

OUTDOOR GAMES

Scavenger Hunt

Materials needed:

None

How to play:

Divide the group into 2 teams. Each team forms a circle, and a leader stands between the circles at an equal distance from each. The leader calls for an article such as a comb, belt, penny, white shoe, green shoe, and so forth. The adult or child who finds the article hands it to the player next to him or her, thus passing it around the circle so that all players handle it. When the article returns to the first player, he or she hands it to the leader. The team that gets the article to the leader first scores 1 point. Play to a many points as you wish, or set a goal of 7 points for the winner.

These games are great for outdoor fun, and they teach children and parents teamwork, coordination, and new skills.

Use them on camp-outs, at meetings held during warm weather, on weekend trips, or during any other time when the circle is outdoors.

Treasure Hunt

Materials needed:

Objects to serve as treasure, paper, and markers.

How to play:

Form teams of 3-5 members each name each team. Write each team's name on a piece of paper, and put the names in a hat. Each team draws 1 name from the hat so that there are pairs of teams. First the teams each decide on a "treasure" and have 15 minutes to hide it. They then create a treasure map to give to their partner team to help them find the treasure. When each team has hidden its treasure and created a map, the leader gives the signal and the great treasure hunt begins. Set a limited time to find the buried treasure.

Crows and Cranes

Materials needed:

Flour for marking a playing field

How to play:

Divide the players into 2 teams. The "Crows" and the "Cranes." Mark a field of play in the following manner:

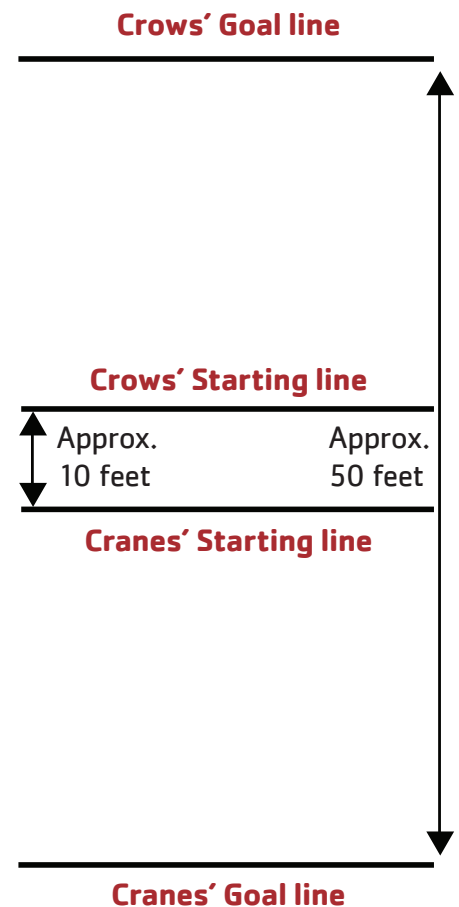
Crows' Goal Line

Crows' Starting Line

Cranes' Goal Line

Cranes' Starting Line

The members of each team line up on their starting line with one foot touching the line. The leader calls either "Crows" or "Cranes." Member of the team called must try to get to their goal line before being caught by pursuing members of the other team. If they are caught, they become members of the opposing team. Play continues until only 1 team remains.



Steady Head Race

Materials needed:

1 empty can for each player

How to play:

Give each player an empty can. At the start of the race, the players balance the cans on their heads. Without using their hands, players must walk to the finish line with the cans still balanced on their heads. If a can drops off, the player must start over. The race can be an individual, team, or relay event.

Steal the Moon

Materials needed:

Handkerchief or other article
How to play:

Form 2 lines about 15' apart. Both lines should have equal number of players. Number the members of each line from left to right, and have them face each other. Draw a small circle in the center between the 2 team, and place a handkerchief or other article in the circle. The leader calls out a member rush toward the circle.

The object is to grab the handkerchief or article first and make it back to your own line without being tagged by the other player. Two points go to the team if the play gets back without being tagged; 1 point is given to each team if the player get tagged. The leader call more then 1 number.

Pass the Grapefruit (or Orange)

Materials needed:

Grapefruit or orange

How to play:

Form two circles. Choose 1 person to be the leader in each circle. The leader from each team is given a grapefruit or large orange. He or she passes the fruit to an adjacent player without using the hands by placing the fruit under

their chin and holding it there by clamping down with then chin. The fruit is passed from player to player around the circle. If the fruit is dropped it goes back to the leader and the game starts again. Alternate parents and children, trying to place parents next to their own sons or daughters.

Nail Driving Relay

Materials needed:

2 hammers, nails, and 2 blocks of wood

How to play:

Divide the group into 2 teams, and give each team a block of wood in which an equal number of nails have already been started. Give the first player on each team a hammer. On a signal, the player hits the nail, but is allowed only 1 blow. After 1 hit, he or she passes the hammer to the next player, who also hits the nail with only 1 blow. The team continues to pass the hammer around until all the nails are driven into the board. Only nails driven in straight count, so encourage the players to continue even if the other team drives in all their nails first.

Over-Under Relay

Materials needed:

Object (beanbag, basketball, etc.)
to be passed

How to play:

Divide the circle into 2 teams. Alternate the parents and children in each team in a straight column, one behind the other. The first player hands the object over his or her head to the player behind him or her. The second player passes the bag or ball through his or her legs to the third player. The team

members continue over- and -under passing until the bag or ball reaches the last player. That player runs to front of the column and starts the relay all over again. Play continues until all players are back in their original order. The first team to finish wins. You can also play the game by passing overhead only or under only.

Duck, Duck, Goose

Materials needed:

None

How to play:

The group sits in a circle. Choose 1 person from the group to be IT. He or she runs around the outside of the circle tapping each player on the head and saying "duck" until he or she picks 1 player and says "goose." The one who is called "goose" jumps up and chases IT around the circle. If he or she makes it back to the open space without being tagged, then the other player becomes IT and starts the game again. If IT is tagged, then the other player sits down and IT begins again.

Shadow Tag

Materials needed:

None

How to play:

One person chases the other players. This is similar to conventional tag, but instead of tagging another player, the person who is IT must step on that person's shadow.

Crawler Tag

Materials needed:

None

How to play:

Mark a large circle. One person is IT. None of the players can leave the circle. The tagger must crawl on all fours to catch another player. Once tagged, the player also becomes a crawler. Play continues until all are crawlers. Encourage the taggers to use teamwork.

Glue Tag

Materials needed:

None

How to play:

This is a conventional tag game except that the boundaries of the game are marked and any player who is tagged sticks to the tagger by hanging on to him or her. Eventually all players are stuck to the tagger like glue. Team-work by the glued players helps trap those who are not yet stuck.

Sardines

Materials needed:

None

How to play:

One player hides while the rest of the players come together in an informal group and count to 100. When the counting is done, they set out to hunt. When 1 player finds the hider, the player secretly joins the hider and both hide from the rest of the group. This continues until all the players are hidden with the original hider and are packed in like sardines. When the last hunter discovers the spot, the game starts over and the first finder becomes the hider.

Call Ball

Materials needed:

Volleyball (or similar ball)

How to play:

All players are in a circle around 1 player in the center who is holding the volleyball. The center player throws the ball high into the air and calls out another player's name. The player whose name was called then must catch the ball before it bounces more than once. If the player does, he or she replaces the caller. If not, the same caller repeats.

Stalking (Blind man's Bluff)

Materials needed:

Blindfold

How to play:

A player who is IT is blindfolded and placed in the center of a circle formed by the rest of the circle. The object is to sneak up and touch the center player without being caught. This can be played while sitting or standing. Anyone caught trying to touch the blindfolded player switches places with him or her.

Bull in the Ring

Materials needed:

None

How to play:

Players form a circle. One player, the "bull", is in the center.

Players hold hands and form a ring around the "bull". The "bull" tries to break through the circle by rushing, lunging, or pulling at it. He or she cannot duck under the circle. If the "bull" escapes, the players chase the "bull". Whoever catches him or her becomes the next "bull".

Alternative:

Whoever lets the "bull" escape becomes the "bull".

I Spy (Hide-and-Seek)

Materials needed:

None

How to play:

One player, chosen as IT, shuts his or her eyes and counts to 100 at a chosen base, such as a tree. The other players run and hide. After reaching 100, IT shouts, "Here I come,

ready or not. All around the base are IT!" The player then tries to find the hiders. On spotting one of the players, he or she shouts, "I see (person's name)," and tries to beat the hider back to base. The person who is IT must call out correctly

the name of the person hiding or the hider gets home free. The first player caught is IT the next time.

Street and Alleys

Materials needed:

Whistle

How to play:

Choose 2 players, one to be the runner and the other the chaser. All other players, in rows facing the front, stand in parallel lines with arms outstretched so as to touch hands on either side of them. This makes a series of aisles or streets.