

# GAMES BOOK



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## GAMES RESOURCE

### INTRODUCTION

Have all your equipment ready beforehand

Make sure you know the rules well and can explain in 1 minute.

Start with a game that people can join in with as they arrive

Have lively games at the start.

Beware of games where people are 'out' and bored

Have a quieter game to lead into the teaching

Group together games that need the same teams or configuration, e.g, games where you sit in a circle or in pairs to avoid time delays.

Do not play a game too often or for too long

Have a few emergency games you can play quickly

Always have more games than you think you will need

Try to mix sporty games with quiz games, acting games, drawing games, silly games to allow all to do well

Avoid letting them pick teams and someone never being chosen

Always be fair and keep to the rules yourself but do not be over zealous in refereeing.

Always consider safety and stop a game that is out of control

Do not play too many new games in one week as a lot of time is taken up in explanations.

## INTRODUCTORY GAMES

These games are good for at the start when children are arriving late. New people can join in without upsetting teams or having to explain a lot of rules to each new arrival.

### 1. Head It / Catch It

Equip : Large ball

Players stand in a circle with a leader in the centre. The leader throws the ball to a child at random saying their name and then either 'Head it' or 'Catch it'. The player must either head the ball back or catch it and throw it back as instructed. If they do the wrong thing, drop the ball or miss, they are out and sit down. If there are a lot, it is best to have 2 leaders throwing. After a while tell them to do the reverse of what they are told i.e. if told to head it, they must catch it. Get faster and faster to get them out.

### 2. Ring Jump

Equip : Rubber quoit on a rope

Form a circle around the leader holding the rope. They swing the rope round at ankle height and each person has to jump it. If they get hit on the ankles they are out. Start slowly and speed up. (It takes practice to swing the rope properly and makes you very dizzy!). Then reverse direction. Gradually increase the height of the swinging rope.

### 3. Hare and Hounds

Equip : Chairs and a band

All except 2 sit on a chair anywhere in the hall. The 2 others are the hare and the hound. The hound wears the band and chases the hare around the chairs. Whenever they want the hare can tap another player on the shoulder and make them get up and become the hare and then they sit on their chair. If the hound catches the hare they pass the band over and swop places. If the hound is too slow and getting tired swop them over anyway.

### 4. Grandma's Footsteps

Equip : None

One person stands at the far end of the hall with their back turned. The others try to creep up the hall towards them while their back is turned, but if the person turns round and sees them moving they have to go back to the start. This often needs a bit of refereeing!!

### 5. Fish in the Net

Equip : None

One player is in the centre of the hall and all the others are at one end. They are the fish and must get to the other end without being tagged by the person in the centre. If caught they join hands with the first person to form a net and try to catch more people as they run across a 2nd time. The net gets bigger as more people are caught. If the net breaks it cannot catch people. The person in the centre shouts 'go' each time.

## **6. On the bank / In the river**

Equip : None

Everyone stands side by side with their toes behind a line on the floor. This is the bank and the other side is the river. When the leader calls 'In the river' they must jump forwards over the line. When 'On the Bank' is called they jump backwards over the line. Call instructions quickly and then repeat one to see who you can catch out.

## **7. Stuck in the mud**

Equip : Bands

One person is it and has to chase the others. When tagged they stand still with legs apart and are stuck until someone else frees them by crawling between their legs. You could have 2 or 3 catchers who wear bands and give them a set time to see how many they can stick at once.

## **8. Round the wall quiz**

This can take many forms but involves a quiz stuck all over the hall that they join in with as they arrive.

E.g. Anagrams of names

Match up pairs of names that go together

Match the character with the film

Identify the symbols

## **9. Broken bottles**

Equip : ball

Stand in a circle with a leader in the middle. The leader throws the ball to players, who catch it and throw it back. If they miss they have to stand on one leg. A 2nd miss means they must kneel down, then one hand behind their back, then they are out. If they catch it at any point, they are restored by one stage. e.g. from kneeling back to standing on one leg.

## **10. Please Mr Jellyfish (Younger children)**

Equip : none

All stand at one end of hall with one in the centre. All ask 'Please Mr Jellyfish, can we cross the water? To see your ugly daughter, who looks like you'

The centre person says a category e.g. all those with brown shoes

All those with brown shoes cross safely. Then the centre person says ' run for your lives'. All run across and the centre person tries to catch someone, who becomes the next jellyfish.

## **11. Simon Says**

Equip : None

One person calls out instructions from the front. If Simon says do it then you do, but if not you don't.

e.g. Simon says jump up and down - do it

Jump up and down - do not

If people do it wrong they are out

## **12. Escape Ball**

Equip : Ball or 2

Everyone stands in a circle around one person. Their feet are wide apart and touching those of people on either side of them. The person in the centre must attempt to throw the ball through someone's legs and if successful they swop places. People in the circle can only use their hands to stop the ball and must keep their feet still and knees straight.

## **13. Defend the skittle**

Equip : Skittle and beanbag

Form a circle around one person in the centre and a skittle. The people on the outside must try to knock over the skittle by throwing the beanbag at it. They can pass between themselves too. The person in the centre has to defend the skittle as long as possible with his body, hands and feet.

## LIVELY INDOOR GAMES IN 2 TEAMS

### 1. Bucketball

Equip :        2 chairs  
                  2 buckets  
                  Large ball  
                  Bands

Have 2 teams who choose a goalie to stand on a chair at the other end of the hall. Each team must throw the ball from person to person and into their bucket. The goalie may move the bucket to catch the ball and the other team try to prevent it. You cannot run with the ball or bounce it. Score 1 point for each goal.

### 2. Balloon prick netball

Equip :        2 chairs  
                  Bands  
                  2 pins  
                  Lots of large balloons

As above except the goalie has a pin and a goal is scored by hitting the balloon up to your goalie who bursts it. You need large balloons, as the smaller cheap ones do not fly well. You could have 2 balloons at once.

### 3. Kings

Equip :        2 large balls  
                  Row of chairs at each end of the hall facing inwards.

Form 2 teams and each stands in either end third of the hall (lines are marked). The middle third is out of bounds. Each team must throw the ball at the other team and hit them below the knee. If they are hit they go behind the opposing team and stand on a chair. Their own team can throw the ball to them and they can hit the other team from behind. The last team left in wins.

### 4. Skittle Ball

Equip :        2 skittles  
                  Small soft ball  
                  Bands

Mark out 2 squares of about 1m wide in opposite corners of the hall and put a skittle in each. 1 defender is in each area to protect the skittle.

Form 2 teams and each team has a skittle to defend while attempting to knock down their opponents. The ball must be thrown from player to player and you cannot run with the ball. Each skittle is in an area that is out of bounds to all except the defender(s). If an attacker throws the ball from outside the area and knocks down the opposing skittle they score 2 points. If a defender knocks down their own skittle by accident they give away 1 point. If an attacker enters the area the other team have a free throw at the skittle without the defender in the way and score 1 point if they knock it over.

## **5.Volleyball**

Equip : Foam ball and net

Each team has to get the ball over the net and land it on the floor inside the court on the other side. You can have a maximum of 3 passes on one side before it must go over. A point is only scored if your team served. A serve is an underarm hit from the back of the court that goes over in one. A team must get to 15 points to win. Players take it in turn to serve until their team loses a point and then the other team starts to serve.

*Variations : Blind volleyball - hang a sheet over the net so the teams cannot see each other.*

## **6.Rats and cats**

Equip: None

Mark one end of the playing area 'KITCHEN' and the other 'CELLAR'. Divide into two teams, the RATS whose base is the cellar, and the CATS whose base is the kitchen. Both teams start in the central third of the hall. The leader starts to tell a story - if the word Rats is said, the rats must try to tag the cats before they reach the safety of the 'Kitchen'. Any that are caught become rats. The opposite occurs if the word Cats is said. The game ends when everyone is on one side, or at the end of the story.

## **7.Chair Football / pinball**

Equip: Ball, Chairs, Goals

Divide into 2 teams, and each member has a chair, which they decide where to place. Then announce that you will play football, and set up 2 goals. The ball may be passed by hand or foot, but all players must remain seated on their chair. After a set time, allow the teams to relocate their chairs and continue. Or players stand in a circle on the floor and one foot must be in it at all times. They can pivot around.

## **8.Rock - Paper - Scissors**

Equip: None

Rock - clenched fist, Paper -flat hand, scissors - 2 fingers out

Rock blunts scissors, paper wraps stone, scissors cut paper

Divide into 2 groups. Each group decides upon which of the three hand symbols they will give, and then line up facing the other team across the middle of the room. On a count of 3 they make the symbol. The team that wins must then tag members of the other group, before the losers run back and touch the wall behind them. Any that are tagged join the opposite team.

## **9.Tug of War**

Equip: 1 or 2 ropes. Marker for centre of rope

Can be played as two teams or, using two ropes knotted at their middles, 4 teams.

*Variations*

*(a) Have a bag of sweets that the rope marker must be pulled past to share between the team.*

*(b) Rope is tied end to end to form a circle. Use four teams spread around the circle and place a skittle for each team in a corner of the room. The team must pull the rope towards their corner so as to pick up the object without letting go of the rope.*

## **10. Indoor Balloon Ball**

Equip: Chairs(one per member) Balloons

Divide into two teams and have two rows of chairs, one per team member, facing each other about arms distance from their neighbour and approx 2 paces between the lines. Players must remain seated at all times and try to knock a balloon over the heads of the other team to hit the floor behind them.

### *VARIATION*

Set up the chairs as above but seat teams members alternately down each side and have a goalie for each team, one at each end of the lines. Players must stay seated and try to hit the balloon towards their goalie.

## LIVELY OUTDOOR GAMES FOR 2 TEAMS

### 1. Rounders

Equip : Bat and ball  
Bases

Play as usual but to avoid people being out and getting bored it is good to give points for each base reached i.e. if they get to 1st base they get 1 point, 2nd = 2, 3rd = 3 4th = 5 points. If they are out the team loses 2 points but they rejoin the back of the batting queue. This way all can score and none are out.

### 2. Non - Stop Cricket

Equip : Large ball  
2 stumps for a wicket and 2 more set an equal distance to either side of the wicket  
Marker for bowler

2 teams, 1 to bat and 1 to field. The bowler bowls underarm at the wicket and aims to throw the ball between the stumps without it bouncing. If the batter hits it or it touches him, he must run around one of the outer stumps and back. Meanwhile the bowler can bowl as soon as he has the ball. When that batsman is out the next must come in while the bowler keeps bowling. A batsman can be bowled or caught out.

*Variation - Each person plays individually while all the rest field. Top score after 2 innings wins.*

### 3. Threeball

Equip : 3 different shape balls or 2 balls and a frisbee  
Box and bases

Set up as for rounders. The first player stands where the batter would be but they throw or kick all 3 balls as far as they can (not backwards). They run around as many bases as they can while the fielding team return them to the box. When all 3 are back in one of the fielders who stands near the box shouts STOP. If the runner is between bases they are out. The fielders start to retrieve as soon as the first ball is thrown or kicked so you must be quick. Score 1 point for each base reached and 5 for a rounder.

### 4. Volleyball (see indoor games)

### 5. Stoolball

### 6. Football

Play as normal or have 4 or 6 goals and several balls. Each team gets a point for each goal scored in any goal except their own. However 1 point is deducted for each goal let into their own goal. A leader next to each goal keeps score!!

*Variation: or play 3 legged*

## **7. Basketball or netball**

### **8. Polish baseball**

Equip : ball and 2 bases. Play in a big field with big teams

Fielders spread out all over the field. 2 bases are about 100m apart. Batters line up at one base and take it in turns to bat. When they hit the ball they must run to the other base.

They are out if caught or if hit between shoulder and knee while running between bases. You can have as many as you like at the far base and they can run back when they want and as many as want to. They can be hit on the way back too. When 3 are out the teams swop over (or after a certain time). 1 point for each person who makes it back.

## LIVELY INDOOR GAMES

### 1.Fish in the sea

Equip : Chairs

Sit on a circle of chairs facing outwards and go around the circle naming the players Cod, Plaice, Haddock in order. When their fish is called those players run around the circle clockwise. When the leader calls 'Tide turns' they change direction. When the leader calls 'Sharks' they have to continue in the same direction and get back to their place. Last one is out and turns their chair in.

### 2.Balloons tied to ankles

Equip : Balloons on strings

Everyone ties a balloon to their ankle on a short string. All attempt to stamp on other balloons while keeping their balloon safe. Once your balloon is burst you are out and cannot burst others.

### 3.Snake's Tail

Equip : Tea towels

Form lines of 3 or 4 people holding on to each others waist. The back person has a tea towel tucked into their waistband at the back. Snakes must stay intact and steal other tails while guarding theirs. Once your tail is gone you are out. If you break up you must reform before playing on.

### 4.Knee Bash

Equip : chairs Newspaper rolls

Sit in a circle with a chair in the middle. A leader starts with the newspaper roll and walks around the middle of the circle. They suddenly tap a child on the knee, put the roll on the chair and attempt to get into the child's seat before that child can get up, grab the roll and tap them with it. If they avoid being hit the child is in the middle, if not they try again with someone else.

### 5.Turnaround

Equip : balls

One person stands with their back to the rest of their team, who are standing side by side a distance behind. The bowler rolls the ball between their legs at the 'skittles' feet. If hit the skittle turns around. The aim is to turn all the skittles around first. However if hit again, they turn back again. Skittles cannot move their feet and must keep their feet together.

### 6.Body Walk

Equip : none

Each team has to travel a distance holding on to each other, with a specified no. of limbs touching the floor. E g. 6 feet, 5 feet and 2 hands, 3 feet and 3 elbows and a nose etc....

### **7.Pull onto mat**

Equip : Mat

Stand in a circle holding hands around the mat. Everyone pulls or pushes the others to try to get them to touch the mat. The circle must not break. You are out if you break hands or touch the mat.

### **8.Peg a person**

Equip : Pegs

Each person has 6 pegs. They must run around and put them onto others' clothes while avoiding being pegged. See who has the least pegs on them.

### **9.Shop sales**

Equip : Shop signs

Have each corner as a shop e.g. greengrocer, baker, butcher etc..

Call out items and they must run to the shop that sells it.

### **10.Hoop pass**

Stand in a circle and hold hands. A hoop is placed over one pair of hands with the arms threaded through. The hoop must be passed around the circle without letting go of hands i.e. everyone must step through. 2 groups race each other.

### **11.Hit below Knees**

Make a circle around one team. See how long it takes to get them all out by hitting them below knee with ball. The ball can be passed around circle and you can have 2 balls.

### **12.Circle Pass**

Equip : Bands balls

Stand in a circle and put 2 alternate colour bands on people. Have 2 balls on opposite sides of the circle. The one ball is only thrown around people of one colour, missing out the other inbetween and vice versa. The aim is to catch up and overtake the other team's ball.

### **13.Circle chase**

Equip : none

Stand in pairs in a circle with one in front of the other. 2 people are outside the circle and one chases the other around it. They can change direction but not cross it. When the person being chased wants to stop, they jump in front of a pair and the back person is now being chased. Thus a new pair is left in the circle. If the catcher catches them they swop over.

### **14.Cat and Mouse**

Equip : none

Line the players up in rows, standing one behind the other (see below). This can be hard work! All stretch out their arms to touch fingertips with their neighbours. 2 are left out and one is the 'cat' who chases the 'mouse' up and down the rows. When the leader shouts change, the

rows turn through 90 degrees and form rows in the other direction for them to chase up. They cannot go under the arms of the players, but only up and down rows.

### 15. Electric fence

Have a rope about 30cm above the floor. All the team have to climb over without touching the fence. You can get help from those behind you but once you are over you cannot help anyone. When all are over raise the fence!!

### 16. Pirates

Equip : 10 small items e. g. cotton reels

Divide into teams in corners of the room, with an empty chair in front of each team. Number the team members. Place 5 items in the centre and call a number. That member of each team runs to take 1 item and put it on their chair. When all the items in the centre are gone, they can take them from other team's chairs. The aim is to have 4 items on your chair at once. Only 1 item can be carried at a time and others cannot guard their chair. Call each number, one by one, to have a turn.

### 17. Ships/Pirates

Equip : None

Label areas of the room 'port' 'starboard' 'for' 'aft'. Children must run to the area called. Last one is out. Additional orders can be called

scrub the deck - on knees, scrubbing

captain's coming - stand and salute

climb the rigging - climbing action

sharks - stand on one leg

man overboard - lift another person up

Last one to do it is out.

### 18. Happy families

Make up sets of 3 cards with parent / child / pet dog and the surname on. It is quite fun if they are chinese and sound similar

e.g. parent ling, child ling, dog ling / parent ming, child ming, dog ming

You need the same no. of cards as people playing. Put out the number of chairs for no. of families minus one.

Place the cards face down in the middle. On the command go, all rush and grab a card and shout out their name. Families have to find each other and sit on a chair together quickly.

Last family is out. Then remove a chair ....

### 19. Ball madness

Stand in a circle with one in the centre. The centre person throws the ball towards someone and runs towards a different person calling their name. The person whose name is called must run into the middle and catch the ball that the 2nd person has returned to the centre.

## 20. Baked Beans

Everyone moves around the room in the style of bean called.

- e.g. runner beans - run
- jumping beans - jump
- chilli beans - shiver
- jelly beans - wobble
- string beans - hold hands
- dwarf beans - crouch
- has beans - lay down dead

When baked beans is called everyone must run and touch the wall or run to an area marked out as the can. If the caller tags them they swop over.

## 21. Beachcombers

Teams line up at either end of the hall. A line marks halfway and several items are scattered in one half. When go is called the beachcombers must try to collect all their items and get back to their wall without being tagged by the waves (other team). See how many items they can get before the whole team is out and then swop.

## QUIET INDOOR GAMES

### 1. Newspaper outfits

Equip : Newspaper sellotape

Give 10 minutes for each team to dress up a team member in paper on a certain theme.

### 2. Noughts and crosses

Equip : Chairs Bands

Put out 9 chairs in 3 rows of 3. Each team takes it in turns to sit on a chair and attempt to get a line. The teams must be identifiable.

### 3. Pass the Bag

Equip : Bag of awful clothes  
Music

Play as for Pass the Parcel. When the music stops the person with the bag must put on an item of clothing.

### 4. Newspaper Quiz

Equip : Identical newspapers

Teams race to find the headline called out by the leader. To make it harder, they must race to find the answer to a question in a story in the paper. The first team to tear out the bit and get it to the leader wins.

### 5. Time warp

Equip : None

All players stand up and sit down when they think a minute has passed. Allow at least 90 secs and then say who was closest.

### 6. Human Spelling

Equip : Letters on card

Hand out an alphabet to each team (extra vowels). Teams must spell out the answer to a question with 1 person holding each letter.

*Variation - Give each team alphabet spaghetti and they must spell out the word*

### 7. Recognition games

Recognise sounds on tape or made out of sight.

Recognise items by feel (in bags)

Recognise items by taste (blindfolded)

Recognise smells on blotting paper e.g. food flavourings , perfume, bleach ,

### 8. Body Sculpture

Equip : None

Give teams an item or scene to form as a group. E g Volcano erupting, heart, pyramid, Titanic sinking

### **9.Chubby Bunnies**

Equip : marshmallows

Each person must put one marshmallow at a time in their mouth and say Chubby Bunnies. The winner is the person with the most sweets in the mouth, who can be understood.

### **10.Yes /No Game**

Equip : None

Interview a person for 30 secs and they must not answer Yes or no. No pauses are allowed.

### **11.Pictionary**

Equip : Paper and pen  
List of items

Each team is in a corner of the room. One member of each team gets the first item on the list and must run back and draw it.(No written words or speaking) Once it is guessed, the next person runs up to get the second item. First team to get to the end of the list wins.

### **12.Miming occupations**

Equip : List of jobs

As above but a list of jobs are mimed to your team, who guess them.

### **13.Chinese laundry**

Equip : none

Teams must race to be the first to bring an item to the leader. E.g. white sock, watch, belt

### **14.Flour fun**

Equip : Tray Bowl Flour Knife Sweet

Fill a bowl with flour and press it down. Turn it out onto a plate and put a sweet on top.

Players take it in turn to cut a slice without making it crumble. When the sweet falls, the player must pick it out with their teeth.

### **15.Group photos**

Give each group a photo to reproduce. They must pose and then freeze in position e.g. scoring a goal , on the beach etc

### **16.Just a minute**

Equip : Watch

Players talk for 30 secs on a given subject without pause.

### **17.Kim's Game**

Equip : Tray with 20 items Paper and pen Cloth

Allow teams 1 minute to look at items. Cover it up and attempt to list all 20.

### **18.Clothes Line**

Equip : Pegs Line

Remove as many pegs as possible, using one hand only, without dropping one or holding them against your body.

### 19. Letter Hunt

Equip : Pen and paper

Allow a certain time to list as many items in the room as possible, beginning with a certain letter.

### 20. Follow on

Equip : None

Sit in a circle. One player does an action. The next does that and a second one etc...See how far you can get.

### 21. Categories

Equip : none

Sit in a circle and set up a rhythm in 4 - time.

1. slap knees
2. clap hands
3. snap finger
4. snap other finger

One player starts by speaking on the beats of the snapping fingers

Give me.....names of.....a category e.g. colours

The second player must name a colour on the next finger snap. Continue around with no repeats or pauses.

### 22. Pink Spot

Equip : Lipstick Remover

Sit in a circle and number around. The first person says their number, followed by 'no pink spots' and then a second number. The person with the second number mentioned must then do the same.

If someone is slow or wrong, they get a pink spot on their forehead and become 'one pink spot' etc

### 23. Zoom/Screech/Whoosh

Equip : None

Sit in a circle. Someone starts by saying zoom to their neighbour on the left, who they must turn to look at. That person can then either

- a. turn to their left and say zoom
- b. turn back to the first person and say screech (reverses direction)
- c. point across circle and say whoosh

You are out if you are wrong or slow. If you are the receiver of a 'whoosh', you can say

'boing' and reflect it straight back.

#### 24. All change

Equip : none

Sit in a circle. Send 1 person outside and change 3 things about the others. The person comes back and spots the changes.

Variation - Hide someone under a sheet and guess who or hide 2 people

#### 25. Trumps

Equip : cards Chairs

Sit on chairs in a circle. Hand out cards and players memorise the suit. Collect them back in and shuffle. Turn up each card in turn and call out the suit. Players of that suit move 1 chair to the right. If there is someone in the chair, you sit on them. If you are being sat on, you cannot move. The first person back to their place wins.

#### 26. Circle swop

Equip : chairs

Put chairs in a circle and sit on them, with one person in the centre on a chair. They call out a category E.g. white socks, support Man U. and all in that category must swop places, while the centre person attempts to get on a chair. The last one is in the centre. N B anyone trying to be last is out.

#### 27. Stack em up

Equip : chairs

Sit on chairs in a circle. The leader says E.g. 'If you have a birthday in June move 2 places to the left'

If the chair is occupied you sit on them. When a chair is empty it is removed. Repeat until they are piled up.

#### 28. Circle Action

Equip : none

Sit in a circle and send someone outside. Appoint a leader who the others must copy. They start an action e.g. rubbing tummy. All the others copy and the person outside returns and stands in the centre. The leader changes the actions and the centre has 3 guesses who they are.

#### 29. Wink Murder

Equip : none

As above but a murderer is appointed, who kills people by winking at them. Once dead you must scream and lie down. The centre person guesses who they are before they kill all the others. They have 3 guesses.

#### 30. Vacant chair

Equip : Chairs

Sit in chairs in a circle with one player standing in the centre. Have 1 spare chair in the circle. The centre person attempts to sit on the spare chair, but the others move to their left to prevent him. In this way the spare chair 'moves' around.

### 31. Endless word

Equip : none

Sit in a circle and one person says a word. They then count to five and the person on their left must say a word beginning with the last letter of the previous word, before 5 is reached. Go on around the circle.

### 32. Pass the bomb

Equip : Alarm clock in parcel

As pass the parcel, but have an alarm clock in a box to pass around. The person holding the box when the alarm goes off has to do a forfeit.

### 33. Beetle Drive

Equip : Dice Paper and pen Beetle picture with parts numbered

Teams take it in turn to throw the dice. When the number for a part is thrown, it is drawn. However the body must be drawn first, then the head, then the other parts. Each leg is drawn separately with the number thrown each time.

6 = body

5 = head

4 = leg(6)

3 = eye(2)

2 = antennae(2)

1 = feet (6)

### 34. Throw a 6

Equip : Dice Chocolate Knife and fork Hat,scarf ,gloves

Sit in a circle and pass the dice around. When a 6 is thrown, the person puts on the hat, scarf and gloves and eats the chocolate with the knife and fork. Meanwhile the dice continues around and if another 6 is thrown, the new person takes over even if they have not got any chocolate.

### 35. Jacob's Ladder

Equip : Chairs Dice

Have 2 teams and a row of chairs up the hall (about 8 - 10).The aim is to get all the team up the hall to the other end of the row. The leader of each team throws the dice in turn.

6 = 6 forwards or 1 back

5 = 5 forwards or split between 2 players

4 = 4 back

3 = 3 forwards and have another go

2 = 2 forwards

1 = change places with another or have another go

Leaders move their team members up the chairs. If they land on an occupied chair the previous owner falls off and returns to their team start. Any no. of players can be on the ladder at a time. The aim is to get all your players up the ladder and knock off the other team. You can have 2 ladders.

### 36. Giant's Keys

Equip : Blindfold    Basher    Keys

Sit in a circle with the 'giant' in the centre, blindfolded, and guarding the keys in front of him. He has a basher. Point to a person, who has to get up, walk around the circle and creep in to steal the keys without being hit by the giant. The others must be quiet.

### 37. Blank yarn

Prepare a short story using blanks instead of nouns. Get the youngsters to each write 3 unusual nouns on 3 pieces of paper (clean only!) and fold them up. As you read the story point to a child who unfolds one and fills in the gap. It can be very funny.

### 38. Portraits

Every one has 5 mins to draw a portrait of someone in the room. You could pass out names of every one in advance. Then mix them up and see if you can guess who they are.

### 39. Consequences

5 sentences of a story are written one at a time by 5 people. Each person writes their sentence and then folds it over backwards and passes it to the person on their left. Then the 2nd person does the 2nd one.

1. girls name met
2. boys name
3. she said.....
4. he said.....
5. the consequence was.....

Read them out as a story.

### 40. Passing games

e.g. polo on straw, orange under chin, ball on spoon

## NUMBERED PAIRS GAMES

All these games require 2 teams lined up facing each other along each edge of the hall. They should be numbered as shown below. It is quite easy to play a couple of different games in succession. You need a piece of paper to score each team and to note down no.s called so that all get a go.

### 1.Hit or Miss

Equip : 2 beanbags Skittle Chairs

The skittle is put in the centre with the beanbags. A chair is placed at each end and a leader holds each one. When their no. is called that pair get up and grab a beanbag. Each run to their chair(decided beforehand) and stand on it. They throw the beanbag at the skittle and get a point if they knock it over. If both miss they run to pick up their beanbag, swop chairs and try again. Keep going for a few times, then call another no.

### 2.Hammerbash

Equip : Blow up hammer 6 beanbags chairs

The beanbags and hammer are in the centre. The pair called have to put their 3 beanbags onto their chair, one at a time. They can throw them if they wish, but if they miss they must pick it up and replace it. When **all 3** are on the chair they pick up the hammer and hit the other(gently!)

### 3.True / False scramble

Equip : chairs signs

Label one chair true and one false. Make a statement and then call a number. That pair race to the correct chair, depending on whether the statement is true or false. First one to sit down wins.

### 4.Hockey

Equip : Hockey sticks goals puck

Played as above but goals replace the chairs. When called the pair each try to score in their goal. This can be played with 2 pairs at a time and 4 sticks in the middle.

### 5.Ladders

Equip : None

This game has the pairs numbered differently to above. Each pair puts their legs out in front and places their feet against the opposite person. The pairs are numbered up the hall. When the no. is called, the pair get up and jump over the legs up to the end. They then run to touch the wall at that end, run around the backs of the team and touch the other wall. They then run over the other legs and back to their place to sit down. First one back wins. It is essential that legs are kept flat.

### 6.Indoor murderball

Equip : Ball

Teams line up along opposite walls. When a number is called, the pair run to the ball in the centre and attempt to kick or throw it and hit the wall of the opposite team. Teams standing in front of the wall try to prevent it touching the wall.

### **7. Back to back battle**

Mark 2 parallel lines on the floor about 3m apart between the 2 teams. The 2 players called stand back to back midway between the lines and try to push each other backwards over the line behind them. They have 1 minute.

### **8. Dog and bone**

Equip : Beanbag

Put a beanbag in the middle. The pair called have to pick up the beanbag and get back to their place without being tagged by the other. If they are tagged noone wins. It needs skill and cunning and pretend grabs at the bone.

## MIXERS

### 1. Line up in order

Teams must be first to line up in order of shoe size / height / house no. / birthdays / alphabetical surname

### 2. Bingo

Prepare a sheet with 12 squares (3x4) on it. In each square have a description of someone they must find e.g. someone who can roll their tongue , someone who has broken an arm. See who can get all the boxes signed by a different person first.

### 3. Interviews

Get into pairs and have 2 mins each to interview the other. Then turn their backs and answer questions about the other.

e.g. what colour eyes do they have?

where do they live?

### 4. Happy Harry

Sit in a circle and the first person says their name and an adjective beginning with the same letter e.g. happy harry. The next person has to say the previous name and then add theirs e.g. beautiful bill. Go around the circle.

### 5. Guess who

Put a name of a famous person or animal etc on everyone's back. They must ask questions to find out what they are. They can only ask questions answered yes or no. e.g. am I a man?

### 6. Oh no!

Give everyone 10 beans. They must chat to others but avoid saying yes or no. If someone says yes or no they have to give a bean to the other. See who has the most after 5 mins.

### 7. Statistical treasure hunt

Do a questionnaire that gives points for weird facts about your team. See how you score. E.g. Count Jan as 1 point and feb as 2 etc .. Add up your team points for their birthday months.

Add up all your shoe sizes

Add up all your door no.s etc

### 8. Name that person

Everyone writes 5 facts about themselves on a card. Unusual is fun! Then read them out and guess who it is.

### 9. Task list

Have a list of 8 tasks that they must complete in turn and get signed by a leader. e.g. get a hair over 10cm long, do 10 star jumps, leapfrog over someone, sing a song with 2 others,

## **10. Team forming**

Hand out papers with 4 different animals on. Everyone must make their animal noise and get into groups as fast as possible. Or sing 4 songs and find the others with your song. This is a way to form 4 random teams.

## RACES/RELAYS

### 1. Broom Twist Relay

Equip: One broom per team

Each player runs to the far end and picks up their broom, holding it upright with the handle end against their chest and the broom head upward. Looking up at the broomhead they then turn around ten times, then drop the broom and run back to their team (In probably a very non-straight line !)

### 2. Handsful Relay

Equip: A set of miscellaneous items per team (eg. balls, skittles, etc.)

The first team member runs to the far end, picks up one item and returns to his team with it. The second person carries it back to the far end, picks up a second item, and then carries BOTH back to their team etc. If an item is dropped it is returned to the collection at the far end. The team that transfers all its items from the far end to their team wins.

### 3. Catch & Run

Equip: Ball for throwing and catching.

Divide into two teams and select a captain for each. The first team stands in a circle with their captain in the centre. Going around the circle, the captain throws the ball to each member who must throw it back. Meanwhile the second team acts as a timer by running as a relay around the circle of the first team. Count the number of passes and returns made by the time the second team has completed their relay, then swap teams.

### 4. Three Legged Football

Equip: 1 ball per team                      some obstacles                      ankle ties.

Team members form pairs who must dribble the ball around the obstacle course 3-legged.

### 5. Feeling in the Bag

Equip: One bag, opaque, containing a number of objects, with rubber band around neck - 1 per team

Call out the name of one of the items in the bag - the first runner from each team must run to their bag, retrieve the item by touch alone, and return to their team - give 1 pnt to the team that does this the quickest, then repeat with the second runner etc.

### 6. Relay Chuck

Equip: A number of balls per team

Each team is spread out along the hall and cannot move their feet. The object is to pass the balls from one end of the hall to another as quickly as possible - any balls that are dropped must go back to the start, and no-one in the team may be bypassed.

*VARIATION: The team is spread out but must sit down, all facing the start of the line. The balls are thrown from person to person, but the whole team must stay seated (though they can twist from the waist). Team members may be bypassed but any balls dropped go back to the start.*

## **7.Card Relay**

Equip : Cards

Each team has 10 cards laid out upside down at the far end of the hall. They are no.s 1 - 10 but not in order. The first person runs up and turns over a card. If it is not an ace it is turned back again. When the ace is found, the 2 must be found etc.. The team saves time by remembering where the cards are.

## **8.Stepping Stones**

Equip : Newspaper or carpet tiles are best.

Race up the hall by standing on a tile and placing the 2nd one in front. Jump onto this one and move the one behind ,in front again etc. The tiles cannot be slid along the floor.

## **9.Exhaustion Relay**

Equip : None

Have each team split into half with half at each end of the hall. If there is an odd number, the larger half must start. The first person runs down the hall and joins hands or holds the waist of the 2nd person. They both run up to collect the 3rd person etc. They must not let go of each other.

## **10.Chair Race**

Equip : Chairs

Have 1 less chair than team members. The team line the chairs up side by side up the hall and stand on them. The back person moves up and picks up the rear chair and passes it up the team to the front. The front person puts it in front and all the team move up a chair etc. The entire team must get over the finishing line to win.

## **11.Kipper Flap**

Equip : Paper fish shapes Hoop Magazines

Each team has an equal no. of paper fish. The first person must flap the magazine to move the fish up the hall and into the 'pond' (this is the hoop).Once it is in they run back and the next person goes. If a fish blows out afterwards it does not matter.

## **12.Back to back**

Equip : Balls

Teams form pairs and the first pair goes up the hall back to back with a ball balanced between them. They must not use their hands to help and it may be best to have them fold their arms. Then the next pair go.

## **13.Blind chariots**

Equip : Blindfolds

This is a piggyback race where the 'horse' is blindfolded and the passenger shouts directions to guide him around obstacles.

#### **14. Balloon Relay**

Equip : Balloons

A race where a balloon is placed between the knees and they must jump up the hall without dropping it. It is passed to the next person without using the hands. You can have an extra balloon carried each time e.g. under arms, in mouth etc.

#### **15. Balloon sweep relay**

Equip : Balloons Brooms Obstacles

Players must manoeuvre a balloon around obstacles with a broom. Then the next person goes.

#### **16. Skin the snake**

Equip : none

Team members stand one behind the other and pass their right hands between their legs to grab the left hand of the person behind. Starting at the back, members crawl through the legs to have the whole team standing up holding hands.

#### **17. Escalating 3 - legged race**

Equip : Leg ties

Start as a 3 - legged race and after each length add on an extra person to become 4 - legged etc. At the end all the team does the course joined together.

#### **18. Vaseline nose**

Equip : Vaseline Cotton wool balls Buckets

Place a blob of vaseline on each player's nose. Put a bucket at the other end for each team.

Put cotton wool balls in front of the team. Each person in turn picks up a ball with their nose and runs up the hall and puts it in the bucket. (No hands)

#### **19. Corner spy**

Equip : Balls

1 person stands in front of the rest of the team who stand side by side. The front person throws the ball to the 1st person on the left end of the team. They catch it and throw it back. The front person then throws to the 2nd person and so on. If it is dropped it must be done again. The last person keeps the ball and runs to the front. The previous front person rejoins the team on the left. When they are back in front again and everyone has had a turn, the team have finished.

Variation - Team stand one behind the other and after catching it and throwing back, they squat down and the person behind receives. When the back person is squatting, you start at the back and each stands in turn.

#### **20. Memory Chase**

Equip : Obstacles

1st person goes over the obstacles and is told the 1st word of a message. They run back and tell the 2nd person only. The 2nd person goes up over the obstacles and is told the 2nd word. At the end see who has the entire message intact.

### **21. Hula hoop race**

Equip : Hoops

One person holds the hoop around their waist and runs up the course. They collect the 2nd person who gets into the hoop too..Collect the rest one at a time and see how many can fit in.

### **22. Balloon anagrams**

Equip : balloons with letters in

Each team must run up one at a time and blow up a balloon and hold the end and jump on it to burst it. Then retrieve the letter and take it back. When all the letters are retrieved they are rearranged to spell a phrase.

### **23. Let it blow**

Equip : Balloons

1st person blows up a balloon and lets it go. Wherever it lands is where the 2nd person must stand and repeat it. The aim is to get it over a line some distance away. First team to succeed wins but it is hard as the flight is unpredictable and may even be backwards!

### **24. Sleigh race**

Equip : floor tiles/mats, scarves

Teams form sleighs of one person sitting on a slippery mat on a polished floor. 2 others pull them along by having a scarf around their waists and the rider holds the ends tight.

### **25. Human obstacles**

Humans form the obstacles.

e.g. Kneelers - on all fours to go over or under

Straddlers - go between legs

Poles - run around standing people

Sitters - step in and over outstretched legs

### **26. Spoon race**

Equip : spoon on string with wet cloth on end

Teams must pass the spoon through their clothes, up and down the team i.e. up trousers and tops. They are all joined together by the string. As they pull it out again the wet cloth causes loud screams!!

### **27. Run around story**

Each time line up one behind the other down the hall. The first in each team has a character in your story. The 2nd in each team is another and so on. As you read the story, when their character is called they must get up, run to one end of the hall and touch the wall, then the other wall and then back to their place. Give 1 point to first person each time.