

Games!!

A collection of games - some for **every age** - from The Guide Zone

Poor Kitty

The children sit in a circle with one person in the center of the circle as the kitty.

The kitty crawls over to each of the children in turn around the circle (until she makes someone laugh, then she takes their spot in the circle, and they become the kitty.)

The person that the kitty stops in front of, must say "Poor kitty" and pat the kitty three times while the kitty meows piteously and tries to make the person laugh. If they succeed in saying "Poor kitty" three times with a straight face, then the kitty goes on to the next person.

Hospital Tag

This is a variation of 'Everyone's It'

Everyone is 'it'. When you are tagged you put a hand on that spot and keep trying to tag other people without moving that hand. If you are tagged a second time, then you must put your other hand on that spot. You are not 'out' yet though. You continue to tag other people (with your elbows) until you are tagged a third time. Then you sit down.

A variation on this, will allow some one to be the Doctor and that person will go around and rescue the people who are sitting down. Once the Doctor has been tagged three times, the game is over.

Drivers Relay Game

Divide girls into teams. Use a plastic/paper plate drawn to look like a steering wheel. Write on name of car - Porsche, Cadillac, Chev., whatever.

Each girl needs to know what number in the team she is as each number does a different action.

- #1 Nervous Driver Three steps forward, 1 step back
- #2 Broken steering wheel zig-zags
- #3 Dead Battery gets pushed by #4
- #4 Dead Battery pushes #3
- #5 Flat tire runs dragging one leg
- #6 Reverse runs backwards
- #7 Teenage driver runs up and back as fast as possible

This is a normal relay type game. Girls run one at a time handing over the steering wheel to the next girl in line. You can add or delete "actions" depending on the number of girls in your group.

Japanese Balloon Game

The group stands in a circle. The leader has half a dozen balloons. Into each a message has been inserted before the balloon was blown up. One at a time, a balloon is passed from player to player around the circle, until the leader blows a whistle. The player holding the balloon when the whistle blows must go to the centre of the circle. She must sit on the balloon until it bursts, then read the note, and perform the action or answer the question contained in the message.

Bubblegum Relay

Equipment: one piece of bubblegum per participant

Divide your girls into teams, and have the teams line up. (I like teams of 5 or so and the teams should have girls of varying ages in them, if you have varying ages in your unit).

The first girl from each team runs forward, picks up a piece of bubblegum, unwraps it, chews it and blows a bubble. Once the judge has seen their bubble (for a large group, have a judge for each team!), the next person in line runs up for their bubble gum.

The team that has had a bubble from each member first is the winning team.

Everyone should have fun with this!

Australian Circle Game

A player stands in the centre of a circle, holding a tennis ball. She tries to throw this ball to someone in the circle who will drop it. Another ball is also being passed around the circle from one girl to another.

The player in the centre may throw her ball to anyone, but she usually throws it to the girl about to receive the ball being passed around the circle. If either ball is dropped, the one who dropped it changes places with the girl in the centre.

Play Dough Pictionary

Play Dough Pictionary is played with a Pictionary Game and Play Dough. Instead of drawing you have to model the thing....the action things are hard but not impossible. Best played in teams with everyone but the team member modeling knowing what is being modeled. That is you model for your partner and take turns.....a just for fun game.

Rabbit Without a House (Brazil)

This Brazilian game is best when you have at least 11 people.

1. Pick someone to be "it" (the rabbit without a house) and someone to be the caller.
2. Divide the others into groups of three.
3. Each group makes a rabbit in a house by two girls holding hands (the house) and one girl (a rabbit) standing inside.
4. The caller yells out "Find a house" and all the rabbits, including the one without a house, have to run to find another house.
5. The rabbit left without a house becomes it.

Team Cat's Cradle

Using a very large rope which is tied into a circle and using people for your fingers try to do a cat's cradle. We have made it to the third part.

Hint: have two people actually doing it on the fingers and a third person directing the people how to do it.

Lots of fun for an outdoor event.