

Easy Games For Working with Children

Honey, If You Love Me

- Everyone sits in a circle, with one person IT. IT picks someone they want to try and make smile and starts out by saying “Honey, if you love me, won’t you please, please smile?”. Then, IT can say or do anything they want (camp appropriate) to make them smile except tickle them. The “love interest” person must say “Honey, I love you but I just can’t smile” three times without smiling. If he can’t, he becomes the new IT.

Variation: “Poor Kitty”, for younger children, the same game. IT comes up to the victim purring and meowing. “Not-it” must pet the kitty on the head while saying “poor kitty” 3 times without smiling.

All on One Side

- Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

Alphabet Letters

- Players should be in groups of four. When the leader calls out a letter, the groups must form that letter using their bodies.

Amoeba Tag

- Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left.

Balance Ball

- Divide the players into two teams. Divide the players on each team into pairs and have each person stand facing his partner. Each player holds one end of each skipping rope so that the ropes are parallel and taut, about 6" apart. A ping-pong ball is placed between the knees of each player and the soccer ball is balanced on the two ropes. On "GO", one pair from each team tries to move sideways in the same direction a given distance and back again, without losing either the ping-pong balls or the soccer ball. When they return to the starting line, they give the equipment to the next pair. The first team to complete the relay wins.

Requirements: Per pair: 2 skipping ropes, 1 soccer ball, 2 ping-pong balls

Beach Towel Volleyball

- Form 2 teams. Have each team stand on either side of the volleyball net. Have each team divide into pairs. Each pair should have one towel and each person should grab 2 corners of the towel so that it is spread out between the pair. A water balloon is placed on the towel of one of the pairs. The pair must then

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work together to lift their towel so that the balloon is propelled into the air, across the net to the other team. One of the pairs on the other team must then try to catch the balloon with their towel and return it the same way.

As in regular volleyball, a team scores a point when the balloon hits the ground on the other side of the net. **Requirements:** 1 beach towel for every 2 people. Water Balloons (large balloons tend to be more fun!). A Volleyball net. **Objective:** Like Volleyball the object is to score the most points and get the other team wet at the same time.

Blob Tag

- 1. Chose someone as "IT"
- 2. IT starts the game as regular tag, but when he catches someone, they must join hands with IT to create a large Blob
- 3. Once the Blob has 6 people, it can split into groups of three only, and may split into groups of three any time thereafter
- 4. The person left without being tagged, is IT and the game starts again

Brain Magic

- Get your group of campers to sit in a circle and collect any random FIVE objects in the area or on the campers. They can be theme-related if you like...Line the objects on the floor in a straight line. As your doing so, explain to the campers about how all camp leaders have the ability to read minds and how your going to prove it to them right now by playing a mindreading game called "BRAIN." Send another leader (who is in on the trick) away from the group for a bit. Ask the campers to vote by a show of hands for whatever object they want. Pick ONE object. Here's where the trick comes in. The 5 objects each represent a letter in order from left to right which spell out the word "BRAIN." (Don't tell the campers this!) Thing 1 = B Thing 2=R Thing 3 =A Thing 4=I Thing 5=N When you call the other leader back to the group, call them back by saying a sentence that STARTS with whatever letter of the word "BRAIN" that the object picked represented.
[EG.] If the campers picked object #3 (which is A) then you can call the other leader back by saying something like "Alright you can come back now" or "Ahh i dont think your going to get this , come back" The other leader then comes back to the group and picks the correct object. As the campers stare in shock ask if any of them would like to try and mindread, too. Keep playing untill enough people have guessed the trick or until everyone has given up. This is a perfect warm up or transition game! **Requirement:** 5 random objects 2 leaders who are in on the trick

Crab Walk Soccer

- Two teams sit on lines a short distance apart. Players on both teams are assigned a number, starting at number one on each team. Place the soccer ball sits in the center. Official calls a number. The player from each team who is assigned that number crab walks to the center and attempts to get the ball over the opponents'

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goal line. When a point is scored, the ball is returned to the center and another number is called. Team members may help but not score.

Cyclops tag

- Everyone has to play with one hand covering an eye.

Form A Band - A group dividing method

- Each band must have a drummer, guitar player, keyboard player and singer. Then they mime out their band, complete with air instrumentation. Then all of the drummers are in one group, all singers in another, etc. You can create as many band members as you need groups. (above example gets you four groups). Similarly, you can do the same with a baseball (any sports) team. Objective: Divide a large group into smaller groups.

Going to a Party

- You need a least 2 people that know the game. It starts with someone that knows the game and says 'I'm going to have a party, do you wanna come? Well, you can only come if you bring me a present...' The other person that knows the game will say 'Can I come to your party if I bring a...' There must be something that links all the things, whether it is the number of letters in the word, or that it begins with the same letter each time, or any other link you make up. The game continues until everyone has discovered the link.

Human Knot

- Have the campers stand in a tight circle, with their hands in the center. Then have them grab other hands at random. The puzzle is for the whole group to work together to get themselves untangled. Sometimes you'll find that the group has actually formed several smaller circles.

How long is a minute?

- A quick time filler, ideal to calm a group down. Tell the campers that you are going to time a minute on your watch. The campers have to raise their hand when they have counted a minute in their heads. The closest one is the winner. This game can be extended to two minutes (or any other length of time) when the children get good at it.

Hula Hoop Pass

- Have the group form a circle holding hands. Ask two people to let go of their grip long enough for them to place their hands through a hula hoop before rejoining them. The team task is to pass the hula hoop around the circle in a specified direction until it returns to the starting point. Another way to play is to use two hoops and have them go around the circle in opposite directions. You can also use loops of rope (about hula hoop size). **Requirements:** Hula hoop; **Objective:** To pass a hula hoop along a circle of people.

Minute Mysteries - IV

- Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

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Clue: Two bodies are lying in a puddle of water and there is broken glass all about. How did they die?

Answer: The bodies are two fish, whose tank has fell and broke.

Mr. and Mrs. Right

- Have everyone stand. Read the story. When you say "right" everyone takes a step to the right. When you say "left" everyone takes a step to the left. There are many variations of this story on the Internet.

This is a story about Mr. and Mrs WRIGHT. One evening they were baking cookies. Mrs. WRIGHT called from the kitchen, "Oh, no, there is no flour LEFT! You will need to go RIGHT out to the store." "I can't believe you forgot to check the pantry," grumbled MR. WRIGHT. "You never get anything RIGHT!" "Don't be difficult, dear," replied Mrs. WRIGHT. "It will only take twenty minutes if you come RIGHT back. Go to Fifty-first and Peoria, and turn LEFT at the stop sign. Then go to Sixty-first Street and turn RIGHT, and there it will be on your LEFT," declared Mrs. WRIGHT as her husband LEFT the house.

Mr. WRIGHT found the store and asked the clerk where he could find the flour. The clerk pointed and said, "Go to Aisle four and turn LEFT. The flour and sugar will be on your LEFT." Mr. WRIGHT made his purchase and walked RIGHT out the door. He turned LEFT, but he couldn't remember where he had LEFT his car. Suddenly he remembered that he had driven Mrs. WRIGHT'S car and that his car was in the driveway at home RIGHT where he had LEFT it. He finally found the RIGHT car and put his purchase RIGHT inside. Eventually, a weary Mr. WRIGHT found his way home. Mrs. WRIGHT had been waiting impatiently. "I thought you would be RIGHT back," she said. "I LEFT all the cookie ingredients on the kitchen counter, and the cats got into the milk. You'll just have to go RIGHT out again." Mr. WRIGHT sighed. He had no energy LEFT. "I am going RIGHT to bed," he said. "Anyway, I need to go on a diet, so I might as well start RIGHT now. Isn't that RIGHT, dear?"

Requirements: Round tables, or everyone sitting in a circle, works best.

Objective: Break up long meetings or get people started for the day.

Psychiatrist

- One person leaves the room. Everyone in the circle decides on a certain rule to follow when answering the psychiatrist's questions. Examples might be:
 - tell the truth when legs uncrossed, tell a lie when legs are crossed
 - answer all questions with five word phrases
 - begin all sentences with a vowel.

When a rule is decided upon, the psychiatrist comes back into the room and starts asking questions to people in the circle. They continue asking questions until they recognize the pattern. They have three guesses to try and figure out the rule.

When the psychiatrist guesses correctly or guesses three times incorrectly, the round is over, and someone else gets to be the psychiatrist.

Crossed/Parallel

- Crossed/Parallel is a neat trick to have in your bag for those down times when everyone is getting bored. Unfortunately, you cannot do it more than once with the same group. If you do not have a pair of scissors, two sticks, two pencils or

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anything that can simulate open or closed scissors will do (I've even used forks and spoons). Have the group sit in a circle. While passing the scissors to the person on his/her right, the leader says "I receive the scissors (either crossed or parallel) and I pass them (either crossed or parallel)". The person receiving repeats the statement while passing to the next person. The leader (and anyone else who has caught on to the trick) announces if each part of the statement is right or wrong. Continue until everyone can pass the scissors correctly. The trick has nothing to do with the scissors. Open and closed refer to whether the person's legs or feet are crossed (closed) or parallel (open) when receiving and passing. This activity usually generates some discussion about the importance of looking past the obvious and thinking creatively. **Requirements** Two sticks or pencils, or a pair of scissors.

SPUD

- This game is played with a large ball, each kid picks a number in the beginning of the game. Then the game is started by one person throwing it up in the air and calls out a number. The child whose number is called, grabs the ball and yells 'freeze'. Then the child with the ball takes three steps toward another player and throws the ball under arm at that player. If they are hit, the child gets a S, but if they miss the thrower gets a S. Each time there is a mistake, a letter is given out, until someone is a S-P-U-D.

Triangle Tag

- To begin, make groups of four to five people. One person will be it and will stand off to the side. The others will join hands and form a circle around one of the remaining players. When play begins, the person who is it will try to tag the person in the middle of the circle. Those players who formed the circle will twist and turn to try to protect the person in the middle from being tagged. The circle must always remain intact. If the person in the middle gets tagged, the roles can be switched so everyone gets a chance to be it. **Objective:** To tag a person who is surrounded by a small group of people

Wink 'em

- Divide the group evenly into two new groups. Have one group form a circle and sit on the ground or in a chair. These are your "Winkers." Have the other group sit or stand (if in a chair) behind the first group. These are your "Tappers." They stand ready to tap the shoulders of the person in front of them. Tappers only move to tap shoulders, not to chase or run. One "Winker" is chosen to start the game. This person begins the game by winking at any other "Winker" in the circle. The person who is winked at must try to switch spots with the 1st Winker without being tapped by their "Tapper." If the person winked at successfully get up without being tapped, they switch places with the first Tapper and start the next round. If they are tapped by their Tapper, they switch places with their Tapper. Once they switch places, the original Winker still has to try to find someone to switch with them. **Objective:** to get away without being tapped