and start drinking with their straws. Every 10 seconds, the referee blows a whistle and that player runs back to take their place at the end of the line, while the next players run up and drink. The first team to finish their whole bowl of Mountain Dew is the winner.

Supplies:

Straws (one for each player)

Bowls or pots (one for each team)

Mountain Dew

**Relay: Mountain Dew Chug:** Every player needs a miniature cup (ex. small bathroom cups). Each team has a two liter of Mountain Dew. Players run down one at a time to get their cups filled with Mountain Dew. They must drink it all before running back to tag the next person in line. The next player goes and the relay continues until all the Mountain Dew is finished. The winning team is the first team to chug all of their Mountain Dew.

Supplies:

Small cups

Mountain Dews

**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:

Blindfolds

Mr. Potato Heads

**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: 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:

Newspaper

Garbage cans

**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)

**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

**Relay: Over/Under:** Divide the group into two teams. Have them form a single file line facing the persons head next to them. At the head of each line put a bucket of water. At the other end put another bucket/cup/bottle with a line drawn on it. Give a sponge to the person at the head of the line where the water bucket is. That person has to dip the sponge in the water to soak in as much water as they can. They have to then pass the soaking wet sponge over their head to the person behind who then passes the sponge to the person behind them through their legs. The sponge makes its way back over the head of one person and between the legs of the next till it gets to the person standing next to the bucket/cup/bottle. That person must squeeze whatever water is left into the pitcher and run the sponge back up to the head of the line. When this occurs, everybody moves back one position and the person who was at the back of the line now is at the head of the line. Continue process till the bucket/cup/bottle is filled to line.

Supplies:

Buckets/cups/bottles

Sponges

Buckets with "full" line

**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 Baton:** Line half of each team up on the opposite side of the field. A baton is clamped under the left armpit of the first person. This baton is passed to the player on the other side of the field, likewise under the left armpit. Hands are not allowed to be used. Play keeps going until one team finishes and wins.

Variation: the baton is clamped behind the knee.

Variation: the baton is clamped between the knees.

Variation: the baton is clamped between the toes.

Supplies:

Batons

**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 teams 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:

Paper

Pencils

**Relay: Pictionary:** You need several large tablets of paper set up on easels and some markers. You start with a list of things to be drawn. I find about 10-12 items gives you about a 20-25 minutes game, depending on the difficulty of the items.

Divide the group into teams, one team to an easel. Have one volunteer for the first person to draw come up. Show them all the first item on the list and let them go back to their teams and begin drawing. When someone guesses the object drawn, the person that guessed it comes up and tells you what they guessed. You show them the next item on the list and they go back to drawing.

The nice thing is that when someone guesses something, the other teams keep going. It is even possible to get behind and stage a comeback. When one team finishes, allow the other teams to keep playing. I like to have a couple items that are harder than the others along with easier ones.

Supplies:

Tablets of paper

Markers

Easels

10-12 items to draw

**Relay: Pig Slop Over Head:** Fill buckets with random assortment of liquids to form a disgusting concoction appropriately termed as “pig slop.” The kids will form two teams and will take sponges to pass the liquid down the line, over heads, to fill the bucket at the back of the line. Once kids squeeze the sponge into the bucket they run to the front of the line and everyone keeps passing the sponges until the bucket is filled to the designated line or until the mixture at the front is all gone.

Supplies:

Nasty liquid concoction (chocolate syrup, mayo, mustard, water, etc.)

Buckets

**Relay: Ping Pong 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

**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: Pumpkin Candy Pass it Down:** Form teams and sit on the floor in a horizontal line. Place a container or hollowed out jack-o-lantern at each end. At one end, fill the container with pumpkin-shaped candy while leaving the container on the opposite end empty. Give each participant a plastic spoon, and when you start the game, the person nearest the candy-filled container will use their spoon to scoop one piece of candy at a time and pass it down the line to fill up the container at the other end. The same amount of candy should be given to both teams at the beginning of the game. The team who fills their container first wins.

Can be played with cereal.

Supplies:

Container/hollowed out jack-o-lantern

Pumpkin-shaped candy

Plastics spoons

**Relay: Relay Races :**

Cartwheel race

Consecutive jumps - Everyone must jump in a pretermained fashion (baby jump, long jumps, high jumps...)

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

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

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

Spider Race – This race is run in teams of two. The first person stands facing the finish line, while his partner stands beside him, with his back to the finish line. The two players link elbows and on the signal, the pair run to the goal and back. One person runs backward each time. The rest of the players repeat the same action until every person has a turn.

Toe and Heel - Runner advances by placing one foot in front of the other so that the heel of the advancing foot touches the toes of the hind foot. Great race for a small playing area.

Wheelbarrow Race - Partners assume the wheelbarrow and pusher position and on the signal, advance to the finish line where they change positions and return to the starting line.

**Relay: Roller:** Divide the kids into teams of even numbers. Have half of the team go to one end of the field and the other half go to the other end. The teams should form single file lines facing the center and the other half of their team. On your signal, have one person from each team run to the center of the area, lie down, roll 10 times, and continue the relay by tagging the next person on his/her team that is across from them. The first team to complete the relay wins. After the team members have rolled across they need to sit at the end of the opposite line so that the leader knows the team is finished.  
No Supplies Needed

**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.

Supplies:

Cherries (enough for every person)

**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:

Chairs

Balloons filled with nasty condiments

**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

**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 they could hit their head or are made to pull someone that they 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

**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

**Relay: Snot Put:** Line the kids up into several even lines. Every line should have a cup out in front. Give each kid a Cocoa Puff. Each kid runs down, puts the Cocoa Puff in his/her nose, shoots it into a cup, and runs back. The team with the most Cocoa Puffs in their cup wins.

Supplies:

Cups

Cocoa Puffs

**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:

Bucket of water

Cup

Sponge

**Relay: Sponge Bath:** This needs to be played outside. Provide several large sponges and two buckets for each team. Fill one bucket up with water. Line up the team between the two buckets, the full one being in front and the empty one at the back. The team must pass the sponge back and squeeze it out in the

bucket, the team with the most water in their bucket at the end of the time is the winner. Make sure the kids pass the sponge over their heads.

Supplies:

Sponges

Buckets

Water

**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

**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: 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



**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, and a lot of it.

**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

**Relay: Three Legged Panty Hose 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

**Relay: Toilet Paper:** Have each team line up single file. Each team unwinds the roll by sending the toilet paper over and under the students in the line until the toilet paper is gone. First team to use up the entire roll wins.

Supplies:

Toilet Paper

**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

**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

**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:

2 liter soda bottles

Water

Chairs (Optional)

**Relay: Two-Man Carry:**

Number each person on each team or you can chose the smallest kid to be carried each time.

#1 and #2 carry #3 using a four-hand seat carry down and back (make sure to demonstrate proper carrying position).

#2 and #3 carry #4.

Continue till everyone has gone.

Next-to-Last and Last carry #1.

Last and #1 carry #2.

If a kid touches the ground, stop and do some penalty, re-form the carry and continue.

No Supplies Needed

**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

Paper cups

**Relay: 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

Foam Cups

**Relay: Water Spoon:** This game needs to be played outside. Divide your kids into groups of 6-10. Place a bucket of water at one end of the field and a jar or can about 10 feet away. Each team lines up behind the bucket of water. The first person takes the spoon, fills it with water, and empties it into the jar or can. He then runs back to the line and hands the spoon to the next player. The first team to fill their jar or can wins.

Supplies:

Buckets

Water

Jars/cans

Spoons

**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

**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

## S

**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

**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

**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:

Towels

Shaving cream

**Sardines:** Everyone is seated in one room that is separate from the rest of the game-playing area. One person is chosen to hide. While everyone else remains in the closed room, the chosen person hides somewhere in the house or in a designated area. He/she needs about 3 minutes. After the three minutes are up, people leave to look for the hidden one a person at a time (in about 1-minute intervals). When he finds the hiding person, he quietly hides with him. As each player comes to search, more and more people will be hiding together, like sardines, in one place or as close to it as possible. The game ends when the last person finds where all the rest of the players are hiding together. The person who first discovered the original hider may start a new game as the hider. Notes: Best played in a house or area that is unfamiliar to most of the players. Best with players of the same sex.

No Supplies Needed

**Ships and Sailors:** Have all of 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

**Shuffle the Deck:** Distribute a deck of playing cards (or ROOK cards) to the group, one per person. Then you call out different combinations, like these:

“Get in a group that adds up to 58.”

“Find three people of the same suit.”

“Find five numbers in a row, of any suit.”

“Find your whole suit.”

“Find four of you - four 3’s. Four 8’s etc.”

For larger groups use multiple decks of cards; for smaller groups, eliminate cards. Then create your own combinations.

Supplies:

Deck(s) of playing cards

**Shuffle Your Buns:** Arrange chairs in a circle so that everyone has a chair. There should be two extra chairs in the circle. Each person sits in a chair except for two people in the middle of the circle who try to sit in the two vacant chairs. The persons sitting in the chairs keep moving around from chair to chair to prevent the two in the middle from sitting down. If one or both of the two in the middle manage to sit in a chair, the person on their right replaces them in the middle of the circle and then tries to sit in an empty chair.

Supplies:

Chairs

**Snoot Shoot:** The idea of the game is to see how far players can propel Cheerios, or other bits of breakfast cereals across the room- using the air from their noses!

To play, mark out a line behind which players must stand. They must then place the Cheerios for instance, in one nostril of their choice. On the word “fire” while holding the other nostril shut, they must exhale through their noses with as much force as possible, blowing the cereal across the room. Furthest

distance wins. Use this as a crowd breaker or as one event in a series of relays or target-shooting contests, with each team choosing a representative to compete.

Supplies:

Some sort of cereal

**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:

Soap

**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

**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

**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

**Staring Contest:** Two partners stare into one another's eyes. The first to blink loses.

No Supplies Needed

**Stick It:** You need the following items: two light ropes (cords or strings) about 10 feet long, several dowels (round sticks) about 12 inches long, a box big enough for the dowels to go in, a chair and a lectern (speaker stand) or something similar.

Tack the two cords to the lectern two inches apart and stretch the ropes back to the chair, 10 feet away. One person stands on the chair and holds the ropes. The box is placed approximately two-thirds of the way from the chair under the ropes. A second player places the dowels (one at a time) on the two ropes at the holder's hands, and the holder tries to roll the dowel down the ropes then dump it into the box. If he fails, he must try again. Players can be timed (best time to get them all in) or two can be going for a good race. For team relays, each person gets a dowel, and they must get all their dowels in the box.

Supplies:

Two light ropes about 10 ft long each

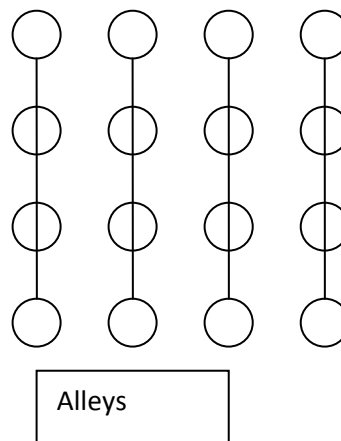
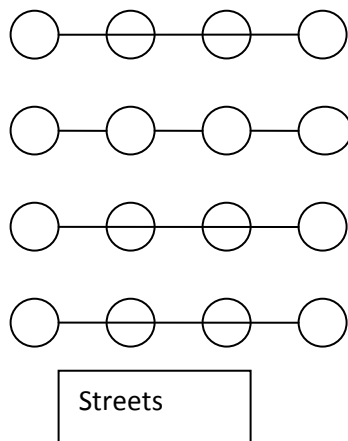
Several dowels about a foot long each

A big box to put the dowels in

Chair

Podium/table/music stand

**Streets and Alleys:** One person is It and chases another player through a maze of people; the other players form the maze in the form below. Everyone in the maze is facing one direction, hands joined, and forming alleys. When the leader shouts "Streets" everyone does a right face and grasp hands again in the other direction. The person who is it tries to catch the runner, but cannot cross the joined hands. When the leader calls "Alleys" the players assume their original position. The game continues with several people having the chance to be it and the chaser.



No Supplies Needed

**Stuff the Turkey:** Divide the kids into teams of 7 or 8 people. Give each team a YF, Plastic trash bag, and a bag of balloons. Cut two leg holes in the bottom of the bag. Have the YF step into the bag. The teams blow up the balloons and tie them off. The YF, 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

**Sucker Tree:** The sucker tree is a fun game – if they pull out a sucker that is marked on the bottom of the stick, they are a winner, and win the sucker.

Supplies:

Tree to hold suckers

Suckers

**Superlative Game:** Divide the group into teams. Put as many people on a team as you have items on your list. One volunteer from each team (different for each item on list) comes up to compete. It suggests that the contestants not know the tasks associated with the categories, but we could also tell them the categories and have them decide who is competing for each category. For example, "We need 3 volunteers for 'Longest'" Keep score, and make up additional funny categories as you desire.

Sample categories:

Widest.....spreading your feet

Longest.....Tongue

Shortest.....amount of time saying Peter Piper picked

Longest.....holding your breath

Most .....number of buttons

Highest.....raising of eyebrows

Weirdest.....facial expression

Biggest.....Smile

No Supplies Needed

**Swamp Crossing:** Kids will be the first to cross a "swamp" by going over "rocks." The Swamp is an area that is outlined with rope or tape on the floor. The rocks are construction paper that each team uses to step on while moving across the swamp. Each team is given three rocks and the first person should put them down as they go across and leave them down for the other teammates to cross. The catch is that only one foot can be on a rock at a time.

Supplies:

Rope/tape

Construction paper (three rocks)



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**Tag: Amoeba Tag:** Choose two people to be “it.” They hold hands and try to encircle people. Any person they catch joins the chain by linking hands. The amoeba can split, but must split into even numbers; amoebas can link back together whenever they want, capturing whoever’s in the middle. As each amoeba grows, it can also catch another, smaller amoeba. The game ends when the whole group is a single amoeba; the winner is the last person caught.

No Supplies Needed

**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 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

**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

**Tag: Arch Tag:** Players stand in a circle; two players form an arch over the rest of the circle. The circle rotates through the arch. On the leader’s signal, the circle stops and the arch trap someone. The person trapped goes into the middle and waits for another person to be caught, who becomes their partner – they become a second arch over the circle. Keep going until you have only one person left.

No Supplies Needed

**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

**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.

No Supplies Needed

**Tag: Bulldog Tag:** One person is the "bulldog." All other players stand in a straight line side-to-side with arms extended to touch the fingertips of the next person. This establishes the width of the playing area. The length of the area should extend about 20 yards (to a finish line) from the line where the players are standing, which is the starting line. These lines must be clearly marked. The bulldog lies on his/her back in the center of the playing area. When one player yells "Go!" the bulldog gets up and attempts to tag one of the many players who are running toward the finish line. Once a person is tagged, he/she joins the bulldog in tagging people as they once again go from one line toward the other. As more people are tagged, more become the bulldog's assistants. The last person tagged becomes the new bulldog.

No Supplies Needed

**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.

No Supplies Needed

**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

**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

**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

**Tag: Flour Attack:** Fill pantyhose with flour. Have the kids place the pantyhose over their head like a beanie. The kids then must attempt to knock the flour-filled pantyhose off of the other kid's head (show an example of the helicopter technique).

Supplies:

Flour

Pantyhose

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

No Supplies Needed

**Tag: Fox/Hound:** For this game, everyone gets into a small group of four. Three of the four join hands and become a fortress. The fourth person is a fox (inside the circle formed by his/her teammates). Two extra players are needed – another fox and hound. When the game begins, the hound chases the extra fox in and out between the fortresses. For safety, the hound may crawl into any fortress, but the fox already in that tree must leave and flee from the hound. If the hound tags the free fox, the fox becomes the hound, the hound becomes the fox, and the game continues. After kids figure out and understand the game, add more foxes and hounds.

No Supplies Needed

**Tag: Go Fish!:** Form 3 teams (or more for larger groups). Campers give their group a name and select a leader. The leaders pull cards that have ocean objects written or drawn on them (important to have the name of the object on it). The cards are handed out to each team member. Each team takes turns conferencing and deciding what object to call for, and from what team. The first team yells out, "Team \_\_\_ do you have any\_\_\_?" If there are any members of that team with that card they must run to a base (wall or spot on the floor) before being tagged by any member of the calling team. If there are no members of that team with the object called for than team members yell, "Go fish!" and all team

members from non-calling teams run for the base. If you get tagged you go to the other team. The game continues until one team has all members.

Supplies:

Pre-made object cards suggestions for objects: seaweed, coral, sea horse, shark, whale, urchin, dolphin, seashell, sand dollar, etc.

**Tag: Go-Tag:** All players squat in a row with alternate players facing opposite directions. The person at one end of the row becomes the first runner. He may go either direction around the row. The person at the other end is the chaser. He may start in either direction, but may not change direction once he has started. As the chaser goes around the track, he may tag any player on the back and shout "Go!" The tagged player then becomes the new chaser and the chaser replaces him squatting in line. The key to the game is to change chasers often, keeping the runner off guard. When the runner is tagged, he squats at one end of the line, and the person who tagged him becomes the new runner. The person at the other end of the line becomes the new chaser.

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

**Tag: I Never:** Instruct the kids to form a circle. Place a leader in the center of the circle, ready to be tagged. Have a hat ready for the leader to pick a statement from and read to the entire group. The object of the game is to be the first person from the circle to tag the leader. However, kids may leave the circle to tag the leader only if the statement being read is absolutely true about them. After kids tag the leader, have them quickly return to the circle and await another opportunity to mob the leader.

Supplies:

Hat

Statements to be read

**Tag: Line Tag:** This is played on a gym floor or similar area on which lines are marked. The game continues as simple tag with the restriction that chaser ("it") and players being chased must run on the lines. To go off the line means you become an IT and must now chase other players, staying on the lines. Last one still free is the winner.

No Supplies Needed

**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 unbitten kid comes by and tags them.

Supplies:

Noodles

**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

**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 thing as regular tag but backwards, thus the name.)

No Supplies Needed

**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.

No Supplies Needed

**Tag: Samurai Tag:** Choose several people at random and give them each a pool noodle. Each one is “it” and runs around the field tagging people with the noodle. Once tagged, that person becomes it and must take the noodle and go tag someone else, then give them the noodle, and so on.

Supplies:

Pool noodles

**Tag: Sharks and Minnows:** The group starts out on one side of the field or room with one person in the middle of the room. The person in the middle will call out sharks (boys) or minnows (girls). He will then specify how he wants them to cross the room (running, backwards, hop on one foot etc...). It will then chase in the same manner that he called out. If one of the sharks or minnows are tagged they sit right where they were tagged and become seaweed. This seaweed has to stay on their backsides, but they can tag other that are crossing as long as they are sitting. If tagged by seaweed the participants become seaweed as well.

No Supplies Needed

**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 calls out "Octopus, Octopus, swim in my ocean!" again, 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

**Tag: Squirrel:** This game can be played indoors or outdoors. The group forms several small circles of four people each. Each circle represents a hollow tree; players hold hands. One person from each circle steps into the middle of the circle to become the squirrel that makes a home in the hollow tree. Two other players who are not part of any circle become squirrels without a tree and the last person is a hound. The hound chases the homeless squirrel in and out among the trees. For safety the squirrel may crawl into any tree, but the squirrel already in the tree must leave the tree and flee from the hound. If the hound tags the fleeing squirrel, the squirrel becomes the hound and the hound and the hound the squirrel, and the game continues. Make sure that you demonstrate this game for the kids before playing.

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

**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

**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

**Tag: Tapeworms:** Set up a table at each end of the playing area, form a semicircular safety zone in front of each table with cones or chairs, and stick a bunch of two-inch-long pieces of masking tape to the front edge of each table (two pieces per team member).

The game starts as all kids pile into their own safety zones, grab one piece of tape each, and then enter the battle zone in order to stick the tape on their opponents' bodies, below the shoulders. Kids can't remove the tape once they're stuck. After sticking someone, kids can return to their safety zone (for only ten seconds) to get one more piece of tape.

After a specified period of time, the game ends. The team that received the fewest hits wins. Colored tape brightens up the game and can also designate teams.

Supplies:

Tables

Cones/chairs

Masking Tape

**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

**Tag: Triangle Tag:** Have kids gather into groups of four. Three of them should form a triangle by holding hands or wrists. The fourth person stands in the middle of the triangle. Choose one group to be "it." A successful tag occurs only when the person in the middle of the triangle tags another middle person. The trick, of course, is for the triangle to track with their middle person, to anticipate his or her direction or strategy or at least listen to the middle person's verbal instructions. The other groups, of course, try to avoid being tagged while staying inside the boundaries. Every few games rotate members within their group, so everyone gets a turn inside the triangle.

No Supplies Needed

**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 YF 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.

**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)

**Team Spelling:** Using every member of your team, have everyone lay on the ground and spell out your team color, a symbol, a word, a number, etc. depending on what your leader calls for.

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

**The Black Manta 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

**Throw It Away:** 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.

Supplies:

Plastic trash bags

Newspapers

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

No Supplies Needed

### **Tic-Tac-Toss**

The play area is very easy to make and set up. Lay down tape on carpet or hard floor for the squares. Give players only 4 bags to try to complete three in a row. Tape down a throwing line for younger players about 5 feet away and for older players about 6 feet away

Supplies:

Tape

4 bean bags

**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

**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

**Togetherness Olympics:**

Tie teams of 4 or 5 together with a jump rope. Tie a loop around each kid's waist with about a foot between each kid. Have them complete the following tasks. You can complete these in a circle or relay style.

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!

Supplies:

Jump ropes

**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

**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

**Toilet Paper 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. Two 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:

Toilet paper

Trash cans

Paper

**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 paper

Toilet seat/poster board toilet seat

**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, and a YF 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

Frisbees

Paper

Pencils

**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 YF 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:

List of objects

Toilet paper

**Tom and Jerry:** Players sit in a circle. Use a small stuffed animal as “Jerry” and two big pillows for “Toms.” The goal is to eliminate the other players. The only way to do this is to nail the person holding “Jerry” with one of the “Tom” pillows. Jerry must be passed from player to player – he cannot be thrown. Toms can be picked up and thrown by anyone. Players who are tagged out stay where they are, but turn to face the outside of the circle. As players are removed from the game, it will be harder to hand Jerry off – players can walk (not run) over to another player to give them Jerry. The excitement increases as players desperately try to get rid of Jerry while Tom pillows are flying through the air. The winner is the last person to remain untagged.

Supplies:

Two pillows

Small stuffed animal

**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 1<sup>st</sup> 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

**Tractor Pull:** Tie a tug-of-war rope to the tractor. Give each team 10 seconds to see how far they can pull the tractor. Have the driver break after 10 seconds. The team that pulls the tractor the furthest earns points.

Supplies:

Tractor

Rope

**Treasure Chest:** Fill a small square or rectangle container with birdseed and place 10-15 pennies within the seed. Allow the participants 1 minute to find as many pennies. Award players based on the total amount of pennies they have found. You can have them close their eyes to complicate the game if need be. You may also reduce the amount of time for older players.

Supplies:

Small square/rectangle container with birdseed

10-15 pennies

**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:

Basketball equipment/kickball equipment/Frisbee stuff etc.

**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.

Supplies:

12 pumpkins on orange construction paper (write “Trick” on 11 and “Treat” on 1)

Plastic container/witch’s kettle

**Trust Walk:** The group is divided into pairs. One person becomes the leader, and the other is blindfolded as the follower. The leader takes the follower’s hand and they go for a walk. Halfway through the allotted time, have them switch roles. Obstacles can be set up around which the leader will guide the follower. You can also have stations with different objects for the leader to give the follower, asking the follower to see if he can figure out what these things are without seeing them.

Note: The object of this game is to build trust, so be sure no leaders are playing practical jokes on their followers!

Supplies:

Blindfolds

Obstacles or other elements for the trust walk, as needed

**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

**Twelve Days of Christmas:** Group everyone into 12 teams, assign each group a word and instruct them to make the sound whenever the word is mentioned in the song. Tell them DO NOT STOP making the sound until the leader motions for them to stop at the end of each day’s verse. The groups are:

Partridge

Tweet, tweet

Turtledove

Coo, coo

French Hens	Peck, peck
Calling Birds	Ding-dong, ding-dong
Golden Rings	Ring-a-ling, ring-a-ling
Geese	Honk, honk
Swans	Splash, splash
Maids	Swish, swish
Drummers	Boom, boom
Pipers	Tat-a-tat-tat, tat-a-tat-tat
Ladies	One, two, three, four; one, two, three, four (like a dance step)
Lords	Hop, hop, hop, hop

Go through it one time so everyone can practice their sounds. Start the song (YOKE Folk can sing) – when each group’s word is sung, they should start making the noise. One leader motions for them to STOP when the singers get to the end of that day’s verse.

Variation: Group everyone into 12 teams. Group the teams together and give each one a verse of the twelve days of Christmas. Each team was responsible for singing one verse of the song. As you know, the song repeats itself, with a new verse added each time. As the teams sing their verse, they are to act out the verse (i.e. eight maids a milking, six geese a laying). Give each team a few minutes to plan their motions and practice.

No Supplies Needed

**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:

Ping pong balls

Ping pong paddles

Something for bases (construction paper would work)

## U

**Ultimate Frisbee:** Ultimate Frisbee is similar to football; once teams have been equally divided, flip a coin to decide which team receives and which team “throws off.” At the beginning of the game, the team “throwing off” lines up at midfield to throw the Frisbee to the opposing team. Once this happens, the action is continuous until either a goal is scored or the Frisbee goes out-of-bounds. Players work to advance the Frisbee toward their goals by passing it down the field. The only way the Frisbee can be moved is by throwing it – if a player who is chasing the Frisbee catches it, he is allowed to take no more than three steps after catching it. A goal is scored when a player has secure possession of the Frisbee

beyond the other team's goal line. When the Frisbee goes out-of-bounds, it is given to the team which did NOT touch it last. Resume play by throwing the Frisbee in from the point where it went out-of-bounds.

Players are not allowed to block, tackle or otherwise physically interfere with other players. The team not in possession of the Frisbee should focus on blocking or intercepting passes in order to gain control of the Frisbee for their own team. The team scoring the most goals at the end of a predetermined amount of time is the winner.

Supplies:

Frisbee

**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.

**Under Siege:** This works better with a large campus. This is a war version of a 4 way capture the flag. The camp is divided into 4 sections by colors and let them chose what country they want to be. Each team has a general who has the "flag" the other teams are trying to get, in their back pocket. The leader of the game is the United Nations Leader. All other YOKE Folk are UN Delegates.

Every player must have a visible sock in their back pocket. To identify the team players, a piece of your team's colored yarn will be on your wrist. If you are in another team's territory, a player on the opposing team may pull their sock and will have to go to their team's jail.

There can only be a jailbreak if the United Nations Leader comes around on a golf cart, car, etc. and declares jailbreak then the people in jail will be free. If a general's sock is pulled, the general's team will be a part of the team who caught them and will share territories, the games goes until the whole camp is conquered by 1 team.

Supplies:

Flags

Socks

Some vehicle

## V

**Video Scavenger Hunt:** Divide into teams, each with two leaders; each team needs a video camera, a list of the rules and what they'll be doing. The list of tasks to accomplish should be more than any group could possibly do during the time limit – this adds to the manic quality of the hunt. Some tasks may be more difficult than others, and worth more points. When a team performs the task, the team must film itself for no more than 60 seconds (otherwise the team's video becomes too long and you can't watch everyone's at the end). Remember, each team represents YOKE to the community – if you're involving other people in your task, be sure to introduce yourselves, explain what you're doing, and ask permission to video. When the teams return at the end of the time limit, collect the cameras and start setting up the videos. While that is going on, have other leaders play games with the kids or keep them busy doing something else.

**Rules:** You must return to the starting point on time, with your video ready to hand in, or your team is disqualified. Your video of each task must include every member of your team except for whichever YOKE folk was holding the camera. Leaders have final word about safety and appropriateness of activities. If you want, have a "mandatory" list of things that ALL teams have to accomplish, plus extra things to earn more points. Have each team pick a team name and a team captain; the captain has final vote over which things the team will do during this game (unless overruled by a leader). Leaders' job is to take the team where they want to go, hold the camera and take pictures – all arrangements for pictures are to be made by the team members, not by the leaders.

**Sample tasks:** Mandatory – a creative introduction to your team, 3 team members being pushed in a shopping cart, one person on your team chugging a Mountain Dew and burping, entire team hanging upside down and singing a song, entire team doing "Little Red Wagon" in a public place (with people around), etc.

**Optional:** Here are some ideas, make up your own! Visit a fire station and get a fire safety tip, visit a fire station and run a siren, serenade a couple of strangers with the song of their choice (in a public place), group hug a police officer, find a runner and jog with him for 30 seconds, go to a stranger's home and get them to give you something to eat, interview a couple you do not know and ask them how they met, team in/on one tree, a little kid singing "Mary Had a Little Lamb", team coming out of a VW bug, someone in your team in water singing "Rubber Ducky, You're the One" to a rubber duck, team walking through Chick-Fil-A while flapping their arms and clucking like chickens, team and two strangers singing and doing the motions to "YMCA", team buying 10 cents of gas (must show receipt), half the team leading the other half of the team on leashes through a pet store, a stranger singing "I'm a Little Teapot" and doing the motions, your group in a store holding a pack of hot dogs and singing "I Wish I Was An Oscar Meyer Weiner", help a stranger fold their laundry at a Laundromat, guy team member in a store taking a dress into the dressing room, trying it on and coming out to show the group, etc... Look online for more ideas.

**Supplies:**

One video camera for each group



Computer cable

TV or computer to play back videos at the end

(If doing this activity off school grounds, you'll also need permission slips for each student, and a car (with an approved driver) for each team.)

## W

**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

**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 YF then puts the shaving cream onto the balloons, and spreads it evenly over the balloon. Give each of the five girls disposable razors. 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 filled with water

Shaving cream

Disposable razors

**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:

Enough water balloons for the team

**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:

Tape

Water color pictures

Pens

Water balloons (enough for two per person)

**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

Large T-shirts

**What's On Your Mind?:** Bring 3 pairs to the front of the group and explain that an experiment in "mind reading" is about to take place. (Make a big deal about the implications of ESP, communication, etc.) The guys are told to turn around, backs to the audience, while the girls are shown a word (any word 5-10 letters long). At the leader's signal, the guys turn around and the girls write the word with their fingertip on the guys' forehead. The guys try to guess the word by feel as the girls "write." The first guy to figure it out is the "most perceptive" and wins the game. To get a good laugh, do this 3 or 4 times, and the last time, put lipstick or soot on the girls' fingers when you give them the word so it shows up on the guys' foreheads (unless you want to play it for a laugh at the end, then use some kind of makeup).

No Supplies Needed

**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

**Wild West Game:** (Make sure to hide treasure before club.)

This game should be played in the four teams (Cowboys, Rangers, Indians, and Outlaws). Each team has a different colored scalp (piece of tape on their back) The object of the game is to find bags of gold and

return them to the bank and scalp your opponent (take off tape). Everyone spreads out all over the field and a whistle is blown and the game begins. Instruct the campers as to how far the treasure is hidden and to stay within the boundaries. A scalp is worth 1000 points, but it must be from the team who is your opponent, if it is not, you lose your scalp. The scalping rules are as follows

1. Cowboys can only kill Outlaws
2. Outlaws can only kill Rangers
3. Indians can only kill Cowboys
4. Rangers can only kill Indians
5. Boys can only kill Boys.
6. Girls can kill anybody.

Once a player's scalp is gone, he must return to Boot Hill (the canteen porch) for 5 minutes to be re-scalped and reenter the game. All loot must be turned into the bank (little house porch) when found. Any loot on its way to the bank may be stolen. Boys may only steal from boys and girls from anyone. No one may be within 50 feet of the bank unless they are depositing loot or chasing someone with loot.

Supplies:

Loot (Bags of something)

Tape

**Wink:** Players are arranged in a circle, in partners, one squatting and the other kneeling behind them. One person is it, and stands in the center of the circle, moving around. He winks as unobtrusively as possible at one of the seated persons who try to get to it before his partner can prevent it by placing his hands on the person's shoulders. Guards must keep their hands by their sides except when they think the "it" has winked at their partners. If their partner escapes to join "it," the guard is out. If playing with a large group, you can have the first few "escapees" become "it" also and join the original "it" as winkers.

No Supplies Needed

**X**

**y**

**Yert Circle:** Have everyone stand in a circle, holding the webbing. On "1" everyone will slowly lean back while holding the webbing and when the leader counts back to "1" the circle will stand back up. This is a great trust game – the more trusting people are, the further they will lean.

Supplies:

Webbing Circle

## Z

**Zip, Zap, Bong:** Play with at least eight people – can play with any number over that. Have players stand in a circle. Tell them that the word zip will be passed verbally in a clockwise motion around the circle, while the word zap will go counterclockwise. When the word bong is said, the direction of play is reversed. One person starts the game by saying zip and zap to the appropriate people next to him in the circle. Those people must respond properly or they're out and should sit down in the circle. Continue playing until only two people are left.

No Supplies Needed

**Zippity Up – Zippity Down:** Have the group sit in a circle with two chairs facing each other in the middle of the circle. Have a few volunteers leave the room. The leader of the game sits in one chair, and the volunteers are brought in (one at a time) to take a turn in the other chair. Each of them holds a spoon in one hand. The object of the game is for the volunteer to follow the leader's instructions as accurately and quickly as he can. The leader begins by moving his right hand with the spoon as far to the right as he can and says "Zippity right!" The volunteer does the exact same thing, including saying the words. The leader continues with "Zippity left!" and then repeats those commands until the volunteer catches on. Then the leader says "Zippity down!" and puts the spoon as far down between his legs as possible. After the volunteer follows, the leader stands up with his hand held high and says "Zippity up!" Do those commands several times, then while the volunteer is doing "Zippity up!" someone sneaks an egg (or water balloon, etc.) on his chair – just before he follows the leader by doing "Zippity down!" and sits on it.

Supplies:

Two spoons

Two chairs

Egg (or water balloon, whoopee cushion, etc.)