

BALLOON BALL

EQUIPMENT

Inflated balloon (have spares)
4 bean bags

TO PLAY

The players are in 2 teams, facing each other, behind 2 lines at least 6 metres apart.

The balloon is on the floor in the middle.

Each team has 2 bean bags

OBJECT OF THE GAME

To get the balloon over the opposing teams 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 that has thrown them. If a player touches the balloon a point is given to the other team

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.

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”

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.

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.

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

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 Bears 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

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

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

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!

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

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.

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

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

RAID THE NEST

EQUIPMENT

4 chairs

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"

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

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

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

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

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

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

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!

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

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.

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!

SKIPPING GAMES

JUMP ROPE WATER SPLASH

Each girl has a cup half filled with water
They must run into the rope and jump 3 times then run out
The winner is the person with the most water left in their cup

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.

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.

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. Nighttime

- “It is nighttime, 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 defense 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 (Nighttime, 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.

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.

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.

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.

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.

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.

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!

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.

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.

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.

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.

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 persons description.

The team/pair with the most accurate drawing is the winner.

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”.

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”

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.

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.

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.

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.

PASS THE.....

....ORANGE

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.

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.

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.

CHARLIE CHAPLIN RELAY

As above but in addition the players must balance a book on their heads as well as a balloon between their legs.

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.

BALLOON FANNING

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.

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.

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.

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.

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.

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.

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.

WHO'S THE LEADER

A player is sent out of the room and a leader is chosen from among the remaining children who all sit in a circle.

The leader now starts a simple movement such as rolling their head or patting their tummy which the others all copy.

The first player is then called back in and stands in the middle of the circle and tries to identify the leader.

Every so often the leader will change actions and the others copy.

As soon the leader is correctly picked they must leave the room and a new leader is chosen.

WHATS 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.

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 of them does they collect it and give it to the first player.

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

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.

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.

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)

The 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.

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

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.

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!

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.

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.

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.

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.

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.

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 balloon attached or you can get the “balloon person” to do an obstacle course before coming back to have the balloons counted.

SHOE STRETCH

Get 2 old pairs of mens 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.

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 bop 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.

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

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.

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 spectators game too.

Light the candles and give each person a water squirter.

On the word go they must try and put out their partners candle!!!

A great game for outside on a warm evening.

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!

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.

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.

CAT 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!

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.

PLAYDOH PICTONARY

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, household 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.

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.

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.

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 first.

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 reverse 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 cap's 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 contestants 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.

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.