

Games

FOR KIDS AND YOUTH MINISTRY

Key

No Prep required/no resources needed

Some minimal prep/resources required

Resources and preparation required



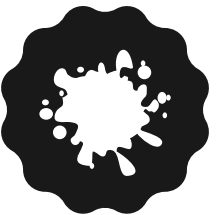
This game involves running



This game is played in teams



This game requires significant time



This game could be messy

Most of these games can be googled if you need more information. Many also have youtube examples too. There are plenty more games missing and will be added in time.

60 SECOND THINGS



In teams, you call out an object, items or scene and each team has to make it using themselves in 60 seconds.

Some examples might include:

- Car
- Tree
- House
- Chair
- Fishing
- Mowing the lawn
- Horse Riding
- Shopping

Teams must use every member of their team, but they are not allowed to add any extra items to help them.

ACTION GAME

This game uses 3 actions that can be decided by you; it feels like a giant game of scissors, paper, rock.

After picking your 3 actions, the leader closes their eyes or turns around and everyone picks one of the actions and holds it. The leader then turns around and simultaneously picks one of the actions. Anyone that picked the same action is out.

Keep going until you have gotten everyone but 3 out. The final 3 people can not pick the same action. When there is one person standing, have a final round to see who wins between them and you.

The actions can be anything that fits your theme, but make them obviously different!

For example

Giraffe - Arms up in the air

Flamingo - arms by side and standing on one leg

Elephant - arm in front of face like a trunk

BISCUIT CHALLENGE



*Need: enough biscuits for one per person playing
Be wary that it can get a little crumbly.*

Players must place a biscuit, such as an Oreo, on the middle of their forehead. They then have to race to get the biscuit from their forehead into their mouth without using their hands or letting it fall off their head.

Depending on how strict you want to be, you can let them try again if it falls off, or just make it that they're out straight away.

Check for allergies beforehand!

CAPTAIN'S COMING

Everyone is a sailor on a ship and there are rules! Are they good at keeping the captain's orders?

Below are a list of commands that have actions for each. The leader says one of the commands and everyone has to do the action. This game can be elimination (if they do the wrong action or are too slow, they're out) or you can just play for a set amount of time.

'Captain's Coming' - Sailors must stand at attention and say 'Aye Aye Captain'

'At ease' - Sailors remain standing but can blow a raspberry at the captain

'Captain's girlfriend' - Sailors put their hands on the hips, saying 'ooh la la'

'Starboard' - Sailors run to the right of the area/room

'Port Side' - Sailors run to the left of the area/room

'Swab the deck' - Sailors drop to the ground and pretend to scrub the floor

'Climb the rigging' - Sailors pretend to climb a ladder on the spot

'Beached Whale' - Sailors lay on the floor and pretend to be beached whales (wiggling, writhing and making weird sounds)

CELEBRITY HEADS + DIFFERENT VARIATIONS

This game can either be all in, or a few at a time but depending what you choose will depend on what you items you need. If 'celebrities' are hard, use animals instead.

Celebrity heads - all in

Need:

- *Post-it-notes (or sticky labels)*
- *Pens*

Give everyone a post-it-note and a pen. They have to write down the name of someone famous. They then have to go and stick that post-it-note to the forehead of someone else, without them seeing the name. Once everyone has a celebrity, they get into pairs and each ask a question with a yes or no answer only. They then move to a different pair and continue until they guess correctly. Once they guess correctly they can take their name off but keep helping others.

Celebrity heads - a few at a time

Need:

- *Whiteboard/paper stuck to the wall*
- *2 or 3 chairs*
- *whiteboard markers or pens*

Pick 2-3 volunteers and get them to sit on the chairs with the back to the whiteboard or wall. Write down the name of a famous person above the head of each volunteer. They then take turns asking questions to the group that have yes or no answers. If the answer is yes, they get another turn, if it's no, it's th next persons. Play until all have guessed correctly.

Celebrity heads - Heads Up App

Need:

- *Smart Device (phones work best)*
- *'Heads Up' app downloaded (original app is free and has a selection of free heads up cards'*

Follow the in-app instructions to play. Play between pairs or one person in front of the whole group.

CHAIR GAME

Need:

- *Chairs*

All players grab a chair and sit in a tight circle. One person starts off in the middle of the circle, leaving a spare chair.

The person in the middle is aiming to sit in a free chair. The rest of the group are trying to stop them for doing that by making sure there is never a free chair.

The group bum shuffle from chair to chair in a clockwise or anticlockwise direction to make sure that the person in the middle can never reach the free chair. The players can not sit across two chairs at once. If the middle player successfully sits in a spare chair, the person who 'should' have been in the spot goes in the middle instead and it continues.

Note: Sometimes you may need to pause and move the chairs back into a tight circle; the faster the game moves, the more likely that chairs start to spread out.

CHANGE PLACES IF YOU...

Need:

- *Chairs*

All players grab a chair and sit in a circle except for one person. That person starts off in the middle of the circle.

They then say 'change places if you...' and add something that (hopefully) applies to more than one person. Anyone that the statement applies to has to jump up and run to another chair that becomes free and sit down. They must change chairs and can not sit on the chair on either side of them. The person in the middle is also trying to sit in one of the free chairs. The person who is left without a chair stays in the middle and makes the next statement

For example:

Change places if you are wearing glasses

Change places if you are in Year 6 at school etc

CHARADES

Charades is a game where you have to 'act out' a phrase without speaking, while everyone else tries to guess what the phrase is.

The phrase might be the title of a book, movie, television show, or song. The gestures below will help with this.

To act out a phrase, one must start with what category the phrase is in and how many words are in it. You then act out one word at a time; it doesn't have to be in order. The one doing the charades must not speak. You can either leave the phrase choice up to the person, or write one down for them

To indicate categories:

- *Book title: Unfold your hands as if they were a book.*
- *Movie title: Pretend to crank an old-fashioned movie camera.*
- *Song title: Pretend to sing.*
- *TV show: Draw a rectangle to outline the TV screen.*

To indicate other things:

- *Number of words in the title: Hold up the number of fingers.*
- *Which word you're working on: Hold up the number of fingers again.*
- *"Sounds like": Cup one hand behind an ear.*
- *"On the nose" (i.e., someone has made a correct guess): point at your nose with one hand, while pointing at the person with your other hand.*

Some good suggestions:

- The Little Mermaid
- Singing in the rain
- Up
- Baby Shark
- The Lion King
- Never gonna give you up
- Finding Nemo
- Let it go
- Harry Potter
- We don't talk about Bruno
- Lord of the Rings
- Star Wars
- Frozen
- Toy Story
- Spiderman

Alternatively do simple charades such as:

- Swimming, brush your teeth, make your bed, blow out birthday candles, walk the dog etc

COLOUR GAME

This game is a simple time filler.

Call out a colour and everyone needs to find something of that colour and hold it or touch it. Continue on with different colours.

You could add an elimination aspect if you want; last to find that colour loses.

If you decide clothes are allowed, it is recommended you get the kids to make sure they ask for permission to touch someone else's item of clothing before they do it. It sounds silly, but it discourages kids from just grabbing others without asking, potentially making them feel uncomfortable. If you're worried, just make clothes off limits.

COPY CAT

This game is similar to Murder Winks.

Players sit in a circle. One player is made the 'detective' and leaves the room. Someone in the circle is then picked to be the action leader. Their job is to choose actions for the circle to copy, changing it as often as they are able to without being spotted. The rest of the circle, without giving the leader away, must copy everything they do. No one but the detective should speak.

Once someone has been chosen, they start doing their action and everyone copies them. The detective then comes and stands in the centre of the circle and has 3 chances to try and guess who the leader is and not get tricked by the circle of copy cats. Whether they're successful or not, the person who lead the actions is the detective next.

Some suggestions might include clapping, patting their head, rolling their arms, clicking, drumming the floor etc

COUNTING GAME

Players sit in a circle and attempt to count to a high number, with one person at a time saying the next number, starting at 1. They must say the numbers in order and one person can not say more than one number in a row. If multiple players says the next number in the sequence at the same time, or a number is repeated, then the group must start again from 1. See how high they can go in the time frame you choose.

While this game doesn't require any resources, it is recommended to have something placed in the middle of the circle for them to look at so they can't watch for others to speak or communicate silently with each other. They could close their eyes instead if you don't have an object.

COUNT TO 60

This game is all about seeing who is the best at judging the passing of time.

Need:

- *Timer or stopwatch of some sort*

Set a 60 second timer. The moment you start the timer, the aim is for the players to stand or put their hand up as close to 60 seconds as possible.

OR

if you use a stopwatch, press go and leave it going until everyone has put their hand up or stood up. Take note of who correctly guessed it and see how off others were.

It doesn't have to be for 60 seconds; you can pick any amount of time.

COUNTRIES (OR FRUITY SALAD)



This game requires some slight prep prior to the game starting and needs a space with room to run.

Need:

- *Pen and paper*
- *A ball*

Before the game starts, write down each of their names and ask each of them to pick a country. There can not be any double ups. Write their country down next to their name and tell them to not forget what they've picked.

Once you've gotten information from everyone, get everyone to stand close together in the middle of the room. You will then throw a ball in the air and say a country. Everyone has to run away from the ball except the person whose country you called. They have to catch the ball and yell FREEZE. Everyone must then freeze, including the person with the ball, though they can pivot in circles. They must then try and throw the ball at a person and get them out. Players are not allowed to move their feet but can try and dodge the ball. Once they've thrown it and either gotten someone out or missed, back into the middle and go again.

If someone gets out, cross their name off the list so you no longer call that country.

If the game starts to drag, make rules such as

- Players can only take 5 steps
- The thrower must hit someone or they are out

An alternative to this game is to play it using a name of a fruit instead of a country.

CRAB SOCCER



This game requires some space to play a game of soccer

Need:

- *A ball*
- *Goals at either end (you can use proper soccer goals or two chairs with space in between)*

Divide the group into two teams with two goalies. The aim is to score the most points by getting the ball into the goals. The catch is that they have to play as crabs.

Explain the crab position (*both hands and feet touching the ground with stomachs toward the ceiling/sky*)

Rules:

- Only movement in the crab position is allowed
- Players can only kick or hit the ball with the feet/head; NO hands are allowed
- The leader drops the ball in the centre of the field for a kick-off to begin the game, as well as after each point
- Each team is trying to put the ball into the opposing teams goal

CUPS AND DOWN



This game involves a lot of cup flipping and need a bit of space to spread out

Need:

- *50+ plastic cups*

Split the players into two teams. Spread the cups out on the floor, with half of them standing up as normal, and half of them turned upside down.

One team is responsible for flipping all the cups to be standing up while the other teams flips them upside down.

After a set amount of time, stop the game and count the cups; the team who has the most flipped cups wins

EMPIRES

The aim of this game is to build the biggest empire!
Before the game starts, pick a topic for the game such as colour, country, movie, fruit etc. For these instructions we will use 'colours' as the topic.

Write down each of their names and ask each of them to secretly pick a colour. There can not be any double ups. Write it down next to their name and tell them to not forget what they've picked. Dont show this to anyone.

Once you've gotten information from everyone, get the group to sit in a circle, but a little bit spread out. They are all little empires.

Read the list of colours out, in a random order, twice. That's the last time you will share the colours (unless you feel generous later in the game).

The players then go around in the circle taking turns to ask another player:

' _____ (name) are you _____(insert colour here)?'

If they guess correctly, that person is now out and they sit behind the person who guessed correctly, growing their empire. They can help out the leader of the empire. You then get another turn.

If they guess wrong, it's the next persons turn and so un and until it eventually gets down to two empires.

The one who guesses the other correctly, wins.

EVOLUTION ISLAND

The basic function of this game is to play 'scissors paper rock' but you evolve as you win.

To play, everyone starts off as the bottom level (or amoeba). You walk around the space saying the name and doing the action of the level you are on. You then find someone to play 'scissors paper rock'. If you win, you evolve to the next level and try to find someone else who has also won and evolved. If you lose, you stay as you were and try to find someone else.

The levels are:

- Amoeba (action is hands over head like a pyramid, saying 'amoeba')
- Chicken (act like a chicken, while you cluck)
- Toaster (arms are like toast popping up next to your head, while you say 'chaching chaching')
- Monkey (act like a monkey while sounding like a monkey)
- Human/Ninja/Chuck Norris (pick an action that fits the final level)

Once people become the final level, they must keep playing with others of their level and stay on top.

If the leader calls 'Radioactive spill' all levels are reversed.

- Amoeba becomes Human/Ninja/Chuck Norris
- Chicken becomes Monkey
- Toaster stays a Toaster
- Monkey becomes Chicken
- Human/Ninja/Chuck Norris becomes Amoeba

Play for as long as you like and whoever are in the final level when you end, wins.

EXTREME SCISSORS PAPER ROCK

Everyone finds a partner and plays 'scissors paper rock' and whoever loses becomes the cheer squad of the winner. The winner then finds another winner and they verse each other. Whoever loses plus their cheer squad join the winners cheer squad. This continues until there are two people left with two cheer squads. Whoever wins, wins!

FLY



This game requires some long sticks or rulers plus space to run. This will turn into a long jump type of game.

Need:

- *7 or 8 long sticks or rulers*
- *Open space to run*

To set this game up, place a stick at the starting point and then place the rest one foot apart in a line so it looks like a ladder. Players will then line up at the start and take turns running through by only putting one foot in each space between the sticks, with the final person taking a leap forward from the last one. Wherever they land, they can then choose to move any stick (except the first and last stick) to be where they landed. They then move to the front of the line so that go first.

Players then go through again, keeping one foot in each space, but the gaps increase each round as the person at the end of the line leaps from the last one and moves any of the middle sticks, increasing the gaps even more.

If a player can not make the gaps with one foot in each, misses a gap, touches a stick with their foot or steps outside the line of sticks, they are out. If the person who moved the last stick is the remaining successful runner, they are crowned the fly!

FOUR CORNERS

Need:

- 4 coloured pieces of paper, each placed in a corner of the room.

The leader stands in the middle of the room, eyes closed, while everyone else quietly stands in one of the corners. The leader then calls a colour out; those players standing on that colour are out. The game continues until the leader can get everyone out.

FOUR ON THE COUCH



The objective is to get 4 of your team on 'the couch'

Need:

- *Minimum 12 players*
- *Small piece of paper and pen for each person*
- *A seat for every person, set out in a square (4 by 4)*
- *An empty chair added in too*

First, designate one row of 4 as 'the couch' (unless you have access to a 4 seater couch). The point of the game is to have all four seats on the couch occupied by your team members. Next, divide into two equal teams. The easiest way to play is boys versus girls, because everyone always needs to remember who's on their team, and things might get a little confusing later. Boys versus girls is easy.

Next, have everyone sit in the circle in the order boy-girl-boy-girl. (This means that each team will have two players on the couch.) Also, it's important that one seat stays empty, so you need one more seat than there are people.

Next, hand out the slips of paper and pens and have everyone write their first name down (if you have two players with the same name, have them use their last initial, too). Then gather up the slips of paper, toss them in a hat, and hand them out to everyone again. Each player will get someone else's name. Someone might get his or her own name, but that's fine. It's just important that everyone keep the name a secret.

Let's say Keith, Liz, Ben, and Ann are playing. Keith is one of the lucky ones sitting on the couch. Liz and Ben are sitting in random seats. And Ann is sitting in the seat to the right of the empty seat: because of this, she gets to start.

Ann calls out the name of anyone in the room, like "Ben." Then whoever is holding the slip of paper with Ben's name on it (say it's Liz) would get up and move to sit in the empty chair next to Ann...

More instructions on the next page.

FOUR ON THE COUCH CONT...



Then Liz and Ann would trade papers, so now Ann is Ben, and Liz is whoever was on Ann's paper (nobody but Ann and Liz know).

Then the person to the right of Liz's old chair gets to call out a name. So that's basic game play: the player to the right of the empty chair calls out a name, and the player holding the piece of paper with that name moves to the empty chair, and then the players switch names.

Eventually, someone will say the name that Keith has and he will have to get up and move from the couch. That means one of the couch spaces is now open. Then Kelly (the person sitting to the right of where Keith was sitting) is lucky: she gets the chance to fill the open seat on the couch with one of her team members, as long as she can remember one of the names that one of her team members is currently holding.

So memory is an important part of this game. The girls in the room are trying to figure out the boys' names on the couch so they can call them off, and vice versa. And the people who are sitting to the right of a couch seat are trying to keep track of the names of their teammates so that, when a couch seat opens up, they can fill the seat with their team members.

As far as rules go, team members aren't allowed to help each other, especially when it's the team member whose turn it is to call someone to an empty chair.

The first team to get the couch filled with four team members wins!

FRESH



This game requires space to run, and is similar to other 'tip' style running games.

Split the players into two teams and have each team on either side of the playing space. That is their base. Players then need to run forward towards the other team to try and tip someone. Once you leave the base, you are 'fresh', However someone that has left the base after you is 'fresher'. You can not tip someone that is 'fresher' than you.

For example: Simon (Team A) leaves his base and runs towards Michael (Team B) who had left his base before him. Simon is fresher than Michael and can try and tip him. However if Oliver (Team B) leaves his base AFTER Simon, he is fresher than Simon and can now tip Simon.

It turns into a game of back and forth running, and it is important to keep watch on the opposite team members and how 'fresh' they are.

If you get tipped, you are then put in jail, which starts on the opposite side of the room in the other teams base. Those in jail can then make a 'people chain' from the base as more people join, with the longest prisoner at the front of the chain, stretching out. Those in jai can be saved by members of their team who make it over to the person safely. Once they tap the first prisoner, both team members get a free walk back to their base.

The team with the most people still in play at the end of a set time (or the team with any players left not in prison!) wins

FRUIT SALAD



This game requires space to run.

Players get into pairs and sit in two rows facing each other, with their legs straight out in front of them and their feet touching together. Players' legs will look like rungs on a ladder, with their feet pointed up in the middle. It is very important that they keep their feet pointed up and knees together, not moving

Each pair then chooses a fruit such as apple, mango etc. There can't be any double ups. Write them down so you know what fruits to call out.

You then call out one fruit. That pair must then jump up, run down the row of legs, stepping in between each set and then run back down the other end on the outside. They then run back through the middle, stepping over the legs back to their seat. Essentially doing a loop.

The first person back to their spot gets a point for their team.

Continue through the list of fruits. To change it up, you can occasionally shout more than one fruit OR you can yell fruit salad and everyone has to get up and run the loop (even though many feet will not be there)

GIANTS, WIZARDS, ELVES



This game involves two teams who will, as a whole team, act out one of 3 characters: giants, wizards, and elves.

When a player acts out a character, they must do the specific hand motions and also makes the noise associated with the character.

- Giants - stand on your tippy toes, raise your arms like a giant, and make a menacing growling noise: "Rarrr!,,
- Wizards - crouch slightly, as wizards are a bit shorter. Wave your fingers as though you're casting a magical spell, and make a magical noise: "Shaazaam!,,
- Elves - crouch down very low, cup your hands around your ears, and make a high pitched elf noise: "Eeeee!,,

For each round, both teams huddle on either side of the room and choose to become a giant, wizard, or elf. When ready, both teams then line up in the middle of the room and stand facing each other, a metre or two apart. At the start of each round, the leader says "Three, two, one, go!!"

At this point, each team acts out the character they chose (giant, wizard, or elf). As soon as they do this, the winning team tries to tag the losing team. The losers tries to retreat back to their own side to be safe for that round. If tagged that person now belongs to the other team.

The following determines who beats who:

- Giants beat elves, because giants are able to "squash,, elves.
- Elves beat wizards because they outsmart them. Elves chew at their legs.
- Wizards beat giants because they are able to zap them with a magic spell.

If both teams show the same character, no one wins - you put your hands on your belly and laugh loud and deep. Rounds keep repeating until one team wins (the other team is completely captured or time runs out).

GROUPS

Need:

- A 6 sided dice (the bigger the better so that you can see)

Everyone starts off standing on their own. You roll the dice and whatever the number is then they must get into groups of that size. For example; roll a 6, get into groups of 6. Anyone that isn't a part of a group is then eliminated. If you roll a 1, they must spread themselves out from each other. Keep playing until you have a pair left.

HEADS DOWN THUMBS UP

2-3 children are chosen to stand up and everyone else puts their heads down with their eyes closed and thumbs sticking up. Those who are left standing must then creep around the desks and gently squeeze the thumb of one person. That person then puts their thumbs down so they can't be squeezed again.

Everyone is then told 'thumbs up, stand up' and the children who were touched stand up and try to guess which child touched them. Each person responds with 'Maybe yes, maybe no' until everyone has guessed. They then reveal who they picked.

If they get it right they swap places if not they have another go squeezing thumbs.

HUMAN KNOTS



Split them up into 2 or 3 teams. Teams must then stand in a tight circle and put their right hands into the middle. They then grab the hand of someone in the circle that is not next to them. They then do the same with the left hands, making sure not to grab the same persons hand.

When you say go, the teams must untangle themselves, **without** letting go of their hands. The first team to successfully untangle themselves, wins.

I SPY

Pick someone to be in. They then choose something in the room that everyone else has to guess.

"I spy with my little eye, something..."

- that starts with the letter _____
- that is the colour _____

I WENT ON A HOLIDAY AND I BROUGHT...

This game is all about memory. Sitting in a circle, have someone start it off by saying:

"I went on a holiday and brought *Apples* (something starting with A)

The next person then follows, saying "i went on a holiday and brought *apples* and *books* (something starting with B).

You continue through the alphabet, which each person saying all that's been said before and adding their own. If they make a mistake, they're out. Can you get to Z?

ISLAND FLIP



This game requires teamwork and problem solving!

Need:

- a towel per team

Split up into small teams of 5 or 6 and give each team a towel. They lie the towel on the ground and all stand on top. This is their Island. When you say go, teams must be able to flip their towel over without anyone stepping off their towel and touching the floor. First team to successfully flip it, wins! Any team that does touch the floor must stop trying for 5 seconds.

KING BALL



This game has 'dodge-ball' vibes.

Need:

- Balls you can throw at each other.

Split into two teams and have them on either side of the space. Teams must secretly pick a 'King' each. This person is to be protected from being hit, without the other team figuring out they are king. When someone is hit by a ball or they fumble it, they are out. Once the opposing teams' king gets out, the game ends. The ball can only hit someone on the waste down. Teams can gain their eliminated team members back if they can catch a thrown ball on the full.

MEDUSA

Everyone sits in a circle with their heads down. The leader then counts down from 3 and then everyone looks up. They must look directly at someone else in the circle. If they make eye contact with that person, they are both out and the game continues until there are two people left.

MURDER WINKS

Everyone sits in a circle and one person is sent away from the circle; they are the detective. Someone in the circle is chosen to be the murderer. They murder people by winking at them. The detective then returns to the middle of the circle and has 2-3 chances to guess the murderer. When the murderer winks at someone, they are now dead and must lie down in the circle. The detective wins if they can guess correctly; the murderer wins if they can successfully kill everyone in the circle.

MUSICAL CHAIRS

Need:

- Enough chairs for everyone
- Music and playing device

Everyone grabs a chair and they are placed back to back in two rows. When the music starts playing, they must walk around the rows of chairs in a clockwise position. You might want to place some objects they need to stop them from walking so close to the chairs. Remove one chair while they're walking so there is one less than the people playing. Pause the music and all players have to find a seat. If they miss out, they're out! Do this again and again, slowly removing one or two chairs at a time until there is one chair left and two players. First to sit on that chair wins.

MUSICAL STATUES

Need:

- Music and playing device

Everyone finds a space to dance while the music is playing. When the music stops, everyone must freeze. Anyone that moves is out.

You can also play 'musical butts' - when the music stops they have to sit down; last to sit down is out.

NINJA DESTRUCTION

Everyone starts off together in the middle and then you say "Ninja Destruction" and everyone jumps back on spot and freeze, with their hands away from their body. Players then take turns in the circle trying to hit someone in the hand or move away with one jump. If the person is going for someone's hand, that person is allowed to dodge, but must not move their feet.

If a player hits another players hand, that person is out and the game continues. If someone falls over, or someone moves who shouldn't, they are also out.

POISON BALL

Need:

- A few balls to throw at each other
- chairs or cones to section off a large, square playing area

Have everyone stand inside the play area. Leaders then throw the ball along the ground, trying to hit someone from the waist down. Those in the play area have to avoid being hit by jumping or moving out of the way. When they get hit, they leave the play area and join the leaders in throwing the balls

POISON LETTER

Everyone stands at one end of the space and one person stands at the other side, saying letters of the alphabet. The aim is to be the first person to reach that person at the other end. You can only move based off how many times the letter that is called out is in your name. For example, the leader says 'A' and all players with the letter 'A' in their name can take a step for each one. So Aaron would take two steps. You can add middle and last names if you like.

Each round, the leader can pick a 'poison letter'; anyone that moves on that letter when it's called has to start again.

RED LIGHT GREEN LIGHT

Everyone stands at one end of the space and one person stands at the other side. When their back is turned, the other players have the 'green light' to run forward.

The player then shouts red light and turns around. Everyone has to freeze. Anyone that doesn't, is sent back to the beginning. First person to touch the player at the end, wins.

RIVER/BANK

Need:

- two different surfaces (path/grass, carpet/tiles) or a rope

Players stand in a line next to the rope or one one surface. One side is labelled the river, the other is labelled the bank.

The leader then calls river or bank, and they must jump to the correct side. The leader can also shout, 'bridge' and players must place one foot on each side. If anyone jumps to the wrong side, they're out.

SIT DOWN IF YOU...

Everyone stands up and the leader starts making statements like 'Sit down if you...had toast for breakfast.'. If the statements are true for the player, they must sit down. Encourage them to tell the truth. The winner is the last one standing

Some suggestions could be:

- Birthday is in _____
- Had ___ for dinner
- Favourite colour is _____
- Been to _____ on a holiday

SLEEPING LIONS

Everyone finds a space on the floor and lies down. Players must then lay as still as possible for as long as possible. The leaders watch for anyone that moves. if anyone is caught moving they then are out and can help watch others.

This is an EXCELLENT time filler and quiet game if you need a moment of peace.

SPLAT

Players form a circle with one player in the middle. The player standing in the middle of the circle is the "splatter".

The splatter randomly points to someone and shouts "SPLAT!" The player pointed to must duck down; then the two players on either side of the "ducker" must "splat" each other by pointing to the other and saying "SPLAT!"

The last one to splat sits down, and the player ducking stands back up. However if the "ducker" is too slow to duck, they are out.

The game continues until there are two players left in the circle. They then stand back to back in the middle and start taking slow steps away from the middle until the "splatter" yells "splat". The first one to splat the other one, wins.

SQUIGGLY WIGGLY

Need:

- whiteboard
- whiteboard markers

One person is picked to be the judge.

They draw two 'squiggles' on the board, one on each side of the board.

They then must close their eyes and two draw-ers are picked, in secret, to turn the squiggles into something else. T

The judge then opens their eyes and chooses their favourite. Whoever they choose gets to draw squiggles next.

STEAL THE KEYS

Need:

- chair in the middle
- set of keys
- blindfold
- spray bottle (optional)

One person sits on the chair in the middle of the circle, wearing a blindfold. The set of keys are placed underneath the chair. Everyone else sits in a circle, with some distance between them and the chair. Everyone must be silent. Players are then chosen to silently sneak around and try and grab the keys from under the chair and return to their seat without the person in the middle either pointing at them or spraying them with water. The person in the middle gets 2-3 chances to point/spray them.

TIP (AND VARIATIONS)



For all tip games, one person is in, the others start on one side of the space. players must then run from one side to the other without being tipped by the person that is in.

Variations:

- Bullrush - when tipped, players are out.
- Octopus - when tipped, players must sit on the spot and become obstacles for other players to avoid. They can also tip other players now.
- Stuck in mud - when tipped, players must freeze on the spot until another player can come and 'set them free' by touching them.
- Hot dog tag - when tipped, players must lie on the floor like a sausage; to be free, two other team members must lie either side like the buns.
- Link - when tipped, players link arms with the original tipper; as the link grows, only those on the ends can tip
- Freeze - when tipped, players must freeze with their legs apart; to be set free another player must crawl in between their legs.

Play for as long as there are player available or they tire.