

Y ADVENTURE GUIDES GAMES

Games are important because they develop quick thinking, alertness, and strategy. Games build character by demanding cooperation, fair play, and consideration of others. A game is also a fun time that aids in directing and correcting the attitudes of the participants.

A game is a serious thing to a child. Most children will concentrate all their energy and enthusiasm toward the game. They will want to know all the rules and details in order that they might win in any competitive activity. Fun, character training, skills, physical and mental development—these can all be the value of a good game.

TECHNIQUE

Remember the following when planning your games:

- Will the game give a feeling of accomplishment to the players?
- Will the game provide excitement for all players?
- Will it teach the children to handle technicalities or mechanics?
- Most of all—Will it be fun?

Leading Games:

- Know the game and its rules, requirements, equipment, and the area needed to play in.
- Prepare for the game by providing equipment, setting time limits, and establishing boundaries.
- Demonstrate the game
- Start with simple games and move on to more complex games.
- Don't play the game too often or for too long at one time.
- Keep check on the players to see if they are having fun.
- Have three or four games ready, even if you only plan on using two. If one game looks like a "flop", don't be afraid to change to another game immediately.

INDOOR GAMES

These games can be played at meetings, during rainy or winter weather, on camp-outs when there is adequate space inside, or in other indoor locations. They are easy to learn and play and can help you get the meeting started.

Pick-up-Clouds

Materials needed:

Large bowl, kitchen spatula, 25 marble size cotton balls; blindfold (optional)

How to play:

Set the bowl on the floor or on a table and scatter the cotton balls around it. At a given signal, either parent or child take the spatula and tries to get as many cotton balls into the bowl as possible in 20 seconds. For more fun, blindfold the person trying to get the balls into the bowl.

Scrambled Birch Bark

Materials needed:

2 identical newspapers

How to play:

Divide the circle into 2 teams and give each a scrambled newspaper. The object of the game is to be the first to reassemble the newspaper in the proper order within a given time limit. Teamwork is needed.

Scrambled Shoes

Materials needed:

A shoe from each adult

How to play: Place all the shoes in the center of the room and scramble them up. At a signal, the children rush to find their parents' shoes. The first child to get the shoe back in the parent's foot is the winner.

Alternative: A noncompetitive version of the game is to see how long it takes the children to get all the shoes back to the parents. Repeat to see if first record can be broken.

Rooster Fight

Materials needed:

Masking tape, ribbons, safety pins

How to play: Mark a 4 inch circle with the masking tape. Pin different colored ribbons to the backs of 2 persons. Turn them to face each other in the circle. They cannot leave the circle. The object of the game is to be the one who finds out the other person's color first.

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Ghost Guess

Materials needed:

One Sheet

How to play:

Divide into teams. One side leaves the room, then sends 1 member back into the room under a sheet. The other side tries to guess who it is. Only 1 guess is allowed. If they are right, then they get a point. If wrong, the point goes to the other team. Hint: Encourage the players to switch shoes, change height by crouching down, or try to look heavier or thinner.

Crazy Artist

Materials needed:

Paper, crayons, or markers

How to play:

Provide each team with a crayon or marker. The object of the game is for the whole team to draw a house on a piece of paper. The catch is that each person can only draw 2 straight lines at a time. The house judged the neatest or best is the winner.

Ring Toss

Materials needed:

Clothespins, rubber jar ring

How to play:

Each parent holds a clothespin while his or her child tries to ring the clothespin with a rubber jar ring. Parents may move the pin to try to catch the ring. **Clever Feet Relay** Materials needed: 2 chairs, 2 pop bottles How to play: Set chairs about 3 inches apart. In front of each chair draw 2 circles about 1 inch apart and 4 inches in diameter. Put pop bottles in each circle. Divide the circle into 2 teams. 1 for each chair. Have a starting line about 10 to 20 inches from the chairs. At a signal, the first person from each team runs forward, sits in the chair, and tries to move the bottle from one circle to the other using only his or her feet. Once the bottle has been moved and is upright, the person runs back to his or her team and the next person in line goes. The first team to finish is the winner.

Paper Cup and Plate Balancing

Materials needed:

Paper plates and cups

How to play:

Each parent, taking turns, sit on the floor with feet extended and head back.

The parent's child then tries to balance as many plates and cups on the parent's forehead as possible. Start with a plate and then alternate cups and plates. Select someone to keep track of how many cups and plates are balanced before they fall. Once they fall, the parent and child reverse positions and balance more plates and cups on the child's head. The team with the most points (1 point per plate/cup) wins.

Balloon Volleyball

Materials needed:

String, balloon, 2 chairs

How to play:

Divide the room lengthwise and tie a string between 2 chairs. Divide the circle into 2 teams that sit on the floor on opposite sides of the string. A balloon is used as volleyball, and the string is the net; not spiking is allowed. All players must remain seated at all times.

Newspaper Cutouts

Materials needed:

Newspaper

How to play:

Give each parent-child team a sheet of newspaper. Have each team fold and tear out pieces, making a design. Give a prize for the best parent-child design.

Flying Feather

Materials needed:

Downy Feather

How to play:

Parents kneel so that their heads are no higher than their children's heads when the children are standing. Players face each other and join hand, and the leader throws up a downy feather between them. The parent and child, holding hands at all times, try to keep the feather in the air by blowing.

Alternative: Divide the circle into 2 teams. Each team forms a circle, holding hands. See which team can keep the feather up the longest.

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Tin Can Toss

Materials needed:

Tin can, nail, plywood board, bottle caps

How to play:

Nail a tin can onto a board. Have the children toss bottle caps into the can for points. Set the distance from the can with one line for the children and another line that is farther back for the adults. This is a good game to play before meetings.

Guess Who

Materials needed:

Pictures from magazines, safety pins

How to play:

Cut out animal, buildings, cars, and the like from magazines, and pin the pictures on the backs of the children and adults. By asking questions of the others, parents and children discover who or what they are.

Potato Bowling

Materials needed:

Newspaper, masking tape, potatoes

How to play:

Spread a sheet of newspaper on the floor and mark with masking tape one line 6 inches away and another 10 inches away from the paper. Children stand at the 6' line and try to roll a potato so that it stops on the paper. Adults try to roll for the 10' line. Each member gets three tries.

Eagle Beak's Nose

Materials needed:

Large cloth or sheet with small hole in it

How to play:

Hang large cloth or sheet with a small hole cut in it across a doorway. Each parent puts his or her nose through the small hole and the children try to identify who the nose belongs to. You can also have the parents guess the children's identities.

Balloon Battle Royal

Materials needed:

Inflated balloons, string, and scissors

How to play:

Tie inflated balloons to the waists of the parents and the children. At a beat from the drum, everyone tries to burst everyone else's balloon and protect his or her own. Both bumping and grasping balloons are permissible. The person who keeps his or her balloon the longest wins.

Follow the Leader

Materials needed:

None

How to play:

The circle group forms a circle with chairs fairly close together. The circle then chooses a person to be IT; that person leaves the room. After this person leaves, the group decides upon a person to be the leader. The leader then begins to make body motions (e.g., slapping hands on knees, moving head up and down, moving feet) and the person who is IT is brought back into the room. The leader must change motions every 15 seconds or so, and the group must follow. The idea is for the person who is IT to find out who the leader is. The followers should be careful not to give away the leader by looking directly at him or her, but rather should look out of the corners of their eyes or watch someone across from them who is watching the leader. IT has 1 guess of the leader is each time the motion changes.

Do This-Do That

Materials needed:

None

How to play:

The leader takes a position for directing drill movements with arms, legs, or body and tells the group to follow him or her whenever a movement is preceded by "Do This" but not to follow the movement when preceded by "Do That." The group holds the former position when a "Do That" command is given. The exercises should be snappy. Alternative: Substitute the words "Simon says" for "Do This." For example, "Simon says touch your toes." Any command given with out "Simon says" should not be followed.

Drum Chairs

Materials needed:

Drum, Chairs

How to play:

This is a variation on musical chairs. Substitute a drum for music; other wise the game is the same. Set up a line of chairs, 1 less than the number of members in the circle. The circle members walk around the chairs to the drum beat until the beats stops, then all the members scramble for a chair. The person who does not get a chair is out, and 1 additional chair is

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removed from the circle. Changes in tempo and abrupt stops in beat can give the game some suspense.

Alternative:

Place cards with various instructions for movements, noises, and so forth on all the chairs. Make sure there as many chairs as there are members. When the drum stops, each person takes a seat and then does whatever the card says to do. (e.g., push-ups, jumping jacks, duck walk, animal noises, ect.). No one is eliminated from this game.

Almond Race

Materials needed:

2 bowls of almonds, 2 nut-crackers, 2 chairs

How to play:

This is a relay race using a bowl of almonds and a nutcracker. Divide the circle into two teams. Place a bowl of almonds and a nutcracker on each of the chairs at the other end of the room. At a signal, the first person in each line races to the bowl, shells a nut, eats it, and then returns to tag the next person in line. The first team to get through the line with each member's having shelled and eaten a nut wins.

Magic Noise

Materials needed:

None

How to play:

A person is chosen to be IT and goes out of the room. The group selects an object and hides it around the room. It returns to the room and starts to search for the object, getting clues from the buzzing of the circle. The farther he or she is from the object, the softer the buzz; the nearer, the louder the buzz.

Keen Eyes

Materials needed:

None

How to play:

Divide the circle into 2 teams. The teams start out by facing each other in straight lines. Each team studies and tries to memorize how members of the other team are dressed. The teams then go into separate rooms, and the members rearrange their appearance by moving, changing, or swapping articles of clothing. For example, they might exchange vests, untie shoes, or put them on the

wrong feet, or remove glasses. The teams then get together again. Each person on the team takes a turn pointing out something different about any member of the opposing team. A scorer keeps track of the right and wrong observations.

Balloon Relay

Materials needed:

Balloons, 2 chairs

How to play:

Blow up enough balloons in advance so there is 1 for each person. Place the chairs at the end of the room. Line up the players in 2 lines for relays. Give each player a blown up balloon.

At the starting signal, each player in turn runs to the chair and breaks his or her balloon by sitting on it. When the balloon is broken, the player runs back to the line and tags the next person. The first team to break all of their balloons wins.

Ring on a String

Materials needed:

Strong string or twine, ring or washer

How to play:

Use a string long enough to make a circle that all the members of the circle can hold on to at the same time. Choose 1 person to stand in the center of the circle formed by the rest of the group. Pass the string around to form a circle on the inside of the group circle. The person in the middle closes his or her eyes while the ring is placed on the string and passed from person to person. If the string is held tight enough, the ring cannot be seen. The person who is in the middle opens his or her

eyes and has 3 guess to find out where the ring is. If the person finds the ring, he or she trades places with the person who has it. If the person does not find the ring, another player is chosen to stand in the middle of the circle.

Dog and Bone

Materials needed:

Object to used as bone

How to play:

Choose one person to be the "dog". This person is blindfolded and seated on a chair with his or her back to the others. The object of the game is for someone to sneak up to the "dog" and place any

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object (the bone) under the chair without being heard by the “dog”. If the “dog” hears someone, he or she shouts “bow wow” and the person who is caught returns to his or her seat. Anyone who places the bone without being caught becomes the “dog”.

Balloon Rocket Contest

Materials needed:
Balloons and markers
How to play:

Each person chooses a balloon and marks it with his or her initials. All line up on one side of the room with a deflated balloon in hand. Each person then inflates the balloon, holding the open end tightly. On a signal, all balloons are released at once. The person whose balloon travels the farthest is the winner.

Ditto

Materials needed:
None
How to play:

The circle sits in a circle. One person starts by making a particular motion such as clapping. The person to the right immediately makes the same motion. The next player continues the motion until everyone around the circle is doing it. Once the motion has completely rounded the circle, the leader changes the motion to start a new one going around the circle.

Ping-Pong Blow

Materials needed:
Table, Ping-Pong ball
How to play:

Divide the circle into 2 teams, placing 1 team of adults and children on each side of the table. Place a Ping-Pong ball in the center of the table. The object of the game is for each team to blow the ball off the table on its opponent’s side. Only blowing is permitted; hands must be kept out of play. Each time the ball goes over the opponent’s side of the table, the other team scores 1 point. Set a total of 5, 7, or 10 points as the winning score.

This is My Nose

Materials needed:
None
How to play:

The leader stands in the center of the circle of players. He or she spins around and then stops in front of 1 person, points to some part of his or her own body, and calls it by the name of the another part. For example, The leader says, “This is my nose,” pointing to a knee. The person addressed has 10 seconds to point to the part of his or her body named and call it by the name of the part to which the leader pointed. In response to the same example above, the person says, “This is my knee,” pointing to his nose. If the person does not do this by the count of 10, he or she becomes the leader.

The Boiler Burst

Materials needed:
None

How to play:

Everyone in the group except the storyteller sits on a chair in a circle. The storyteller stands in the center of the circle and starts a story. Somewhere in the tale this person says, “The boiler burst,” at which point everyone must change seats while the storyteller tries to get a seat. The person left without a chair becomes the next storyteller. He or she can either start a new story or continue where the previous one left off.

7-Up

Materials needed:
7 erasers or other objects

How to play:

Choose 7 or fewer people to be IT. The leader asks everyone else to sit down, close their eyes, and put their heads down. Those who are IT quickly tiptoe around, placing the 7 objects in front of 1 or more persons. When all objects are placed and the 7 players have returned to the front of the group, the leader calls, “7-Up.” All those with objects in front of them stand up. The leader then asks those standing to identify, one at a time, who gave them the object. If they are correct, they change places with the person they identified and become part of the IT group. If they are wrong, they sit down. When all have guessed, those who are IT pick up the objects and the game begins again.

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Pantomime

Materials needed:

Wristwatch or stopwatch slips of paper, 2 pencils

How to play:

Divide the group into 2 teams. Each team selects 4 or 5 popular songs and writes each name on a slip of paper. A person on one team draws one of the slips, then has 2 minutes to act out the name of the song for his or her team to guess. The person may not sing it or say any of the words. The team may ask only those questions that can be answered by yes or no by the person acting out the name. The two teams take turns acting out the song titles until all of them have been solved. The team that took the least amount of time to guess the songs titles wins.

Name Game Bingo

Materials needed:

1 ruled chart for each player, 1 pencil for each player, slips of paper for the names, bowl or box, colored construction paper squares or popcorn kernels.

How to play:

Name Game Bingo is a handy way to introduce people to one another and to speed the learning of each other's names during the first circle meeting. You can play the game with as few as 9 and as many as 40 members. Have each person write or print his or her name on a small slip of paper, which is collected and put into a box or bowl. Then give a sheet of paper (8 1/2 x 11) to each participant that has been divided into squares, at least 1 for each of the people attending.

All the players, armed with their charts, go around the room asking for the other players' first name. They write or print these on their charts in any box, obtaining as many different names as there are squares. (Unless the number of squares matches the number of players exactly not everyone's name will be on every chart) Allow adequate time for this name collecting. The whole idea is for group members to get to know one another. When the name collecting is completed, hand out colored construction paper squares to each person. Each square should be the size of 1 square on the chart. (You can use popcorn kernels instead)

When the charts and colored squares are ready, the leader draws out one of the slips from the box and calls out the name written on it. The person whose name is called identifies him or her self. Any player who has that name on his or her chart places a colored square over it. The leader

continues to draw until at least 1 player covers all the names in a row, either vertically, horizontally, or diagonally, as in bingo. When this happens the winning player shouts "Name Bingo!" To play again, players simply clear their charts and the leader puts the name slips back into the box.

Alternative:

During the name-collecting period, have the members write down not only the person's name but also 1 particular thing about him or her. This activity helps each person to remember the others and may initiate later conversations.