Games, Games, Games!

NAME GAMES

Sit in the Grass

How To Play: Everyone sits in the circle with one extra, open chair. Students say the chant in order around the circle. The chant can go either direction, but always starts with the person next to the empty chair. As they say their words, they move into the empty chair.
1st student: "I sit" (moves)
2nd student: "In the grass" (moves)
3rd Student: "With my friend ____." (name person across the circle to come and take the empty chair next to them)

After each round of the chant, there will be an empty chair from which the chant and the movement start again. The object is to go quickly and allow everyone to move.

Plan for Success: Decide the direction (left or right) that the students will move before the game starts. It will pick up in speed and require greater listening skills.

Variations: This could become a greeting by changing the words to "I say good morning to my friend ____." Also, you could change the words to fit the season, for example:
"I sit in the leaves..."
"I sit in the flowers..."
"I sit in the snow..."

Blanket Drop

Separate into two groups and have two people hold a large, thick blanket separating the two groups so that neither group can see the other. One person from each team should stand in front of the blanket. Those two people will try and say the other persons name first. When the blanket drops, the first person to correctly call out the name of the other group’s designated person wins the round, and the other person moves over to join the winning team.

Duck and Cover

The group forms a circle. One person stands in the middle and spins around, stopping and pointing at one person and saying “duck and cover”. The person that they point at ducks and covers their head, and the people on either side of them must say the other persons name first. Whoever says the name first stays in the circle, and the other person moves to the middle.
GET TO KNOW YOU GAMES

Big Wind Blows

To set up the game, arrange several chairs facing inward into a medium sized circle. There should be one chair for each player, minus one. One person starts as the “Big Wind” in the center of the circle, with everyone else seated. The Big Wind raises both arms and spins around, while saying the following: “The Big Wind blows ____”. The blank must be filled with a true statement about himself or herself, such as “The Big Wind blows everyone who has been to Canada” or any other true fact. At this point, any of the players who share this characteristic (including the person who is currently the Big Wind) must stand up and quickly find a new seat. For each statement, no player is allowed to sit in the same seat or a seat directly adjacent to his or her previous seat. One person will be left without a seat. This person becomes the new “Big Wind” for the next round.

Do You Like Your Neighbor?

Make a circle of chairs with one less chair than there are players. Players sit in the chairs and one player stands in the middle of the circle. The player in the middle approaches a seated player and asks, "Do you like your neighbor?" The seated player looks to the right and then left and replies, "Yes, I like my neighbor, ____ (name of player seated to the right) and I like my neighbor, ____ (name of player seated to the left) but I also like__," filling in the blank with a category such as chocolate ice cream. Everyone who fits the stated category quickly finds a new place to sit. The one player who does not find a seat now stands in the center of the circle and starts the process over again.

Mingle!

This activity is better if there is music, but it is not required. Everybody mingles to the music (if not just have everybody chant “mingle mingle mingle, mingle mingle mingle,”. Then a designated caller will call out a number. Everybody must then try to form a group of the number called. If a group does not have enough people or too many people they are out. After numbers in groups have been verified, repeat the pattern, this time calling a different number. Continue until a few people are left or you run out of time.

Variation: When kids are in groups, have them talk about a subject to get to know each other. Give them a topic such as “What’s your favorite food”, “What are you most excited about this summer?”
**TEAMBUILDING GAMES**

*Blind Count Off*

Arrange group members in a circle. Have participants close their eyes. Tell group members to count to 10 with only one person saying a number at a time. There can be no planning. If two people say the same number at the same time or a number is said twice, the group must start over again.

*Quarter Drop*

Participants stand in a line. You can form as many lines as you like, but it works best with at least 5 people in a line. Give the first person in each a quarter (or penny, nickel, ect.). When the leader says “go” the first person needs to put the quarter down their shirt and pants and shake it out as fast as possible. Once it exits the bottom, the next person must get it through their clothes and so on until the last person in the line is done. The first line to get the quarter through each person in line wins.

**LEARNING GAMES**

*Sparkle*

Students stand around their desks/tables/or even in a straight line in the room. The teacher (or winning student of the previous game, if desired) calls out a word. Let’s say the word is CAT. The first person says C. The second person says A. The third person says T. The next person would say "Sparkle". The following person would sit down. Play would continue around the room until there is a winner left. (If a mistake is made, just quietly point a finger down to avoid ridicule or laughing.) If a mistake is made, the next person starts the word all over.

*Trash-ketball*

The trashcan becomes the "basketball net" and a wadded up piece of paper the ball, or use a soft ball. Split the group into 2 groups. A student starts and answers a question. If the child gets it right, that team gets a point. The child can then toss the ball into the can. If the student makes it, add another point. If the question was answered wrong, no point, and no chance to throw for an additional point.
ENERGIZERS

Screaming Toes

Have all your participants stand in a circle, shoulder-to-shoulder. Everybody starts by looking down at somebody else’s toes. The leader of the group counts to three, and on three, everyone looks up and looks at the person whose toes that had been looking at. If two people are looking at each other, they must make a screaming noise and sit down. If no two people look at each other, it’s fine, continue the game. The circle will get smaller and smaller until only the winner(s) remain(s). If you play the game with an even number, there will be two winners. If you play with an odd number, there will be one winner.

Elbow Tag

Decide who is going to be “it” and who is going to be chased. Everybody else needs to get into either partners or groups of three and stand with their hands one hip, elbows linked, around the room. The person who is being chased can join one of the groups by linking on the end, but when they do it “bumps off” the person that is on the other side. THIS PERSON NOW BECOMES IT. The person who had been it now is being chased.

Follow the Leader/Copycat Game

Ask everyone to stand and arrange the group into a circle, facing inwards. Ask one person to leave the room for a minute. This person will be the guesser for the round. While he or she is gone, the group decides who should be the “leader.” The leader will be the one who sets the movements for that round.

The leader starts to do a movement, and everyone else mimics the leader’s actions. The guesser comes back into the room and stand in the center of the circle. The group should copy the leader’s movements without being too obvious to reveal who the leader is. The leader can do just about anything he or she wants, such as:

- clapping
- making a kicking motion with his or her leg
- jumping up and down
- singing a line from a song
- patting his or her own head
- a dance move

Everyone in the circle should be careful to avoid prolonged eye contact with the leader, so the leader’s identity is not given away. The guesser must keep turning his or her head to try to figure out which person is the leader (the person who is starting of all the group’s movements). The guesser is allowed to make up to three guesses. If the guess is incorrect, the round continues. If the guess is correct, the leader becomes the new guesser for the next round. If all three guesses are
exhausted and the leader is not correctly guessed, the round ends and you can either keep the same guesser or switch it up.

*Elephant, Palm Tree, Boat*

The group sits in a circle. The teacher points to a student and says his or her name, immediately followed by the name of one of three objects. For example: "Breffni, elephant." This student and the student immediately to the right and to the left stand. The three students then pantomime the named object, using specific movements:
- **Elephant**—The center person joins both arms together, points them downward, and sways them from side to side to mimic a trunk. The two people on either side make half-circles with their arms to mimic ears.
- **Palm tree**—The center person raises both arms high in the air and sways them to mimic windblown fronds. The other two people hold their arms out to the side and sway them like a hula dancer.
- **Boat**—The center person stands on one leg, covers one eye with a hand to pretend to be a pirate, and salutes with the other hand. The people on either side paddle the boat.

*Doin’ The Rumba*

Players are in a circle. One player begins making dance gestures while saying, "This is the way to do the Rumba." Everyone mimics the action. The next player says, "No, this is the way to do the Rumba" and adds another action. The group adds the second move to the first, mimicking both moves. The third player says, "No, this is the way to do the Rumba," adding a new gesture. The group repeats all three actions in order and the game progresses in this manner around the circle. Give students time to think of the action. A four count beat is helpful so that the actions follow a more predictable rhythm around the circle.

**Variations:** When first introducing this game it may be helpful for large groups of players to make up gestures together. The game moves faster around the circle and players are not put on the spot to create their own action.

*Head and Shoulders, Baby*

Make an inner and an outer circle with partners facing each other. Say each verse of the following chant, making the movements indicated:

"Head and shoulders, baby, 1, 2, 3!"
Touch your own head and shoulders with your hands, clap your hands on "baby", and clap both of your partners hands on "1, 2, 3."
"Head and shoulders, baby, 1, 2, 3!"
Touch your own head and shoulders with your hands, clap your hands on "baby", and clap both of your partners hands on "1, 2, 3."

"Head and shoulders, head and shoulders, head and shoulders, baby, 1, 2, 3!"
Touch your own head and shoulders each time you say the phrase (3 times), and THEN clap your own hands on "baby" and clap partners hands on "1, 2, 3," as before.

**Following verses:**
"Knees and ankles; Hips and toes, etc."
Name and touch other body parts

"Swing your partner!"
Link elbows with partner and swing until the word "baby," and then do the clapping motions as usual.

"Change your partner!"
Inner circle moves a person over each time you say "Change your partner!"

As the inner circle moves:
"Change your partner, baby, 1, 2, 3!
Change your partner, baby, 1, 2, 3!
Change your partner, change your partner, change your partner, baby, 1, 2, 3!"

*Many games taken from Responsive Classroom
http://www.originsonline.org/

Outline:
Objective: You will learn 5 games that you can do with kids.

Why are games important?