



Games for i-girlz



September 2017



INDEX

Ankle race

At my birthday.....

Backyard cricket

Ball Relay

Ball Scramble

Balloons (10 games)

Banana Surgery

Band aid tag

Batty Bowling

Beach towel volleyball

Big foot relay

Bird Life Chaos

Bola

Blind retriever

Body parts

British Bull dogs

Broom jump relay

Bucket balance

Burst the balloon

Captain's coming

Capture the flag

Capture the Lions

Cardboard relay

Catch don't catch

Cats tails

Chain tag

Christmas (10 games)

Circle Tag

Clothes Pin Mixer

Clothes pin bite relay

Coke Game

Colour tag

Corner Tag

Cotton ball races

Cross Step

Dead Ants

Dog biscuit drop

Dizzy Game

Dressing up race

Drink a cup

Duelling candles

Easter (6 games)

Face to face balloon race

Feeling box

Fizz

Fizz Buzz

Flashlight Tag

Frisbee Tower

Fruit Basket

Fruits of the Spirit golf

Ghosts

Glo ball

Golf ball & nylon relay

Guinness Games competition

Handkerchief tag

Hill Dill

Hospital tag

Hug fest

Human Knots
Identity
Jelly Bean Trade
Junk Collection Relay
Keys
Kick the can
Left handed drawing
Life size battleship
Lolly person
Magic carpet
Marble grab
Memory game
Mafia game
Mrs Bear
Mars bar game
Minute to win it (56 games)
Mummy wrap
Musical numbers
Musical patterns
Musical pose
Name count
Name it ball
Newspaper search
Numbers
Parachutes (6 games)
Play doh Pictionary
Pass it on hand game
Pass the (6 games)
Peas and straws

Penguin shuffle
Photographic memory
Pick pocket tag
Please pass
Poof ball
Poor kitty
Quick change
Quick sand
Raid the nest
Red light green light
Red rover
Sea weed
Shadowing
Shoe stretch
Six goal soccer
Skin the snake
Skipping games
Snakes & ladders
Snow shoe race
Spaghetti race
Spotlight
Straws and paper relay
Steal the bacon
The beetle game
The great gumshoe
The rabbit hunt
Teaspoon relay
Ten fingers
Toilet paper wars

Toilet paper under & over

Train chase

Trumps

Up Jenkins

Wait a minute

Watchman

Water (9 games)

What game?

What's my line?

Who's missing?

Wink Murder

Zip zap

Ankle Race:

Divide players into 2 teams

On the word "GO" the first person must grab their ankles and race to the other side and back again before tagging the next player.

At my birthday I want.....

This game is a test of memory, and everybody has to work as a team to make it last as long as possible.

Have the children all sit in a circle, and let the birthday child start by saying "At my birthday I want.", then finish with whatever they choose. It may be that they want ice cream, balloons, pizza, presents...you get the picture. The next child in the circle then says "At my birthday I want.....", and then repeats what the first child said, before adding their own choice. As the game goes around the circle, each child has to remember all the other choices, plus add their own.

You could make this game just for fun, or add team prizes to the centre of the circle each time they complete a round without any mistakes. Remember to make sure the prizes are something they can all share.

Backyard cricket:

What you'll need:

- Have two teams
- A cricket bat
- A few tennis balls (in case you lose one over the fence!)
- Two sets of stumps - a couple of rubbish bins are a good idea.

How to play:

- Set up your stumps (or rubbish bins) about 10 metres apart
- Choose two batters and a bowler to start (make sure everyone gets a turn)
- You play just like real cricket but you could make a few extra rules!!

Ball Relay:

The girls are in two lines. Have them number by 2. The number two's take two steps aside: thus you get four lines. Each team gets two balls. The balls criss-cross, going from the 1st girl of one line to the second girl on the other line, then to the third girl of the first line etc. The first team to finish wins.

Variations for outdoor games!

Use water balloons outside, to make this even more fun.

Ball Scramble:

This game involves one person throwing tennis balls into the group of girls. Those girls who catch the balls may take them to a Collector who will exchange a ball for a lolly.

- The bag of lollies is divided up into three or four smaller lots and given to several Collectors which enable the balls to be recycled quickly.
- The game coordinator throws out the balls one or more at a time into the group of girls who return them to the collectors in exchange for the lolly.

- The Collectors return the balls to the thrower who repeats the process until all lollies have run out.

Balloon Ball:

Equipment: inflated balloon (have a couple of spares), four bean bags.

To play: The players are in two teams, facing each other, behind two lines, at least six metres apart. The balloon is on the floor in the middle. Each side has two bean bags. The object of the game is to get the balloon over the opposing team's line by hitting the balloon with a bean bag. Bean bags must be thrown from behind the line. A point is scored for each successful goal. Bean bags may be retrieved only by the team which throws them. If a player touches the balloon, a point is given to the team.

Balloon bulls eye:

There are basic rules for this game, but you could adapt them in several ways depending on how long you want the game to last. To start with, give every child a balloon to blow up, and ask them to hold the neck shut rather than tie it in a knot. Place a target in the middle of the floor, and on the count of three, everyone releases their balloon. Whichever balloon is closest to the target, wins.

You could play this game over and over, and each time the target becomes a different prize, or you could allocate points for bulls eyes, 1st closest, 2nd closest, and so on. After a few games you could add up the points to find an overall winner.

Balloon Fanning & Tapping:

Divide the players into 2 teams and place them behind a line

Mark a line at the opposite end of the hall.

Give the first player from each team a balloon and newspaper.

They must race their balloon to the other side and back again using only the newspaper to fan the balloon. They must not touch the balloon with the newspaper.

Balloon Tapping:

As above but the players must use a ruler to tap the balloon to the other side and back again.

Balloon Gladiators:

Equipment: Balloons and string, two rows of chairs facing each other six metres apart.

Two equal teams on chairs facing each other, balloon and string per person. Each person to blow up balloon and tie it around their ankle. Number off in pairs starting at one. A number is called out. The two people with that number must try and burst each other's balloon by stamping on it, at the same time protecting their own balloon. The team gets a point for each surviving balloon. The team with the most points win. Several numbers can be called at once.

Balloon Instruction Game:

Everyone stands in a circle.

The leader has some balloons and inside each one is a message.

One at a time the balloon is passed from person to person until the leader blows a whistle.

The player holding the balloon has to go into the centre of the circle and sit on the balloon until it pops then they read the note and perform the action or answer the question in the message.

Balloon Master:

Give each team a roll of masking tape and 30 balloons.

On the word "GO" each team must roll the masking tape with the sticky side out around 1 of their team mates below the neck line.

Next the kids must blow up their balloons as quickly as possible and stick as many as possible onto the taped up person.

You can either end the game at an allotted time and the winner is the team with the most balloons attached or you can get the "balloon person" to do an obstacle course before coming back to have the balloons counted.

Balloon Race:

Divide group into 2 teams and line them up at one end of the room. The first person in the line holds a balloon between their knees.

On the word "GO" they must hop as fast as they can to the far end of the room and then back to their team.

They then pass the balloon to the next player without using their hands and they then hop to the end of the room and back.

The game continues this way until the first team has everyone back and they are the winners.

Balloon stomp game:

Required: Small balloons - 3 per girl
String - 600 cm lengths

Preparation: Blow up all the balloons very full so they are easier to pop.
Tie a string to each balloon.

Instructions: Mark off a safe play area with a circular rope.
Tie a balloon to each girl's left foot.
Everyone tries to stomp all the other balloons
When your balloon is popped, you leave the play area
Last one with a balloon wins.

If played indoors, play in stocking feet to make smashed feet less of a problem.

Have teams play as teams to see which team is left. Even if you do not spell this out, it is good to have a very short reflection to discuss if it was fun, if there was any teamwork going on, what strategies worked.

In this, as in almost all elimination games, if a team works together, they tend to have a better chance at winning.

Burst the Balloon:

Give each person a balloon tied to a piece of string.

Everyone ties their balloon around their ankle and the game is to try and pop everyone else's balloon while protecting their own.

Musical Balloons:**Equipment:**

Enough balloons for all but 1 player

The players stand in a circle and everyone except 1 person has a balloon

When the music starts they start passing the balloons around the circle in the same direction

When the music stops the person without a balloon is out of the game

If a balloon pops the person holding the balloon is also out

A balloon is removed after each round

The game continues until there is 1 person left

Variation:

Musical hats

Use hats instead of balloons.

The hat must be placed on the head of the next person

Banana Surgery:

Give each team a banana and have them peel it and cut it up into equal parts. (Don't tell them what is coming next)

They must then try and put the banana back together using pins, needles, tape or whatever the leader decides.

The team with the best reconstructed banana wins.

Band-Aid Tag

One person is "it." Whenever someone is tagged by "it" they must hold a band aid (their hand) on the spot where they were tagged. Then the game continues. When someone runs out of band aids, (they get tagged three times), they are frozen until two other people come over to them and "operate." The two other people need to tag the frozen person at the same time and count to five. Let the game continue for as long as it remains exciting and fun. Switch the person who is "it" often.

Batty Bowling.

Find a number of silly or odd items that can be knocked over by a ball, such as a plastic milk carton, a candlestick, a stand-up doll, a plastic vase of flowers, a pizza box, a tower of empty cans, an umbrella stand, an empty oatmeal container, and a book. Line them up like bowling pins and let the bowlers try to knock them over with volleyballs, tennis balls, or golf balls.

Beach Towel Volleyball

Form two teams. Have each team stand on either side of the volleyball net. Have each team divide into pairs. Each pair should have one towel and each person should grab

two corners of the towel so that it is spread out between the pair.

For a volley ball you can use ping pong balls, small soft balls, water balloons or any other balls you have. A ball is placed on the towel of one of the pairs, the pair must then work together to lift their towel so that the "ball" is propelled into the air, across the net to the other team. One of the pairs on the other team must then try to catch the balloon with their towel and return it the same way.

As in regular volleyball, a team scores a point when the "ball" hits the ground on the other side of the net.

Big Foot Relay.

Have the girls bring two shoeboxes with them. Tape the lids onto the boxes, then cut a one-inch-wide and four-inch long slit in each top. Have the contestants slip their feet into the slits in the boxes and race.

Bird Life Chaos

Equipment:

One small piece of paper per person, folded in half and with a bird name written inside. Write the same animal on several other pieces of paper, and use 4 birds you have been studying. The numbers will depend on how many people are playing.

Task:

Everyone is given a piece of paper with instructions not to open it, and told to spread out over the whole room. When 'go' is signalled they open their paper and start making the sound of the bird written on it. As they continue making the sound they are to move around the room seeking others making the same sound, and forming into a group. When all the people acting the same bird are found and are together, the group sits down and is the winner. You will have told everyone before the start how many birds there are in each group. Others continue to form groups until the last group is complete.

Tips:

Sort out your papers before the game so that each group of birds has the same number of people, or the group won't know when they are complete.

Bola:

Make a BOLA by stuffing a rubber ball into a long sock. Tie a knot in the sock just above the ball and attach to a piece of rope approximately 12 feet long to the end of the sock.

One person lies down on his back and starts spinning the bola slowly letting out the rope.

When the rope has been let out the other players can begin to jump the rope.

The spinner can alter the speed.

This is a just for fun, no competition game.

Blind Retriever

Equipment

- Blindfolds
- Any object that can be picked up by one person. The smaller it is, the harder the activity.

Objective To guide the blindfolded person to retrieve the object before the other groups do.

Rules

- Everyone should be in groups of 5 to 6 persons.
- One person in each group is the retriever who is blindfolded and stands on the starting line.
- One person in each group is the Speaker and stands with her back to the blindfolded retriever and facing away from the playing field. The Speaker is not allowed to look at the playing field at any time.
- The other players in the group are called the Directors and stand in front of the Speaker and face the playing field. The Directors are not allowed to talk or make any noise at any time. They are allowed to look at the playing field and must stand where the Speaker can see them without looking at the playing field. They are allowed to use hand and body gestures.
- Once everyone is in place, the facilitator places the object for each team an equal distance from each team's Retriever.
- On "GO", the Directors give visual directions to the Speaker who verbalizes those directions to the blindfolded Retriever who walks out and gets the object. The group is successful when they direct the Retriever back to the start and have him/her place the object in the Speaker's hands.
- After each group has returned their object back to the Speaker, have everyone switch roles and go again

Variations

To make things more difficult, put the objects farther and farther away after each round and/or set the objects up in such a way that the Retrievers have to cross each other's path to get to their object and back.

Notes The danger with this activity is that the participants will focus more on the competition between the groups than on the successful completion of the task. Too much focus on competition will lead to anti-trust actions. If you see this happening, you might want to make successful completion being an entire team goal with each group just being part of that success. In other words, no one is successful until the last object has been retrieved.

In a gym situation, having one group in each corner with the objects being in the centre would work perfectly especially if all of the teams understood the importance of no negative language or behaviours.

Body Parts:

Action Level: High

Task:

Everyone chooses a partner, and then stands opposite their partner in two large circles, one inside the other. The inner circle walks around in a clockwise direction and the outer circle walks around in an anticlockwise direction. When a command is given (eg Finger - Foot), the inner circle stops and those in the outside circle run to find their partner and together they join the two body parts called out. In this case, the inside person would put their finger on the outside person's foot.

Suggestions of body parts that can be joined are:-

- Finger - Foot
- Nose - Shoulder
- Head - Stomach
- Knee - Knee
- Elbow - Back
- Nose - Armpit (if you have a group you know well)

The last two or three partners to join body parts are eliminated from the game. Then the process starts again. The winners are the two partners who remain in the longest.

Tip:

The outside partners always do the running to find their inside partner.

British Bulldogs:

Played as Hill Dill but there are no teams.

When "IT" calls 'British Bulldogs' everyone runs from one side of the room or field to the other without getting tagged. If they are tagged they join "IT" to try and tag other players.

Broom Jump Relay:

Equipment: Two brooms, two teams.

Divide into two teams. Team members should stand two abreast. First pair is given a broom. At signal "go" the couple must grab one end of the broom and run back through their team (broom is held just above the floor). Everyone in the line must jump over the broom. When the first pair reaches the back of the line they must pass the broom back to the front of the line. This is done hands only - no throwing. The next pair repeats, etc. Game is won with the first team to have its original pair back in the front.

Bucket Balance:

Choose 2 teams of four.

Have the teams lie on their backs in a circle with their feet raised to meet in the middle.

Balance a bucket of water on their feet.

Each team member must remove their shoes without spilling the water.

The first team to remove their shoes without tipping over the bucket is the winner.

Captains Coming:

The players all assemble in the centre of the hall.

They must follow the commands as called out by the leader. The last person to follow the command is usually out.

Commands....

- Captains coming
Stand to attention and salute
- Bow
Run to the "front" of the hall
- Stern
Run to the "back" of the hall
- Port
When facing the front of the hall port is on the left
- Starboard
Run to the right of the hall
- Man overboard
Lie on back and swim
- Submarines
Lie on back with 1 leg sticking up
- Man the life boats
Find a partner, sit facing each other and row
- Torpedoes
Lie on tummy with arms together in front

Capture the Flag:

Number of Players: A large group.

Equipment: Two flags or other markers

This game is most fun when played with a large group. Split the group into two teams, each team having a flag or other marker at the team's base. The object of the game is to run into the other team's territory, capture their flag and make it safely back to your own territory. You can tag "enemy" players in your territory, sending them to your jail. They can be sprung from jail by a member of their own team running into your territory, tagging them and running back, with one freed person allowed per jail break. It is sometimes played that all the people in jail could hold hands and make a chain back toward their own territory, making it easier for members of their team to tag them. We also played a similar game called Steal the Sticks. It had almost the same rules, but several sticks were used instead of one flag.

Capture the Lions:

6 or more players

Begin by making one player the lion and one player the lion handler. The lion chooses where to stand and the handler stands near him. The other players stand in a circle shouting, "lion, lion come out of your den". The handler then shouts, "loose" and the lion runs out to try and catch the other players. When he catches a player, the player has

to try and escape before the lion shouts "lion" 3 times. If the player can't escape, he becomes another lion. Play continues in this manner. The winner is the player who avoids capture by the lion. The next round, another lion and handler are chosen.

Cardboard relay

Equipment:

4 pieces of cardboard about 25cm square

- Divide players into 2 teams
- Designate a start and finish line
- On the word go 1 team member at a time must get to the finish line and back using the cardboard as stepping stones
- No feet are to touch the ground
- The winning team is the first team to have everyone back on the start line

Catch, Don't Catch:

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

Cats Tails:

You will need strips of cloth for everyone who plays.

Tuck a strip of cloth into the back of each person's pants

The object of the game is to remove everyone else's "tails".

The last one with their tail is the winner.

Get everyone to run around with their hands on their heads, except when grabbing a tail. This prevents people from blocking their tail and makes them look pretty funny.

Chain tag

Everyone is spread out around the hall. One person is it and runs around chasing other people. If they tag someone they hold hands to make the chain. They then run around to tag more people and continue to link up until there is no one is left and you have one long chain.

Christmas Games:

Christmas Story draw:

When the leader says, "Go", the first girl in each line goes to the paper taped on the wall (or on the floor) and starts to draw something from the scene of Jesus' birth in the manger. When the leader says "Change" the next girl goes and draws. This continues until the leader says, "Stop!" The team that has created the best picture is the winner.

Christmas Tree:

A novel idea is to trim a Christmas tree when blindfolded. Stand a small tree at one end of the hall, ready to be trimmed. Have all the ornaments on a table near at hand, ready to be put on the tree.

Blindfold the girls one at a time; lead them to the table to take their pick. The first thing touched must be taken, and after turning the girl around three times start her straight toward the tree.

When she reaches the tree, she must wire the ornament, or whatever she had, in place. The girls can have as many turns as they wish until the tree is trimmed.

Clumps:**Preparation**

Make a list of 'secret' objects, about Christmas.

Organize the guests into teams or 'clumps' of equal numbers.

Each team chooses one player to challenge one of the other clumps.

Playing

The single players each choose their secret object and go to a clump other than their own.

Each clump then asks questions about the mystery object, which the player may only answer with 'yes' or 'no'.

Winning

The clump to guess the mystery object first wins.

The success of the game relies on the choice of strange or comical objects.

Fill the Christmas Stocking:

Equipment: Christmas stocking
Spoon and bowl for each team
Wrapped lollies

How to play: Divide into teams. Have the teams line up at one end of the room and at the other hang a Christmas stocking for each team. Place a bowl of lollies and a spoon in front of each team. Each girl takes a turn taking a lolly from the bowl with the spoon. They then carry the lolly on the spoon to the stocking and drop the candy into the stocking. Race back to the next person in line, give them the spoon. First team to fill the stocking wins.

Have enough lollies so the girls can get one each at the end of the game.

Pass the Ornament:**Supplies:**

Straw for each girl

Christmas Ornaments cut out of card or paper (tree, bell, star, etc.)

How To Play: Pass the ornaments down the line, teammate to teammate, by inhaling and exhaling on the straw to hang on to or release the ornament. No hands!

Rudolph Dash:

Equipment: Vaseline

Cut circles out of red construction paper.

How to Play: Have the girls put Vaseline on their nose and then put the red circles on their noses. Have some relay races, if nose falls off, they need to go back, add more Vaseline and reapply their nose.

Santa, Santa:

Equipment: Santa's sleigh.

How to play: Sit the girls in a large circle and blindfold one girl. Another girl will be given the sleigh and must say: Santa Santa where's your sleigh, someone's come and taken it away. Guess who, Guess who? The blindfolded girl gets three guesses. The girl who has the sleigh is next to be blindfolded.

Shepherd Game:

Divide into 2 teams. Draw on the floor with chalk or masking tape a "path" for the sheep to be herded through. Tape a few boxes to the floor ends cut out - if doing this outside use croquet hoops pushed into the ground. Teams line up on opposite ends of the track. Give each team a bat and 6 cotton balls. The object is to herd the sheep down the path, through the "tunnels", to the other side and back. Winner - first team where every girl completes the course. Talk about the shepherds in the Christmas story.

Shoot hoops through a Christmas Wreath:

Suspend a large Christmas wreath in a doorway at a convenient height from the floor. Prepare in advance "snowballs," made of cotton wool covered with white tissue paper. The players stand about eight feet from the wreath, and take turns, one at a time. Each is given three "snowballs," and the one who succeeds in throwing all three, one at a time, through the wreath, is given the prize. To make it more exciting, sides may be chosen, and each one of the three snowballs numbered, one being 5, the other, 10, and the third, 20. If the ball numbered 5 goes through, it counts 5 for that player's side. If it does not go through, it is a loss, and so on. The side scoring the most points is the winner.

Circle Tag

This game needs lots of space. Arrange the girls in a circle with everyone holding hands, except for two. One of this pair is on the inside of the circle and one is on the outside. This pair is "it". They run around the circle until they feel like tagging someone. The runner on the inside tags a pair of hands, and these two girls come out of the circle run in the opposite direction around the circle, trying to get back into their spot before the first pair gets there. The girls who are 'IT', don't hold hands and one stays outside and one stays inside. If they don't succeed, they become "it". The two girls who have been tagged have to keep holding hands as they race around outside the circle.

Clothes Pin Mixer:

Give everyone 4-5 pegs and get them to pin them on to their sleeves.

When the music starts they must try and get all their pegs off themselves onto another person.

Clothes Pin Bite Relay:

Divide group into teams and give each team 5 pegs.

The first person puts the pegs on their clothes and then runs around a chair on the far side of the hall.

When they return to their team the next person must remove the pegs with their teeth and then put them on themselves and run around and return.

Coke Game

Equipment:

Can of coke, chalk, Balloon and spare can and balloons if needed

- Draw a chalk line on the floor
- Place a full can of coke on the start line
- Toss a balloon into the air while standing on the line
- Pick up the can and shift it to a position out from the line as far as possible and return to catch the balloon BEFORE it touches the floor
- The leader will then mark the can's position on the floor with the initials of the player who placed it
- Each new player who places the can in the same manner beyond the previous mark is recorded in the same way
- The winner is the person who places the can beyond all the others
- You can split the kids into different categories based on age, eye colour or anything wild and wacky
- The winner gets to keep the can at the end of the night

Could be played with items other than cans of coke eg chocolate bars

The actual suggestion was for the winner to spray the can of coke over the other players at the end of the night!!!! This would be VERY optional!

Colour Tag:

Pick about 4 people to be the taggers

The rest of the group lines up along one side of the hall or field.

Someone calls out a colour and everyone with that colour on has to run across to the other side without getting tagged.

If they are tagged they sit out

If the caller calls out "Colour tag" then everyone runs.

If the caller calls out "Energizer" then everyone sitting out rejoins the game.

Corner tag

One person is in the middle blindfolded. Everyone else chooses a corner to stand in. The person in the middle counts to 5 out loud and then points to a corner they can hear noise in. If you are in that corner you are out and go and sit at the side. The person counts again until there is 1 or very few left.

Cotton Ball Races:

Give everyone a straw and a cotton ball.

Using the straw, they must blow the cotton ball from the start line to the finish line.

VASELINE NOSE

Dab a little bit of Vaseline (or honey) onto the end of the person nose.

They must then use their nose to transfer the cotton balls from 1 bowl to another.

Cross Step:

Draw a 10 x 10 grid on the floor

Have each player stand on a different square

One at a time each player must move to a new square after crossing out the square they were formally on

The trick is that players cannot step into a square that is occupied or crossed out

If a player cannot move to a new square they are out

The game continues until there is one player left.

Dead Ants

(Wide Game)

Equipment: Swimming Noodles

This game is fast fun and there's an element of perceived danger, which adds excitement for the girls.

The Wasps (leaders or other nominated people) Stalk and Sting (Hit them) the Ants (other players) with the noodles. If they succeed, the stung players must lie down on their backs waving their arms & legs in the air like a dead ant, until other players rescue them. The rescue must include four other players who pick up the dead ant by his arms and legs and carry him to the Hospital, which constitutes a zone at each end of the yard or hall.

The simple rules are:

- No hitting above the shoulders.
- Rescued players may leave the hospital as soon as they arrive and re join the game.
- The Wasps win by stinging all the opposition players until no more can be rescued.
- Each time the wasps win, rotate them over until the allotted time is up for the games or until each player gets to sting others.

Dog Biscuit Drop:

Select some of the group to come up the front and get them to kneel on all fours. Give each person a pinch type clothes peg to put into their mouth so they can open and close them with their teeth. Place a bowl with a set number of dog or cat biscuits in front of them with an empty bowl beside them. On the word go they must use only the peg to transfer the biscuits to the empty bowl. If a biscuit is dropped they must use only the peg to pick it up.

Dizzy Game:

Divide the group into teams. In front of each team make a mark on the ground. On the word go the first girl in each team must run as fast as she can to the mark on the ground and keeping her index finger on the mark, turn around 15 times. After this she must run back (if she can) to her line and tag the next person who then does the same. The first team to get everyone back are the winners.

Dressing up race:

You will need to have 2 sets of roughly the same type of clothes/hats/glasses/accessories etc. Place the clothes in 2 piles at one end of the room and line the 2 teams up at the other end. On the word GO the first player from each team runs to the pile of clothes and gets dressed. When dressed they run back to their team and take off the clothes. Player #2 then gets dressed and races to the other end of the room then gets undressed and races back to tag #3. The first team to finish is the winner.

Drink a cup:

An outdoor game

- Give each player a plastic cup half filled with water
- Players stand in a line
- Designate a finish line
- On the word go the players must run to the finish line with their cup
- They kneel at the finish line and put the cup between their teeth and hands behind their back
- They drink the water and then run back to the start line
- The first one finished is the winner

Duelling Candles:

Figure out a way to connect a candle to some kind of helmet. Select pairs of children and have them stand a set distance away from each other. Don't use the whole group at once as this is a great spectator's game too. Light the candles and give each person a water squirter. On the word go they must try and put out their partner's candle!!! A great game for outside on a warm evening.

Easter games:

Easter Ten Questions:

Start by choosing an Easter related person, place, or thing, then say "I'm thinking of something". The girls try to guess what it is by asking no more than ten questions that can be answered "YES", "NO", or "I DON'T KNOW". The girl who guesses correctly is next up.

Broken Egg Questions:

Supplies:

- Cardboard eggs cut in two
- Question written on the first half of the egg
- Answer written on the second half of the egg

How to Play: Girls go around and ask the question and the second girl will give the answer. If the answers are correct, the two girls who are matched up then sit down. Game is over when all girls have matched up the question to the answer.

Easter cupcake or Easter egg walk:

Supplies:

- Cupcake for each girl
- Numbers taped to the floor
- Easter basket to hold number call cards
- Music

How to Play: When the music starts the girls begin to walk around the room stepping on each of the numbers as they go. When the music stops the girls should step on the number closest to them. A number is pulled from the Easter basket and the girl standing on that number gets to choose a cupcake and return to their desk. That number is then removed from the floor and the bag. Continue until every girl has a cupcake.

Option: You may like to use pass it on cards, or bookmark relating to Easter instead of cupcakes or eggs for this activity.

Egg Clue:

Supplies:

- Egg for each girl with instructions written on one side and a chocolate egg taped on the other
- Instructions might include: Hop like a bunny, walk like a crab, waddle like a duck, skip, walk backwards, etc.

How to Play: Divide girls into two or more teams. Put the eggs at the end of the room in piles, one in front of each team. On "go", the first girl on each team runs to the pile, takes an egg and does what the egg says while returning to their team, then sits down. The next team member then runs to the pile...etc. The first team to be sitting down wins. Everyone enjoys a chocolate in the end.

Easter Egg Roll:

Supplies:

1 hard-boiled Easter egg for each team (maybe a few extras)

1 spoon for each team

How to Play: Divide girls into teams. The goal is for the first person to roll the egg with the spoon to the end of the course and back. The person hands the spoon to the next person in line and the relay continues until a team finishes.

Chubby Bunny:

This is a fun Easter game. You will need one or two bags of marshmallows (depends on how many girls you have). The aim is to see how many marshmallows a girl can "shove" in her mouth and say "Chubby Bunny". The person who can hold the most marshmallows and still say "Chubby Bunny" wins.

Face to Face Balloon Race:

Attach some double sided tape to each person's face.

Partly blow up a balloon for each team.

The aim of the game to pass the balloon down the line from face to face without using your hands.

Feeling Box:

Place some items in a bag and let the girls try and guess what the items are, they can each identify one item. You could blindfold the girls or just have them turn away so they cannot see the item in the bag. For every item they guess right, they get a point. The girl or team with the most points wins the game.

Fizz:

Players take it in turn to call out numbers

The first player calls out 1, the second calls out 2 etc...

The 7th player must call out "FIZZ" instead of saying 7 and thereafter every number which contains a 7 must be substituted with "FIZZ"

Anyone who pauses, stumbles or makes a mistake is eliminated.

The game continues until only 1 person (the winner) remains

Fizz Buzz:

This is a harder version of Fizz where any number with a 5 in it must be replaced with the word "BUZZ" and any number with a 7 and a five must be replaced with "FIZZ BUZZ".

Flashlight Tag:

This is a combination of tag and hide-and-seek, Flashlight Tag has many variations.

Playing at night makes it a livelier game, with players frequently changing their hiding places during the course of the game.

Equipment Needed

Flashlights are the only equipment needed, although you may need extra batteries.

Where to Play

You'll need a large area that's not too hazardous to negotiate in the dark.

How to Play

One player is designated "it" and given a flashlight. "It" counts to 50 while the other players hide. When "it" finds someone, he or she shines the flashlight on the other player. That player then becomes "it," and the first player is free to go hide.

Variations

There are dozens of different rules and variations for playing Flashlight Tag. Some say that the flashlight must remain on at all times, so that the hiders can see "it" approaching and may change their hiding places. In another variation, "it" puts the tagged players in "jail," where they can be rescued by other players.

Frisbee Tower.

Purchase a bunch of mini Frisbees and place them in a pile in the middle of the yard. Have the girls divide the Frisbees among themselves? The first player begins the activity by placing one of her Frisbees on the ground. Each of the following players places her Frisbee on top of the first Frisbee, and the action continues until someone causes the growing tower to topple.

Fruit Basket:

Arrange chairs in a circle. There needs to be enough for everyone but 1 person

Everyone sits on a chair and the person who is "IT" stands in the middle

Select some fruit names, 1 fruit for every 3-4 players

Each person is assigned a fruit

"IT" calls out a fruit and all the players with that name must move to a new seat before "IT" finds one and sits down

The one who is left without a chair becomes the new "IT"

"IT" may decide to call out "fruit basket" and everyone needs to get up and find a new chair

Variation:

You could use any description you want!

Fruits of the Spirit golf:

A very successful game is the 'fruit of the spirit' mini-golf game.

I cut out fruit shapes from plywood, and then an artistic friend painted them to match.

We then painted the different fruit's' on each one.

We cut a small hole on the bottom, for the golf ball to go through. We then built simple triangle support & attached them to the back; these served double duty, as they caught the ball too.

The kids had a lot of fun with this, plus the older ones learned the fruits of the spirit!

The 9 fruits were all cut out of one sheet of plywood.

This project took a little time, but we will be able to use them for years to come.

Ghosts:

Divide players into 2 teams.

Get one team to leave the room.

This team selects 1 person to put on a sheet and go back in to the room.

The other team has to guess who is under the sheet.

The team with the highest number of correct guesses wins.

Glo ball:

Winter or night time indoor game

This is simply soccer in the dark.

EQUIPMENT

Soccer ball

10-20 glow-sticks

Sellotape

Crack 2 glow sticks and tape them to the ball

There are only 4 players plus the goalie on the field at a time

Issue glow stick bracelets to the players. Try and get different colours for each team.

Mark the goals and let them go

Golf Ball and Nylon Relay:

Divide group into teams

Place a golf ball in the bottom of a pair of pantyhose.

Tie the pantyhose around the person's waist

Put another golf ball on the ground.

The aim of the game is for the person to swing the ball in the pantyhose without using their hands and hit the ball on the floor along a set course.

Guinness Games Competition

Here is a great idea that can become an annual event for your group. Have a day of contests in which girls may try to set a "world record" for the Guinness Book of World Records. However, girls do not compete against the Guinness book, they compete against themselves. The first year, "records" are set and the following year girls try to break them, and set new records which last for another year. Here are a few sample contests:

Eating Contests (Amount of food eaten within a time limit)

- 1 - Hamburgers
- 2 - Dry crackers
- 3 - Pineapple Chunks
- 4 - Marshmallows
- 5 - Lemon Wedges
- 6 - Onions
- 7 - Bananas

You can always change or add to these however many you wish to have running.

Endurance Contests (Time)

- 1 - Standing on your head
- 2 - Running on the spot
- 3 - Talking
- 4 - Stare down
- 5 - Pogo stick jumping
- 6 - Dribbling a basketball
- 7 - Keeping eyes open without blinking
- 8 - Skipping

You may find there are others you wish to add here or change to suit your group

Handkerchief Tag:

Players form a wide inward facing circle. The handkerchief is given to one person chosen to be "IT".

"IT" then runs around the circle and without warning drops the hanky behind one of the players.

This person must immediately break out of the circle and chase after "IT"

If they player succeeds in tagging "IT" before "IT" can complete the circle, that player can return to their place in the circle.

If "IT" gets to gap in the circle first then the other player becomes "IT"

And so the game continues.

Hill Dill:

The player who is designated "IT" stands in the middle of the room.

The remaining players divide into 2 teams which then assemble at opposite ends of the room.

When "IT" calls out 'Hill Dill come over the hill' the two teams have to run across the room and swop places. "IT" tags as many people as they can and they then join "IT" in the middle and help tag the remaining players next time they cross the room.

The last person to be tagged is the winner.

Hospital Tag:

Everyone is "IT"

When you are tagged you put a hand on the spot you were tagged.

You can keep tagging other people but must keep your hand on that spot.

If you are tagged a second time you must put your other hand on the spot you were tagged but you can continue to tag with your elbows etc.. When you are tagged for a 3rd time you are out.

Hug Fest:

Instruct the whole group to walk randomly around the room while playing music.

About every 10 seconds or so call out a number.

Everyone in the game must immediately form a group hug made up of the number of people that you called.

This sometimes leaves some people unable to form a group because they don't have enough people - they are out of the game.

Repeat until you only have 2 people left and declare them the winners

Human Knots:

Everyone squeezes together and grabs the hand of a person not standing next to them.

They cannot let go of the other persons hands.

In order to untangle they must go over and under peoples arms.

Sometimes you will end up with 2 circles.

You could split the group into 2 and make it a competition who gets untangled

Identity

As your group enters the room, have each fill out a name tag and drop it in a basket. After everyone has arrived, have them stand in a circle. Pass the basket around and have each person take a name tag (not own name) without letting everyone else see the name.

Then have everyone turn to the left and place the name tag she is holding on the back of the person standing in front of her. The object of the game is for each person to discover the name printed on the name tag pinned to her back. She finds out her identity by asking questions that can be answered "yes" or "no". Questions like, do I have red hair? or Am I wearing jeans? Each girl can only ask two questions of each person she meets.

When people discover whose name they have, they then go to that person, place their hands on her shoulder and proceed to follow her around the room. As more people discover their identity the lines of people with hands on shoulders will lengthen until the last person finds her identity.

International Shopping

To play: The players are in groups in various parts of the room. The game leader has a list of items that could be bought in a store. One person from each group, the "shopper" comes to the leader. All are given the same items (whisper so the rest can't hear). They return to their group which is the "shop" and act out what they want to buy, because the "shopkeepers" don't understand English. The first group to guess correctly wins, and new "shoppers" go to the game leader. Try these items: umbrella, butter, jar of honey, wedding ring, bikini, ballet shoes, pencil sharpeners, bicycle pump, automobile tyre, nose drops.

Jelly Bean Trade:

Everyone for them self.

Everyone is handed 10 jellybeans

They are to try and trade to get 10 of one colour by trading with other people one at a time.

The first person to get all ten of a colour they want wins.

Junk Collection Relay:**Equipment:**

For each team you will need as many different articles as there are members in the team

Some articles should be small, some medium and some large

EG. Tennis balls, dice, buttons, balloon, large ball etc...

Try holding all the items yourself to see if it is possible

If you have 4 teams you will need 4 of each item.

To play:

All items are placed on chairs in front of the teams but at the far end of the hall

The first team member runs out and collects 1 item of "junk" and brings it back to the 2nd member of the team

That person takes that item with them and goes back to the chair to collect another piece of "junk"

They then hand both bits of "junk" to the 3rd person who takes them back to the chair to collect another piece

And so it goes on until all the junk is collect

Keys

One person sits blind folded on a chair with a set of noisy keys under the chair. The rest of the kids creep up to retrieve the keys. If the person on the chair hears them they point to the noise and that person needs to start at the beginning again. The person who retrieves the keys gets to be in the seat next.

Kick the Can:

Number of Players: Ideally at least three.

Equipment: A metal can

This game is a variation of tag and hide and seek. One person or a team of people are designated as "it" and a can is placed in the middle of the playing area. The other people run off and hide while the "it" covers his or her eyes and counts to a certain number. "It" then tries to find everyone. If a person is tagged by "it", they go into a holding pen for captured players. If one of the un-captured players manages to kick the can, the captured players are released. The game is over once all the non-"it" players are in the holding pen.

Left handed drawing:

Pictionary with a twist

Create a list of common objects before the game begins (comb, chair, light bulb, car, letter box etc...)

There should be at least 1 object per player. Write the objects on a slip of paper and put in a hat.

Players take it in turns to pick an object out of the hat and then using their left hand (or right hand if they are left handed!) must draw that object.

The first person to guess correctly is the next person to have a turn at drawing.

Variations:

Blindfolded drawing

As above but the drawer is blindfolded

Blindfolded drawing in pairs or small groups.

1 person is blindfolded and given an object to hold. They must describe what they feel to the other player/s without showing them the object and the other player/s must draw from the blindfolded person's description. The team/pair with the most accurate drawing is the winner.

Life-size Battleship

Split your group into two teams. Setup the room with a divider down the middle (like a sheet) and play life-size battleship. Have people lie down on the floor like battleships and use a beach ball as the bomb. One person from each group is designated the thrower. If the ball hits someone on the floor, their ship sinks. The object of the game is to knock out all ships from the opposing team.

Lolly Person

This is another form of a lolly scramble and it is heaps of fun. The lolly man needs to be a leader or adult, fairly fit and be able to run fast!

Attach heaps of wrapped lollies to a pair of overalls with a hot glue gun (Make sure that there are no lollies stuck in in-appropriate places! Keep them to the upper body.

Get the fast leader to dress in the overalls and tell the girls the rules (you can make up your own according the size/ age of girls etc)

The idea is that the girls chase the lolly man and catch her or at least grab the lollies off her back etc.

Set them off to a blast on the whistle and hope the fast leader is alive when you have finished the game!

Magic Carpet

Split into teams of 8 to 12 people.

Each team will be given a large piece of paper, towel, or rug as a magic carpet and all team members will be standing on it. You start out the game by telling teams the following:

You are on a magic carpet, thousands of metres up in the sky. But you're not going anywhere because your carpet is upside down. The object is to flip the carpet back upright without anyone falling off into the abyss. You can use your hands. The team that reverses its carpet first without anyone stepping off is the winner.

Marble Grab:

Divide players into 2 groups and get them to remove their shoes

Put a heap of marbles into a large bowl or on a large tray.

Give each team an empty bowl.

Line the teams up and put the bowl with the marbles in between the groups

On the word go 1 person from each team walks or runs up to the marbles and using only their toes picks up as many marbles as they can. They can use both feet.

They then have to walk back to their team and deposit the marbles into their bowl.

The first player then tags the 2nd player and so on until there are no marbles left in the middle bowl.

If someone drops a marble, they are not allowed to pick it up. A leader can place it back in the middle bowl. The winning team is the one with the most marbles in their team bowl.

Memory Game:

Equipment:

A large serving tray

At least 20 small items.

Eg. Bobby pins, cotton reel, safety pin, spoon etc... The more the better.

Paper and pencil for each player

Fill the tray with the items so each one is in plain sight.

Hide or cover the tray until the game is played

Object:

To list all the items on the tray

To Play:

Give each person a pencil and paper.

The leader then shows everyone the tray, allowing them only a few seconds to look.

The players then need to list as many items on the tray as possible.

The person with the highest number of correct items is the winner.

Could also be played in teams.

Mafia Game:

This stationary game (originally invented by psychology student Dimitry Davidoff in Russia, 1986) is a popular group game involving strategy and bluffing. It is good for discussing topics such as lying, deception, trust, good versus evil, etc. Or just for a fun time. There are five roles one can play: one narrator, two members of the mafia, two members of the police (or one if the group is not large), one doctor, the remaining people are townspeople.

Setup

The narrator needs to prepare the right number of playing cards to set up the game. He or she takes out two aces (which represent mafia), two kings (which represent police), one queen (which represents the doctor), and several number cards (one for each of the remaining roles to be played). Therefore, if there are 12 people playing, there would be two aces, two kings, one queen, and seven number (non-face) cards, adding up to 12 cards. The narrator shuffles these cards and each person randomly selects a card, without revealing his or her identity. The person assumes the role for the round.

- *Ace card:* Anyone who gets an Ace card is a Mafia member. Their goal is to keep secret that they are Mafia and blend in with the Townspeople. For them to win the game, they want to eliminate the townspeople one by one each round but not to get eliminated (voted off) during the day.
- *King card:* Anyone who gets a King card is a member of the Police. These members try to figure out who is guilty of being a Mafia and who is innocent. Thus, their goal is to help the townspeople vote correctly in who to eliminate during the day (the good people, not the bad!). They generally want to keep their identity secret so that the Mafia cannot eliminate them early.
- *Queen card:* The doctor role. This optional (but recommended) role serves one purpose - to try to protect people during the night. He or she can also be selfish and choose to protect himself during the night.
- *All other cards (number cards):* Townspeople. Their goal is to figure out who is a member of the secret Mafia, and to eliminate them from the town during the day.

How to Play

Arrange the players in a circle, with the narrator outside the circle and walking around it. Each "day" of the game, the narrator takes the entire town through the following commands in this order:

1 *night-time*

- "It is night-time, so everyone please go to sleep." (Everyone puts their head down and closes their eyes)
- "Mafia, please wake up." (Only the mafia quietly opens their eyes. The ones that are still "alive" quietly and unanimously choose a person to eliminate by pointing to someone in the group. The narrator takes note of the person chosen.)
- "Mafia, please go to sleep." (The mafia closes eyes and places their heads down again.)
- "Police, please wake up." (The member(s) of the police that are still alive open their eyes and quietly points to one person who they suspect is a member of the Mafia.)
- The narrator quietly nods or shakes his or her head to indicate whether that person is indeed Mafia.
- "Police, please go to sleep." (The member(s) of the police close their eyes and place their heads down.)

- "Doctor, please wake up and choose someone you'd like to protect." (The doctor, if still alive, wakes up and silently points to someone they would like to protect for that day.)
- "Doctor, please go to sleep." (The doctor closes his or her eyes and puts his/her head down.)
- "It's morning. Everyone please wake up." (Everyone opens their eyes and raises their head.)

2. Daytime Update

- The narrator announces the person who was eliminated, unless the doctor correctly selected the person who was targeted by the Mafia for the night. The person who was eliminated **MUST** quietly leave the circle. This person may not speak to anyone for the remainder of the entire game, but he or she may now keep his/her eyes open to watch everything.

3. Daytime Discussion/Voting

- The townspeople (along with the Mafia and Police who may pretend to be townspeople) then nominate and vote on people who they suspect is a Mafia. Each person nominated may make a defence and plead their case. The person receiving a majority vote (50% or above) is eliminated. After someone is voted off, the day is over. The day may also end without any eliminations if the entire group decides to do so. The day ends, and the pattern starts again (Night-time, Daytime Update, Daytime Discussion/Voting).

How to Win

The police or townspeople win if they successfully eliminate all mafia members. The mafia win if they successfully eliminate all the townspeople. This group game involves lots of strategy, knowing how and when to reveal your identity, who to trust, etc.

Mrs Bear:

You need a place for a den and a place for a safe "home" base

One person is Mrs Bear. She is trying to sleep in her den

The other players sneak up to Mrs Bear and whisper

"Mrs Bear are you awake?"

Mrs Bear pretends not to hear them. The players yell

"MRS BEAR ARE YOU AWAKE?" This makes Mrs Bear furious.

She then chases them all and tries to catch them before they reach home which is the safe place

Everyone tagged by Mrs Bear becomes Mrs Bear's cubs and go back to the den with Mrs Bear

When the remaining players come back to wake up Mrs Bear again, the cubs help Mrs Bear catch them

When everyone has been caught, Mrs Bear picks someone else to take her place

Mars Bar Game:

Everyone sits in a circle around a low table with a knife, fork, plate, mars bar and some dress ups. (If the group is large have 2 sets or everything)

Give a dice to 2 people in the circle

Each person takes a turn throwing the dice then passes it on to the next person. When someone gets a 6 they can go and get dressed then using the knife and fork cut a slice off the mars bar. Once they have finished their mouthful they may cut off another slice and continue until someone else throws a 6. When this happens they must remove their dress ups and the next person gets dressed and eats.

Sometimes a 6 is thrown before the person gets to cut and eat the mars bar but this is the nature of the game.

Minute to win it games:

.....A bit dicey:

The contestant must stack 6 dice on a Popsicle stick held in their mouth and balance them for 3 minutes

.....Baby Blockin:

The contestant must balance a plate on top of their head and stack 5 children's building blocks on top of it and hold it for 3 seconds

.....Blind Ball:

The contestant, after being blindfolded and spun around twice, must locate 2 out of 4 toy balls placed on wrapping paper tubes. The balls are at different heights (25cm, 20cm and 2 at 76cm). The contestant fails if they knock 3 balls off the posts or fail to find 2 balls in the time limit.

.....Blow Ball:

The contestant must blow 73 red ping pong balls off a large pizza platter without knocking off the 3 yellow ping pong balls.

.....Bobble Head:

The contestant must get at least 125 steps using a pedometer attached to a headband on their head.

.....Bottoms Up:

Standing with a yo-yo strapped to the back of their waist, the contestant must use body momentum to swing the yo-yo around themselves in order to knock over 4 soda cans off the podiums surrounding them

.....Bucket Head:

The contestant must bounce ping pong balls from 1.5m so they hit the floor, then a wall and then land in a bucket attached to their head.

.....**Caddy Shack:**

The contestant must stack 3 golf balls on top of each other on a table. The stack must remain free standing for 3 seconds.

.....**Candelier:**

The contestant must stack 15 empty soda cans and 5 paper plates on top of each other in a reserve pyramid. The stack must remain in place for 3 seconds.

.....**Candy Elevator:**

The contestant must use a pulley, constructed from pencils and string around their ears to raise a platform containing 3 M&M's to their mouth and eat them.

.....**Card Ninja:**

The contestant must throw a playing card into a watermelon from 1.8m away.

.....**Defying Gravity:**

The contestant must keep 3 balloons in the air for 60 seconds using any part of their body. The contestant fails if a balloon touches the ground, pop or the contestant goes outside of the designated area.

.....**Drop, Sink & Clink:**

Drop 3 coins into 3 shot glasses that are at the bottom of 3 glass bowls filled with water from 90cm up.

.....**Egg Roll:**

The contestant must fan 2 eggs with a pizza box into a predetermined zone on the other side of the stage.

.....**Elephant March:**

The contestant, wearing a pantyhose on their head with a tennis ball at one end, must swing their head side to side to knock down 8 soda bottles. The bottles are set out in 2 rows 2.4m apart and 10cm between each bottle.

.....**Face the Cookie:**

The contestant using only their face, must move 2 Oreo cookies individually from their forehead to their mouth.

.....**Flying Gumball saucers:**

The contestant must slide an upside down Frisbee to knock over an inverted soda can with a gumball in an attempt to land the gumball in the Frisbee.

.....**Hanky Panky:**

The contestant must quickly pull all the tissues out of a box of 160 tissues using only one hand.

.....**High as a Kite:**

Wearing a baseball cap with a kite attached, the contestant must keep the kite in the air for 60 seconds by running in a circle.

.....**High Strung:**

The contestant must put one egg on a lopped piece of string and transfer it from one 2 litre bottle to another 4.5m away.

.....**Hoop de Loop:**

The contestant must roll a hula hoop across the stage so that they come to rest surrounding a full 2 litre soft drink bottle. There are 7 bottles and they must surround 3 bottles.

.....**Junk in the Trunk:**

With an empty tissue box attached to their waist, the contestant must shake 8 ping pong balls out of the box without using their hands.

.....**Ka-Boom:**

The contestant must drop a broom onto a plate, catapulting a marshmallow. They must catch 2 (or more) marshmallows.

.....**Keep it Up:**

The contestant must keep a feather in the air using only their breath for 60 seconds.

.....**Ker-Plink:**

The contestant must bounce marbles off a table into 3 different bowls floating in a water filled punch bowl.

.....**Loner:**

The contestant, armed with 20 marbles, must knock down an upright pencil 4.5m away.

.....**Mad Dog:**

The contestant will use their mouth to pick up a ruler with 2 tic tac containers attached on either end, and shake it so that all the tic tacs exit the boxes. When finished they must set the ruler down on the table so that it is balancing on the tic tac boxes and must stay upright for 1 second.

.....**Magic Carpet Ride:**

The contestant must sit on and move a bath mat using the inchworm technique to navigate around 3 obstacles and back to the finish line.

.....**Marbles Grande:**

The contestant must get rid of 4 red ping pong balls in a hula hoop by throwing white ping pong balls from 1.5m away to bounce the red balls out.

.....**Noodling Around:**

The contestant must pick 6 pieces of penne pasta from the table using only an uncooked strand of spaghetti in their mouth.

.....**Nose Dive:**

The player must transfer 5 or 6 cotton balls, one at a time from one serving bowl to another using only Vaseline on the nose.

.....**The Nutstacker:**

The contestant must slide seven metal nuts from a chopstick held in their hand and stack them vertically on top of each other. The tower must be freestanding for 3 seconds.

.....**Paper Dragon:**

The contestant must unroll two rolls of party streamers at the same time with only their hands and arms.

.....**Ponginator:**

The contestants must work together to bounce ping-pong balls in an attempt to land eight of them in an 18 egg carton.

.....**Ready Spaghetti:**

One contestant must hook a soda can by its upright flip-tab with a piece of uncooked spaghetti, and the other contestant must grab the other side with their mouth. They must then transport it to a different table. They must transfer 3 cans to another table to create a miniature pyramid. The pyramid must remain upright for 3 seconds.

.....**Scary Cherry:**

The contestant must blow 3 maraschino cherries hanging on a dental floss from 80cm away so that the momentum carries it far enough for the contestant to catch it in their mouth.

.....**Spare Me:**

The contestant must drop marbles down a pool noodle to knock over 10 upright markers from 5m away.

.....**Stick to it:**

One contestant bounces a ping-pong ball to another contestant across the stage, who must catch at least 3 balls on each of 2 lint rollers held in each hand.

Sticker Picker Upper:

Using an inverted pizza tray, the contestant must roll an egg to pick up 3 or 4 stickers precariously placed on the edge. If the egg falls, the challenge fails.

.....**Sticky Balls:**

The contestant must roll marbles down a table to stick 5 or 6 of them onto double sided tape at the very end.

.....**Suck it up:**

The contestant must suck up M&M's with a bendy straw in their mouth to transport them one at a time to 2 or 4 other flexible straws standing vertically.

.....**Tea Party:**

The contestant must flip 2 teabags attached to a ball cap on the caps peak using only the momentum from the movement of their head.

.....**Tear it Up:**

The contestant must shoot rubber bands at a hanging roll of toilet paper with an empty soda can attached to the end, so that the toilet paper rips and then falls to the floor.

.....**This Blows:**

The contestant must inflate a standard balloon, then release the air in a controlled fashion to blow 15 cups (upside down) off a table.

.....**Tortilla Head:**

Using a scuba flipper, the contestant must flip 1 of 15 tortillas on the floor into a plate strapped to their head.

.....**Volcano:**

The contestants must each stand on an elevated platform and drop mentos into separate soda bottles 2.5m below the platform, causing the liquid inside to erupt. (best done outside)

.....**Wet Ball:**

The contestant must use a spray bottle of water to transport a balloon across the stage into a trash can. If the balloon hits the ground, the contestant must start over with another balloon.

.....**Worm Diving:**

The contestant, using a moist gummy worm as "bait", must fish a pretzel out of a fishbowl full of pretzels, bring the pretzel to their mouth, and eat the pretzel without using their hands or dropping the pretzel.

.....**Get to the Point:**

The contestant must use any part of their body, except their hands, to move balloons from the floor to the air. Once in the air, the balloons must be popped by a sharpened pencil affixed to a hat on the contestant's head.

.....**Schnozzola:**

The contestant must roll a cookie across the table by only using their nose.

.....**Tong Tied:**

The contestant must lace a shoe by only using 2 tongs.

.....**Explosive Couple:**

One contestant will wear a helmet with a push pin on it. The other must throw balloons and the first contestant must pop 3 of them.

.....**At the Market:**

The contestant must pick up 3 oranges, one by one, with their knees without using their hands, then go up 3 steps and deposit them in a bowl.

.....**Sopa Boba:**

One of the contestants must throw ping pong balls across the stage using a spoon and the other must catch 5 of them using a ladle and place them in a soup dish.

.....**Clothespin Limbo:**

The contestant must pick up 5 clothes pins with their mouth and place the first on a string. Then the following pegs must be attached to the previous peg.

.....**Sticky Caterpillar:**

The contestant must keep their body in a sleeping bag and roll until all the stickers on the stage have been stuck to it.

Mummy Wrap

Divide group into teams

Give each team a roll or two of toilet paper.

1 person from each team is the "Mummy" and the other team mates must use the toilet paper to wrap them up.

The winning team is the one who wraps their Mummy up the fastest in the best possible way.

Musical Numbers:

The music plays and everyone dances.

When it stops you call out a number and everyone must group themselves in groups of the number that was called out.

Anyone who does not fit into a group is eliminated.

Continue until there are only 3 players left and then call out 2. The 2 people who get together are the winners.

Musical Patterns:

Arrange players into teams of equal numbers

The music starts and the players move or dance around the room as they wish.

The host calls out a shape and stops the music.

The players must rush to find their team mates and form the shape

Start with something easy such as circle or square and progress to harder ones such as letters or numbers

One point may be awarded in each round to the team with the best shape

The team with the most points wins

Musical Pose:

This is musical statues with a difference.

Before you begin, prepare a card for each player. The cards should have the name of a profession such as doctor, builder, ballet dancer etc...

The players all take a card and dance around to the music.

When the music stops they must instantly pose as the profession on their card and stand still.

Anyone who moves is eliminated.

Name Count

This is a great game when you have lots of newcomers. Have the group form a circle and choose someone to be in the middle. The girl in the middle points to anyone, yells "right" or "left" then counts to five as quickly as possible (however, you must be able to clearly hear her counting). The girl who has been pointed to must yell out the girl's name on her right or left (whichever side was called) before "it" counts to five, otherwise she must be "it." The group should change places occasionally.

Name-It Ball.

Have players form a circle. Give one player a rubber ball. That player selects a category, such as "candy bars." He or she then bounces the ball to another player in the circle, who must catch the ball, state an item from the category, such as "Snickers," and keep the ball moving to the next player. If the player can't name an item, holds the ball too long, or repeats an item, he or she is out.

Newspaper Search:

Split up into teams and hand out a newspaper to each.

Call out different things that they need to find.

Whoever finds their item/word first gets a point.

You can choose who wins after so many points.

Numbers:

Strew sheets of paper with numbers written on them about the hall or grass.

The players must walk around until a number is called out. They must all race to that number and the last person to put a foot on the paper is out.

The game continues until there is 1 player left.

Parachute games:

.....Fruit Salad:

The Leader goes round the circle giving each player the name of a fruit in sequence, e.g. banana, mango, strawberry, apple.... banana, mango, strawberry, apple.... banana, etc..... The players waft the parachute up and down together, nice and slowly, and the Leader calls out the name of one of the fruits, at which point all the players with that name run under the parachute to another place. The Leader then calls out another fruit, and so on. Every so often, she calls out "Fruit Salad!" which means that EVERYONE runs!

.....Group Balance:

Ask all the players to roll up a piece of the parachute and get them to take a tight grip. Get everyone to slowly lean backwards all at the same time. If everyone works together they should be able to lean backwards quite far without losing their balance. For an extra challenge ask them to turn their backs to the parachute and grip it from behind and then to lean forward!

.....Housekeeping:

Start by dividing the players up into two teams. One team should stand a little way off from the parachute. This is the tidy team. The rest of the players are around the parachute and are the messy team. You will also need a number of foam balls (a few more than the number in the tidy team). The idea is for the messy team to keep the balls off the parachute while the tidy team try to keep them on.

.....Parachute Ball:

This game is best played with an earth ball (or a large beach ball). You simply place the ball in the middle of the parachute and by pulling upwards and outwards; throw the ball as high in the air as possible.

.....Shoe Shuffle:

Number around the circle 1 to 6 as before. All of one number removes a shoe and throws it under the parachute. On a count of 3 the parachute is lifted, mushroomed up on the third lift and all those missing a shoe go into the middle, retrieve their shoe and get back to their place.

.....Washing Machine:

Two players of similar size and weight sit back to back in the middle of the parachute (with shoes off) linking arms. The rest hold on round the edges and start walking round in a circle. The parachute will eventually get smaller and smaller. At a command the players holding the edges quickly move out, and the two in the middle are spun around quickly.

Play Doh Pictionary:

Just like it sounds. Pictionary, but with Play Doh.

Divide into teams.

Each team sends up 1 member to be given a word.

Keep the objects to be sculpted pretty simple... eg. animals, house hold objects.
They then return to their team on the word go sculpt their object.
First team to correctly guess wins a point.
Keep the teams quite separate in the hall and have an adult supervising to avoid cheating.

Pass it on hand game:

Have everyone sit on their knees on the floor.
Everyone puts their hands on the floor in front of them.
Get everyone to lift up their left hand and place it over and next to the right hand of the person next to them.
A nominated person starts the game by slapping the floor with their hand and the next hand in the circle does the same.
If someone goes out of sequence or takes too long to have their turn they are out of the game.
Once everyone has got the hang of it you can start adding additional moves, such as....
A double slap changes direction (maybe be best if only the leaders have this power!)
A 2 handed double slap while looking directly at someone passes the slap to that person (again maybe only leaders use this move!)
A great anytime anywhere game to fill in time.

Pass the

....Orange 1

Line everyone up in 2 teams.
Give the first person of each team an orange to hold under their chin against their chest.
At the word *GO* they have to pass the orange to the next person in the same position.
If the orange drops it must be returned to the start to begin again.
When the last person has the orange they run to the start of the line and repeat passing the orange down the line.
The game continues until the original leader is back at the start.

...Orange 2

As above but everyone sits and the orange must be passed from ankles to ankles.

...Matchbox

As above but you need to pass the outer case of a matchbox from nose to nose. The players may need to flare their nostrils to hold it on!

...Balloon

Pass a balloon down the line using only your knees

...Thimble

All the players have a straw in their mouth and use these to pass a thimble down the line

...Egg

All the players have a spoon clamped between their teeth and use them to pass an egg down the line.

Peas and Straws:

Give each person a straw and 10 peas.

On the word "GO" they must use their straw to pick up a pea by sucking it on to the end and transfer it from 1 plate to the other.

The winner is the first to finish.

Penguin shuffle:

Divide group into team for this relay.

Find a small item such a bean bag or clothes peg

Place the object between your knees

The object of this game is to try and make it across the room without dropping the object

A twist on this is to have a container or bottle at the other end and they must drop the object into the container before returning to tag the next player.

Photographic Memory

Choose a picture from a magazine and give the children a couple of minutes to study it carefully before removing it.

Now give everyone paper and a pencil and ask them a series of questions about the picture. Eg...what colour tie was the man wearing? What time did the clock say?

The level of questions will vary according to the age of your players.

Whoever has the most correct answers is the winner.

Pick pocket tag:

Put a strip of cloth in each player's back pocket

Have the players grab each other's strip without having their own one taken

The player with the most strips is the winner

Please Pass:

Spread a variety of objects around the room (such as a hammer, hair brush, book etc...)
The game starts with one player deciding on one of the objects and miming its use.

The other players try to guess the object and as soon as one them does they collect it and give it the first player.

The person who guesses correctly mimes the next object and the game continues in the same way.

Poof Ball:

Players are divided into 2 teams at opposite sides of a table.

Mark a line midway between the teams with masking tape.

Place a ping pong ball in the centre of the table.

On the word "GO" the players begin to blow the ball. They may not touch the table or ball with their hands and must not put their lips on the ball.

Heads must be kept back behind the edge of the table.

A point is given to the team who blows the ball off the other teams side of the table.

The winning team is the one who gets to the predetermined score first.

Poor Kitty:

The group sits on the floor in a circle. One person is the "kitty". The kitty crawls around the circle and picks a person to make laugh. The kitty can meow or be as cat like as possible. The person who has been picked by the kitty must pat the kitty's head and say "Poor kitty" 3 times without laughing. If they are successful the kitty moves on to another person. If the kitty makes the person laugh the kitty and person swap places.

Quick Change:

Prepare 3 or 4 sets of ridiculous dress up clothes (hats, pants, shoes, glasses etc..)

Each set must consist of similar items.

Pick a person from each team and give them a balloon

They must bob the balloon to keep it in the air while as quickly as possible getting dressed in to the items.

This can be played as a relay race but perhaps have fewer items to get dressed in.

Quick Sand

Everyone joins hands and forms a circle around a tea towel.

The object of the game is for each player to try and pull or push another player on to the tea towel (which represents quick sand) without breaking hands.

Players are eliminated when they step on the towel or when they break hands.

The winner is the last one at the end.

Raid the nest:**Equipment:**

4 chairs and 12 ping pong balls

- Divide players into 4 teams
- Give each person a number
- Place a chair in front of each team and put the ping pong balls on a blanket in the middle to look like a nest
- Call out a number. The people with that number from all 4 teams must run and get an "egg" from the nest and bring it back to the chair
- When all the "eggs" in the middle have run out the players can take one from another team but only 1 at a time
- The first team to have 4 "eggs" on their chair is the winner
- Return all "eggs" to the nest and play again

Red light Green light:

One person is designated as "IT" and plays the part of the stop light

The other girls line up about 20 feet away.

Facing away from the girls, "IT" calls green light and the other girls move toward "IT"
"IT" then calls out red light and turns around quickly.

Any of the girls who are caught moving must go back to the start line

Play continues until someone reaches and tags "IT"

That person then becomes "IT"

Red Rover

How to play:

1. Divide the girls into two groups and have them line up, holding hands tightly. The two groups face each other about 20 feet apart.

2. Each side has a caller. The caller from one side shouts, "Red Rover, Red Rover send [name] right over." If Sally's name has been called, she runs to the opposite side, aiming for what she thinks will be the weakest connection. Her goal is to break through the line. If she succeeds, one person from the opposing side must return with her and join her ranks. If she fails, she joins the caller's side.

3. The caller from the opposite side then shouts, "Red Rover . . ." and the process continues. Players can devise sneaky running strategies and use psychological tactics to spice up the game. Whichever side has the most players at the end of the playing time wins the round.

Sea weed:

- All players line up along the start line at one end of the hall (or field)
- One (or more) of the players is chosen to be "IT" and is placed in the middle of the hall facing the start line
- "IT" calls a person or a group according to a description of that group such as hair colour, clothing etc...
- That person or group must run from the start line to the other end and not be caught or tagged.
- If "IT" tags 1 of the runners then that tagged person must remain standing (like seaweed anchored to the seabed) in the place they were tagged
- The seaweed can tag other players who run too close BUT they must not move their feet.
- If a player makes it safely to the other end then SEAWEED is called out and all the players still on the start line must run to the other end. If they are tagged they must stay in the place they were caught and can then start tagging other players.

The winner is the last person still running and they then become "IT"

Shadowing

This is a game of tracking and pursuit.

Where to Play

A safe neighbourhood or wooded park is appropriate for Shadowing.

How to Play

A group of at least six is needed to play. One player is designated as "it" and gets a two-minute head start, followed by two "shadowers." After two more minutes of pursuit, one of the shadowers goes back to the group and starts them in the right direction. The second shadower continues to pursue "it," dropping pebbles, kernels of corn or something similar as clues to guide the group toward "it." "It" wins the game if not found within a predetermined period of time.

Variations

The group can be split into two - one group gets a head start and is shadowed by the second group. Any shadower who is spotted can be chased down and captured. The shadowing group can send one or two advance girls out and the group being shadowed can employ various strategies, such as splitting into two groups, or setting up an ambush.

Shoe Stretch:

Get 2 old pairs of men's shoes and take out the laces.

Punch holes in the back of each shoe and tie a long piece of elastic to each shoe.

Place shoes on opposite sides of the room and tie the other ends of the elastic to the legs of chairs and have someone sit on them to hold them still.

Two people put on the 2 pairs of shoes and walk toward each other.

The object of the game is for these 2 people to swap shoes without the shoes snapping back.

Once a foot is out of the shoe it cannot touch the floor

Hands must only be used to hold on to each other

If a shoe snaps back the person must hop back to get it.

Six Goal Soccer

Set out your playing field, mudflats or hall into an area marked out with 6 goals boxes evenly spaced around a rough hexagonal area. Boundaries are not too important because each goal box indicates an approximate boundary. Normal soccer rules apply as much as possible without restricting the fun of the game.

- Divide the group into 6 evenly matched teams
- Each team is given a number 1-6
- The referee calls out two numbers and blows the whistle to start the game
- Those two teams fight it out for a short amount of time or until a goal is scored
- The ref may call two more numbers until each team has had a game
- The next round would involve three teams then four teams until finally an all out game of all in soccer
- More fun/danger can be added by throwing in another ball or 2

Rotate team action often so the teams don't lose interest.

Skin the snake:

Divide the group up into several even sized groups of 5 or more.

At the signal each player bends forward slightly and puts their right hand through their legs. With their left hand they grasp the right hand of the person in front of them creating a chain.

The person at the back of the line lies down carefully while the person in front of them walks backwards, straddling them.

Each person successively lies down in the same way. The players must not let go of their hands otherwise they have to start over again.

When all the players in the 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.

Skipping Games:

I like coffee, I like tea

I like the boys and the boys like me

Yes, no, maybe so. (keep repeating this line until they miss and get
your answer!)

Down by the river, down by the sea

Johnny broke a bottle and blamed it on me

I told Ma, Ma told Pa

Johnny got a spanking so ha, ha, ha

How many spankings did Johnny get?

1,2,3,4..... (keep going until they miss and get your answer!)

I eat my peas with honey,

I've done it all my life.

It looks a little funny.

But it keeps them on my knife.

How many peas can I get on my knife?

1, 2, 3,

Lady, lady, touch the ground,

Lady, lady, turn around.

Lady, lady show your shoe,

Lady, lady, now skidoo!

Snakes and Ladders:

Divide the group into 2 teams.

They must sit on the floor facing each other with their legs outstretched and their toes touching.

Shoes must be removed for this game.

Give every pair a number

The leader then calls out a number and the 2 people with that number jump up and hop over the legs to the end of the line, race around the back of the people and then hop over the legs at the start of the line back to their place.

The first person back at their places wins a point for their teams.

Snow Shoe Race:

Divide players into 2 teams.

Give the first person from each team some snow shoes (pieces of paper or the lids off a copy paper box)

They put the paper on the ground and stand on them.

On the word "GO" they shuffle to the other end of the room, around a chair and back again.

If they lose a shoe they must shuffle back to get it.

If a shoe becomes ripped they must shuffle to a leader to get a new piece and then continue.

When they return to their team they tag the next player and so on.

The winning team is the first to finish.

Spaghetti Game:

Divide the group into teams at one end of the room

At the opposite end of the room is a table with plates of cooked spaghetti

Give each player a fork

On the word go the first person must go and get 1 piece of spaghetti and bring it back to their team then the 2nd person goes and gets 2 pieces and so on. They must not use their hands only the fork.

Decided before hand how far you want to take the game and the winning team is the first one to get there.

IMPORTANT

Cook the spaghetti with oil to prevent sticking!

Spotlight:

Pick a person to be "IT"

Everyone else goes to hide while "IT" is counting to 50

"IT" then has to go out and find the other players

If "IT" sees someone they can shine the flash light on them and call out their name.

If that person runs away and hides again without being caught in the flash light then they are not caught.

If "IT" calls out the wrong name they are not caught either

The first person to be caught is "IT" for the next round

The game continues until everyone has been found.

The last person found is the winner.

A variation on this is FLASHLIGHT TAG

When "IT" shines the torch on someone they become "IT" and the other person is free to go. No one goes out.

Straws and Paper Relay:

Equipment:

1 straw for each player

1 piece of paper for each player

5 plates

Divide players into 4 teams

Line up 4 team plates on a table on the other side of the hall with enough pieces of paper for each team member

Place a chair with an empty plate at an equal distance from each team

Give each player a straw

The 1st player must go to their team plate and using the straw "suck" up a piece of paper and drop it off in the empty plate

If the paper drops on the way they must use the straw to pick it up again... no hands allowed.

The first team to deliver all their paper is the winner

Steal the Bacon

Equipment:

▪Ball, stick, or bandanna

How to Play:

1. Divide the girls into two equal teams and line them up facing one another, about 15 feet apart (players in line should be about 5 feet apart).

2. Starting at the right end of each line, have the players count off down their line, so those with the same numbers are diagonally across from each other.

3. Place the bacon (the stick, ball, or bandanna) in the centre of the space between the two lines; this is the bacon.

4. To start the game, call out a number. The players who share that number must race to grab the stick and get back to their places without being tagged by the opposing player.

5. The player receives a point each time she makes it home safe; if they don't, the stick is returned to the centre. The game continues in this fashion until the first team reaches the predetermined number of points.

The Beetle Game:

Divide the group into teams.

Give each team a piece of paper, a dice and pencil.

Each team plays at the same time.

They must roll a size to start. The numbers on the dice represent a beetle body part.

6... Body

5... Head

4... Tail

3... Legs

2... Antennae

1... Eyes

They need a body to start (6) with then a head (5) then the other items can go on in any order but they will need 1 tail (4), 6 legs (3), 2 antennae (2) and 2 eyes (1)

As soon as the team has a complete beetle they yell out beetle.

It might be a good idea to have a leader watching each table to ensure there is no cheating!

The Great Gumshoe

Have girls' shoes in a pile at one end of the room. Form teams of four or more at the opposite end of the room. The first person on each team is the "detective". The second person on each team describes his or her shoes to the detective, who runs to find them in the shoe pile and brings them

back. If the detective brings back the wrong shoes, she gathers more clues and searches again. If the detective brings back the right shoes, the owner puts them on and becomes the detective. Repeat the process until one team finds all its shoes.

The Rabbit Hunt:

This game is similar to what's the time Mr Wolf?

One player, the hunter stands with their back to the rest.

Everyone else hops up behind the hunter in a rabbit like fashion.

As soon as the hunter turns around, the rabbits must freeze - anyone caught so much as twitching a whisker is "Dead"

Teaspoon Relay:

Divide group into 2 teams

The leader of each team has a teaspoon which is attached to the end of a reel of cotton.

On the word "go" they must thread the teaspoon down their collar and inside their clothes until it comes out at their leg.

They then pass the spoon on to the next player who does the same.

The game continues until the spoon comes out of the leg of the last player.

If the cotton or thread breaks the team must start again at the beginning.

Ten Fingers - A good getting to know you game:

This activity is great for the first day or just whenever your group has free time. It works best with more people, and everyone should be honest when playing.

Have everyone sit in a circle or close enough to be able to hear everyone. Tell them to hold up all 10 fingers.

A Leader can start off by stating one fact about themselves. For ex: "I have never been to Wellington." or "I have blue eyes."

Then the participants who haven't been to Wellington, or don't have blue eyes, will put one finger down.

This will continue around the circle, having each person share one fact about themselves until someone is all out of fingers.

It's better to try and use less obvious, unique facts about yourself because there is a chance that more people will have to put a finger down if they can't relate to your fact. Whoever has the most fingers left at the end of everyone's turn wins!
This is a great way to pass the time and learn about each other while having simple fun.

Toilet Paper Wars:

Purchase several dozen rolls of toilet paper and wrap them up in plastic supermarket bags bound with electrical insulation tape in 2 directions

- Divide the group into 2 teams
- Get the teams to face each other with 6-8 metres of no mans land between them
- The players are given 1 or 2 rolls each and when instructed they get to throw their missile at members on the other team
- If a person is hit with a roll they must leave the game
- If a person catches a roll then the person who threw the roll but leave the game
- The winner team is decided when the last player is left standing

Toilet Paper Under and Over:

- Divide girls into teams
- Give each team a roll of toilet paper
- The first girl unwinds enough toilet paper to stand on
- On the word go they must pass it over their heads to the next in line and they then pass it under their legs to the next girl
- And so they work their way down the line alternating between over the head and between the legs
- If the toilet paper breaks they must attempt to reconnect it by tying or folding it back together.
- The winning team is the one who gets to the other end first.

Train Chase:

Play Designate one person as it. They will try to tag other people. When they tag someone, they will go behind the first person and hold on to their shoulders. This will continue until there are four people, when they will split into two trains. This will continue until there is one person left.

Scoring The last person starts out as the train in the next round.

Trumps:

Equipment: 2 packs of playing cards, circle of chairs (one per person)

Everybody sit in a circle on a chair.

Give everyone a card (not jokers). Each player to memorise their card and give back to the leader. Leader shuffles the pack, flips over first card. Every one whose card was in that suit moves one seat to the right and if someone is already there, sit on them.

Another card is flipped and those in that suit move one seat to the right. If they are being sat on they are not allowed to move. The leader must call quickly. The winner is

the first person to move all the way around the circle and return to their original seat (even if there is a pile already on it!)

Up Jenkins:

Divide players into 2 teams and sit them opposite each other on either side of a table. The first team has a coin which it passes from one player to the next secretly under the table.

The leader of the 2nd team can decide to call "Up Jenkins" at any time and the players from the 1st team must bring their hands up from under the table with their fists clenched, the coin in one of their hands.

The leader of the 2nd team calls "Down Jenkins"

The first team responds by slapping their hands palm down on the table with each player looking as guilty as possible.

The 2nd team has to guess who has the coin in their hand.

They get 3 guesses and if they get it right they get a point

To make things a bit harder you can add other actions such as a spider shape with your hands holding the coin in the palm of your hand or creeping the coin up and over the edge of the table.

Wait a Minute:

The object of the game is for the players to guess the length of a minute

Whoever makes the most accurate guess is the winner.

To start everyone sits quietly on the floor.

Put on some music and on the word "GO" the players start counting the seconds in their head.

When they think a minute has passed they stand up.

Pay attention to who gets the closest but say nothing until everyone is standing.

The person who stood up closest to the minute is the winner.

Watchman:

One player is blindfolded and sits on a chair in the middle of the room with a rolled up newspaper in their hand and a set of keys under the chair

The leader may select people to creep up and get the keys from under the chair without being batted by the newspaper.

More than 1 person can attempt to get the keys at once.

Water games:

.....Fill up the Bottle:

If you aren't afraid of getting a bit wet, this game can be great fun. You'll need a couple of 500ml plastic bottles, paper cups, and a bucket full of water. Set up two different teams, and have one person on each team lay on the ground with the 20 oz plastic bottle held on their forehead. Then their team members will have to run across to the bucket of water, fill their cup, and come back to pour their cup of water into the 20 oz bottle while standing up straight. To win the 20 oz bottle will have to be totally

filled and the person with the bottle must run to the finish line without spilling the water out of the bottle.

.....**Water splash jump rope:**

For this fun water game, you'll need a skipping rope, some water, and a couple of plastic cups. You'll also need to have two people to twirl the skipping rope. While the skipping rope is being twirled, the players will need to hold their cup of water and attempt to do three jumps in a row, trying to keep their water from spilling. The person who has the most water in their cup after jumping is the winner. Of course a variation of the game is to continue playing the game until one person only has water in their cup.

.....**Wet Twister:**

If you happen to have the game of twister, a great variation during the summer is to play water twister. What you'll need is the twister game, a hose, and someone to be in charge of the hose while the game is being played. You go ahead and play the twister game as usual, the only catch is that you have the person in charge of the hose constantly hosing down the game whenever they feel like it. This makes the game much more interest, slippery, and definitely wet.

.....**Pass the sponge:**

Fill up one large bucket with water and place an empty container at the other end. Have the girls line up single file between the containers. Use a large sponge - like you would use on your car. The first person in line dunks the sponge in the water then passes it over their head to the next person. The girls continue to pass the sponge overhead from person to person until it gets to the end of the line. The person at the end of the line squeezes all the remaining water out of the sponge into the bucket then takes the sponge back to the front of the line and everyone slides back one. The goal is to collect the most water possible in the bucket. It is so hard for the kids to resist squeezing the sponges as they pass them back.

.....**The Hol-y cup relay:**

Still trying to move water from one place to the other! Get a few large plastic cups from the Two Dollar Shop or your kitchen cabinet and have 5-10 pencil sized holes put in them. The girls will fill their "hole-y" cups with water from one bucket and then they will run to the other bucket to empty whatever water is left. The fullest bucket wins.

.....**Water balloon toss with a twist:**

Fill up a bucket full of water balloons. Instead of catching the water balloons with their hands, one girl will toss the balloon and the other will catch the balloon with a plastic pasta strainer (Two Dollar Shop again). This definitely adds an element of the unknown to the game. If you could catch the balloons just right they wouldn't break.

.....**Water Balloon Volley ball:**

You'll need a bucket full of water balloons for this game.

1. Divide girls into two teams and pair them up.
2. Each pair gets a beach towel and each girl holds two corners of the towel.

3. One side begins by placing a water balloon in the centre of their towel. The object is to toss the balloon from one pair of girls to another, with the opposing side catching the balloon in their towel.

This can be played with a net, or simply pace off a distance between opposing teams.

.....**Cold Potato:**

Have girls stand or sit in a circle outside.

A water balloon is passed from girl to girl; however, the balloon is not passed around the circle as in traditional "hot potato".

It is thrown across the circle from girl to girl.

If a girl fails to catch the balloon, or it breaks when she attempts to catch it, that girl is out.

If a girl intentionally throws the balloon hard to make it explode in another's hands, she is called "out".

Older girls can spread farther apart if necessary.

The game proceeds until there is one dry person left.

.....**Water Balloon Dodge Ball:**

Required: Water balloons, 2 plastic tubs

Players: Small to large groups

Have at least 5 water balloons per player.

Divide into 2 groups on opposite sides of a line with each side having their balloons in a plastic tub. If you are hit with a water balloon you are out (like dodge ball). Last one in wins.

What Game?

Here is a crazy game that uses your members' creativity.

Each person is handed four scraps of paper and a pen, and she writes a question beginning with 'what' on each piece of the four blank papers. The papers are collected and redistributed.

Now each person writes an answer to a 'what' question on the back of each of the four pieces, without looking at the questions. (Don't peek!)

The papers are again collected and re-distributed. Each person can take turns and read out the questions and answers get ready for a laugh or two. If you wish to try this again you can use "who" or "where."

What's my Line?

Before the game begins write down a selection of occupations on separate pieces of paper and drop them in to a hat. EG... painter, actor, fireman, jockey etc...

Everyone takes out a piece of paper and takes it in turn to mime out their occupation.

The other players have to guess and a prize is awarded to the best effort.

Who's missing?

Everyone gathers in a room and dances around to music

Suddenly the music stops and the lights go out

While it is dark you secretly whisk one of the players out of the room (having warned everyone that this is going to happen)

When the lights go up again the remaining players have to guess who is missing.

The first person to guess correctly wins a prize/point.

Wink Murder:

- Get the girls to sit around in a circle on the floor but not too close to each other
- Hand out a card to each person. Include 1 distinct card such as a Jack or Donkey. They must then discretely look at their card and place it face down so no one else can see it. The person who receives that card is the "murderer". Everyone else is a potential victim
- The aim of the game is for the "murderer" to kill off as many players as possible before they are spotted. They do this by subtly winking at someone. The person who was winked at waits 5 minutes and then with great drama falls to the ground.
- If you are not the "murderer" your aim is to catch them in the act of winking.
- If you know who they are you may only say so if you have already been "killed" If you are wrong you must "die" as well.

Zip Zap:

Get the group to sit in a circle

Start with 1 person saying "Zip" to the person next to them.

That person then says "Zip" to the person next to them and so it continues.

At anytime someone can say "Zap" which reverses the direction and everyone begins to say "Zip" again.

Players must look at the person when passing or reversing.

Zip passes on the flow

Zap reverses the flow

If someone says the wrong word, mumbles, stalls or looks at the wrong person they are out.

Continue until you only have 2 players left.