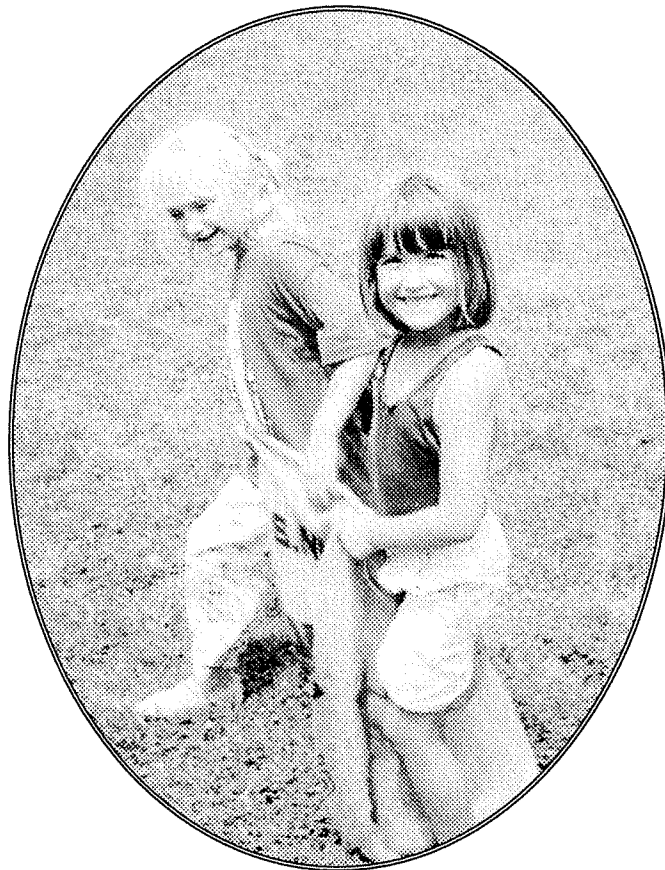


**S C H O O L A G E  
N E W G A M E S I I**



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## **RUNNING A GAME**

- 1. Play with the children, don't just explain. The children have a lot more fun if you're enthusiastic.**
- 2. Make sure the rules are age appropriate. For example: With preschoolers you wouldn't have 20 rules to remember. You would do one instruction at a time. For all ages keep the rules to a minimum. Wordy explanations lead to pre-game boredom, you lose your audience.**
- 3. Bend some rules occasionally or change a few as fits the players and the situations.**
- 4. Don't run a good game into the ground. Play a variety.**
- 5. Keep the players playing. Don't include or involve rules that permanently eliminate participants.**
- 6. Pick teams that are fair and random. Don't have the players choose teams or someone's feelings will get hurt. Use stickers, eye color, birthday months, etc.**
- 7. All these games can be played equally well by girls or boys. Have mixed teams.**
- 8. Competition against yourself should be the only competition emphasized. Trying to beat a time established by your own team or attempting to smash a world record is fun with none of the second place, next time symptoms of the loser syndrome.**

## PASSIVE GAMES

### **Buck Jump**

This idea provides a fun filler at the end of a class period when you have a few minutes before the bell, or as a surefire series of \$\$\$ contributions at a cocktail party.

If you have all your debts paid and have a spare dollar bill pocketed, place your buck on the ground and tell the students that anyone who can jump over the bill lengthwise earns the dollar.

The catch is...they must grab their toes (or tips of both shoes) and not let go while they jump, continuing to hold on for one second after landing.

Additional physical/financial stipulations -

1. You must jump forward over the bill.
2. You may not fall backward (long jump rules are in effect).
3. Start with your toes as close to the bill as possible.
4. The jumper's heels must clear the vertical plane of the end of the bill after the jump.

If you are strapped for funds, you can use a piece of paper the same size of a dollar with an IOU written on it.

Be sure to try this tricky and difficult event yourself before you start handing out cash -

you may even want to put two bills end-to-end because of the shrinking dollar...

Occasionally an adept someone will make the jump successfully. Further challenge that person (double or nothing?), by asking if they can make the jump in reverse - much harder.

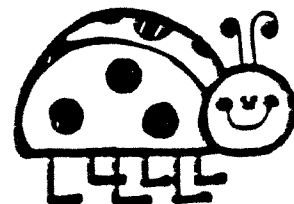
### **Help Me Rhonda**

This is a minimum prop, small group word game that is usually well received by older students (folks who can spell). Divide a larger group into triads or troikas. Each group of three must have a piece of paper and pencil (pen).

The leader (not necessarily you) calls out the name of a person (three to six letters in the name) with no repeating letters - try RHONDA. The designated recording secretary of each group spells the name at the top of a sheet of paper, like so:

R H O N D A

The leader then calls out the name of a category, say "animals". The troika must then list as many animals as possible underneath the letters of the name RHONDA, so that each animal's name must start with R-H-O-N-D or A. E.g., Owl under O, Dog under D, Aardvark under A, etc.



The teams score one point for each acceptable answer, and two points for each animal name that no other team thought of. Choose other categories for additional contests, and let the players choose the categories. Try "flowers", "cities", "trees", "brand names of foods", "sports", etc.

✶ **How're Ya Doin? Just Fine Thanks!**

Ask a group of 10-15 students to put on blindfolds, and then arrange themselves facing you (continue talking so they know where you are); shoulder-to-shoulder: Then, starting from the right or left of the line, have them count off, and remind them to remember their number.

Depending upon whether this is your first blindfolded initiative problem, you should mention the trust aspect of no-see situations. Assure the group that you will not do anything to jeopardize their safety or embarrass them. Considering that trust is such a fragile and sometimes hard-won group feeling, value and nurture the group's trust as your most valuable teaching tool in adventure education.

Lined up, numbered and waiting, ask each participant to ask the person to their immediate right or left this question, "How're ya doing'?" Each person asked will answer, "Just fine, thanks!" Continue this verbal flood of questions and answers so that all the participants hear the repetitive Q & A's at least 3 or 4 times.

Now, have the participants mill around (still blindfolded) in the hands-up-palms-forward-protect yourself position until their sequential number positions have been entirely scrambled.

Ask them to stop and return, shoulder-to-shoulder, to their initial numbered position. They are allowed to talk, but the only thing they are allowed to say is, "How're ya doing?" "Just fine, thanks!"

In order to further involve the first and last person in line, ask the group to line up in a circle. Line up in a circle? Are you kidding? No, really...can you do that?

#### **Touch My Can**

Object: For a group of about 15 students to make physical contact with an empty beer can without making physical contact with one another. Hair longer than 4" is not "recognized" by the rules committee as a portion of the body.



## Follow Me!

An indoor (not necessarily), fast-moving, perceptual game that allows total participation without intimidation.

A player volunteers to briefly leave the room, and a leader is appointed among the remaining people in the group: 30 people per group is better than 10.

When the IT person returns, the leader initiates a movement (clapping, finger-snapping, head-rubbing, anything visual). Whenever the leader changes a movement, the group must immediately follow his/her lead. The IT tries, amidst all this confusing movement, to identify who the leader is; i.e., the person initiating the changes.

Indicate that the group should not all look at the secret leader - it's a give-a-way. When the leader is finally caught, he/she can be the next IT or anyone else who wants to volunteer. The game action is fast-paced and fun. Try adding music from a BOOM BOX to establish the game pace.

## Fire In The Hole

Divide into groups of 3-5 with balloons. Place 3-5 balloons between your 3-5 person group. Position the balloons carefully at about mid-torso level. As in dealing with dynamite charges, it's the placement that counts. Then, put your arms about your partners' bodies and prepare to squeeze, BUT...before initiating any psycho-motor synapses, the

group shouts together, "Fire in the hole!" - that's to warn bystanders of the impending explosion(s). You don't need any further instructions after the squeeze starts.

Try standing in a circle so that each person is facing the person's back in front of them. Have each person place an inflated balloon between her/him and that person - initiate a group squeeze.

Try a one-on-one squeeze to share a poignant moment.

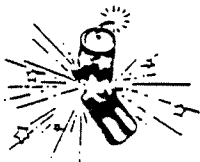
If a particular balloon is giving your small group a problem, ask for help and other squeezers, I'm sure, will hurry over to add their contractions and emotion toward a final solution.

## Count OFF

Ask a group of 15-20 people (the numbers may vary, but try to have about one person per number) to count to twenty without pre-planning who is going to say which number, and try to do this without having two (or more) people saying the same number simultaneously. It seems easy - it isn't.

No verbal or visual signals are allowed. Also, begin this activity when the group is not in a circle. A circular arrangement lends itself to a speedy solution.

Anyone can begin by saying, "one", and then a quick "three", "four", and then "fi..", "five", and back to zero to begin again. How come?



Two people tried to say five at the same time. Get it? Got it! Good.

### Caught Ya Peekin

Sit or stand in a circle so that everyone can see everyone. The object of the game is to catch someone with their eyes open. I'm not indicating that you should keep your eyes closed, just that if someone in the group sees you with your eyes open, they say, "Caught Ya Peekin". If this is an elimination game, you are then OUT, because you were caught with your eyes open. The game continues until only two or three people are left.

If you want to play the game so that no one is eliminated, just keep playing after you are caught, and continue the game until it's over; i.e., someone decides to change the game.

### ✱ Body English

A group tries to spell out a well-known word by using their bodies as letters. (Forming letters with the fingers is not allowed - too easy). Another group tries to decipher what the first group is trying to say. The groups switch roles from time to time so that everyone gets the chance to be histrionic and contorted. Body English encourages discussion, decision-making, cooperation and laughter.

### ✱ Hustle Handle

Arrange everyone in a circle, including yourself. Stand by the ubiquitous Casio stopwatch, announcing this is a timed event. Say your name and start the watch. The person next to you (either way) says his/her name, then the next person says his/hers, etc., etc., as fast as possible until the whole circle is finished; i.e., back to you - stop the watch.

This speed-slurring of what used to be a series of distinct names works best with a larger group, but even a smaller number can have some fun with the competitive nonsense. It is impressive how much faster a group can say their names when they start getting competitive with themselves.

If the group is small, go around the circle two or three times. As a variation (that's hard to justify except for the level of laughter) start the name sequence to the left and right simultaneously. Watch the expression and eventual reaction of that person on the opposite side of the circle.

Editors's Note: This is not a good game for learning names.



## \* Ooh-Ahh

Everyone stands in a circle holding hands. Now one of you gives a quick hand squeeze to the hand of the person on your right. This gets passed along the circle until it is back the starting place. Keep passing it along until it is traveling smoothly around the circle. Then add some sound. Squeeze and say "Ooh" and watch it go around. Then say "Ahh" but send it in the opposite direction. Try reversing the flow: when someone gives you an "ooh", pass it back to them. Play tag with the Ooh and Ahh.

## Instant Replay

Stand in a circle. One person starts by taking a few steps into the center and announcing his name while performing whatever movements and gestures he chooses. The person then returns to his place in the circle and everyone else in the circle does exactly what he did, in unison, mimicking him in deed and word as closely as possible. Continue around the circle.

## IIA IIA:

The first person lies down on the floor, tummy side up, arms at sides legs together. The second person lies down perpendicular to the first with his/her head resting on the first person's stomach in the same position as above. The third person lies down so that his/her head rests on second person's stomach and so on, until everyone is on the floor. The first person says "IIA". The second person says "IIA IIA". The third person says "IIA IIA IIA". The fourth person— you get the idea, until everyone's head is bouncing on everyone else's stomach and everyone is laughing hysterically at this awfully silly game that is quite hilarious!



## \* Spirals

Everyone joins hands in a circle. One person lets go of one hand and begins to walk around the outside of the circle pulling the giant human rope behind. The other person who broke hands remains in position. The chain spirals around the stationary person, drawing everyone into a tighter and tighter coil until everyone is wrapped around each other. To unfold the spiral the person in the middle ducks down and crawls to the outside pulling along everyone else. When you're uncoiled you should be in a circle again.

## TWENTY QUESTIONS:

Someone thinks of an object. The rest of the group asks questions that can be answered yes or no and tries to figure out what the object is. When they guess it, that person can pick the next object.

# Hagoo

Did you know that it's actually easier to smile than it is to frown? Smiling requires fewer muscles. According to that criterion, Hagoo may be one of our most strenuous games.

In the language of the Tlingit Indians of Alaska, inventors of the original game, *hagoo* means "come here." With that call, they invited a stony-faced challenger to walk a laughing gauntlet without cracking a smile. Our own version of this game looks more like an encounter group doing the Virginia Reel, but since the basic form lends itself easily to changes, you can invent your own dance after you try this one.

To form the gauntlet, two teams stand facing each other in lines about three feet apart. The two players, one from each team, who stand at opposite ends of the lines, are challengers. They step forward and face each other down the length of the gauntlet. With a bow and the invitation "Hagoo," they walk toward each other, breaking neither their eye-contact nor their reserve. In the middle, they pass and continue to the end, determined to suppress their slightest smile or guffaw.

The gauntlet, meanwhile, is alive with the opposite resolve, engaging in any form of facial calisthenics or titillating hullabaloo that might crack the icy determination of the challengers. (A tickle in the ribs, "coo-chicoo" under the chin, or any other form of physical persuasion is off-limits.) There's no telling, of course, which challenger might be prone to which devices, so team mem-

bers may be torn between a sympathetic and supportive silence for their own candidate and an all-out heckling campaign for the other.

A challenger who successfully runs the gauntlet without revealing the slightest sign of amusement rejoins his own team, free to appreciate his triumph with a smile. But if it's all been too much to take, the challenger doubled up in hysterics gets to contribute his talents to the opposite team by joining up at the end of their line.

The game ends when there's only one team left, or when all players have run the giggling gauntlet, or when everyone decides they're utterly heckled, cackled, and stony-faced out. ■

# Animal Parts

**T**HIS GAME is for groups of four or five children. Ask each group to select an animal common to the area. Then tell them that each group will have to imitate the body of their animal. They are going to appear before an "animal expert" or "panel of experts" who will try to guess their identity on the basis of the movements and behavior they act out. No noise is allowed, except what they can make with props (optional) such as a tin can with rocks in it to mimic the rattle of a rattlesnake.

Give the groups about five minutes to work on their acts: "Oh, no! A scorpion has eight legs - we'll all have to be legs! . . . I can be the head, too, since I'm up front and my arms can be the pincers. . . . Okay, I'll be the tail, but I don't think I can hold it too long. You guys will have to bend forward and hold onto each other to make the body. Ready?"



## Last Detail

Start by facing each other (one to one or team to team) and observing every detail about the person/team facing us. Then turn your backs to each other and change six details about the way you look - details that can be seen without the need to touch or move anything. Then turn back and see if you can spot all the changes.



## ACTIVE GAMES

### Dizzy Izzy Tag

A vertiginous tag game that lasts lots longer than *Everybody's IT*.

Start with 2-3 IT'S. When tagged, rather than being OUT, a new IT must spin around three times before chasing another person. This vertigo pause prevents "tag backs", a heavy rule refinement in serious tag games.

Restrict the running area to prevent fast runners from never getting caught. The game continues until everyone is obviously warmed up; doesn't take long with most people.

### *Everybody's IT* (The world's shortest tag game)

Simplicity itself; when the game starts, everyone is IT, and tries to tag everybody else. If you're tagged, you're OUT. That's it, that's all... what did you expect, an essay?

### Pairs Tag

Find someone you want to choose and/or be chosen by; i.e., pair up. Don't worry, there's no holding hands in this game. Considering that there are only two of you, decide who is initially IT. That person tries to tag only their chosen partner, who, of course, is you. Now that's simple! You have to like this game.

If a tag is made, the IT designation switches over and the chasee becomes the chaser. Taken as is, this could be a very boring game, but the interest stems from the fact that a lot of other pairs are playing exactly the same game in the same small restricted area; the smaller the group, the smaller the game area. Only fast walking is allowed and three seconds must elapse between tags, (about the time it takes to spin a 360°).

Pairs Tag is one of those comparatively rare games that works well with large (50+) groups of people. Make sure, even with a large group, that you severely restrict the playing area and emphasize that only walking is allowed.

As facilitator, place yourself as a permanent pick in the center of the action. Two pick people would be even better.

Try this. Same game, same rules, except this time you start off with pairs holding hands. Pairs chase pairs...get it? *Pairs, Pairs Tag!*



## \* Flip Me The Bird

Tie knots in towels to equal about a third of the number of people in the group. These knotted towels are called birds. If your budget and sense of humor allows, buy rubber chickens and use them as birds.

Assign 2-3 people to be IT. To be immune from a tag, a player must be grasping a bird. Since there are only 6 birds per 18 pursues, there is much "flipping of the bird". There can only be one bird in the hand at a time. In keeping with the name of the game, the bird must be thrown, not passed, and the throw cannot be made back and forth between paired players.

## Needle & Thread Tag

Ask your group to form a circle so that each person can, with arms extended to their side, grab the hand of the person next to him/her. The IT person begins within the circle, while the person to catch locates her/himself outside the circle.

Every time the person being chased runs between a pair in the circle, that pair grasps hands, effectively "sewing up" the previously open space.

The object of this one-on-one tag game is for the chaser to catch (tag) the chasee before that person sews up the entire circle with extended arms and clasped hands. There is more to this tag game than being simply fleet of foot.

## \* Moonball

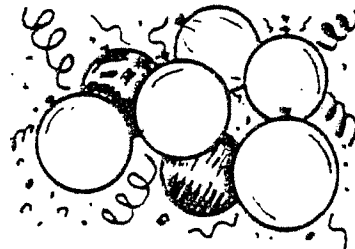
Moonball is an excellent one-prop-game that develops coordination and fast reactions. Play becomes intensely competitive, as a group competes against its last best effort.

Scatter your group (any size, but use two or more balls as the group size demands) on a basketball court or a field. Use a well-inflated beach ball as the object of play. The group's objective is to hit the ball aloft as many times as possible before the ball strikes the ground. Depending upon the group, set a goal of 50, 75, 100 hits to add incentive.

Rules:

1. A player cannot hit the ball twice in succession.
2. Count one point for each hit.
3. Two points are allowed for a kick.

The tension and expectation builds as each "world record" is approached. Moonball is popular with all ages, because it's simple to understand, requires little skill, and involves (like it or not) everyone. This is a particularly useful activity to initiate when a new group is just getting together, especially if you want early arrivals to become involved and not just self-consciously stand around, wondering why they came.



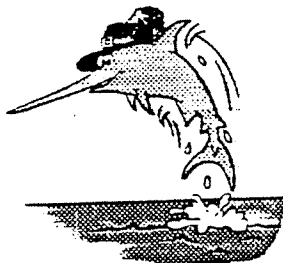
## Shark

As a group, stand in a circle, holding the edges of the parachute (Is there any other way?) and sit down on the gym floor, pulling the edges of the chute up to your waist with your legs underneath.

Ask a person to act as the SHARK. This nefarious individual scoots under the chute and begins patrolling the confines of the chute's perimeter (the SHARK pool). When the shark spies a pair of feet that look delectable, she/he grabs those appendages and while alternately squeezing and relaxing their grip (chewing motion), the SHARK pulls the victim under the chute to join as a zombie shark. All this is accomplished amidst much screaming and thrashing about by the victim. Then, these two sharks continue patrolling the pool, looking for more wiggling meat. Continue play until the last victim becomes the next shark.

Seeing a "shark" slowly approach your feet produces a surprisingly tense feeling. Being grabbed, finally, gives you a chance to release your anxiety by acting like a victim.

Indicate to your sharks that subtly cruising the pool adds considerably to the activity; i.e., don't grab every leg you pass by.



## Asteroids

Provide each player with a throwable object that they wouldn't mind being hit with: nerf balls, fleece balls or objects of that genre. I would not want to be hit with a tennis ball, red playground ball, lacrosse ball or shot put.

Ask the group (from 10 to 100) to spread themselves out within a definable playing area; this game works best in a gymnasium, because of the built-in boundaries. At a signal, all players loft their "throwable" object in the air. Each person must then, with great dispatch, grab a thrown object (after it hits the floor and being sure that it is not their own), and using this as a weapon, try to hit someone, recognizing that speed is essential, because everyone is trying to do the same thing.

If you are hit, sit down - you're out (don't fret, the game doesn't last long). Continue playing until only one player is left, and then start another round before the champion has a chance to gain a breath - usually ensuring that a champion does not repeat or get a chance to repeat.

Consideration:

\*A player may gather as many throwable objects as he/she wishes, but must drop them immediately when hit.

\*Large balls may be hand-held by a player to serve as a deflector of other thrown objects.

\*Balls may not be caught.

\*This is a self-elimination game; i.e., if a player feels threatened by the game or just doesn't want to play, he/she can simply sit down and remove themselves unself-consciously from the action.

### **Cat & Mouse**

**Position:** Group kneels around the perimeter of a parachute and grasps the edge.

**Object:** For a mouse to stay hidden (uncaught) under the parachute while a cat, crawling on top of the parachute, tries to pounce on the mouse. The group tries to help the mouse by rapidly shaking the folds of the parachute up and down. Such irregular wave-like motion gives the mouse some hiding space and is confusing for the cat.



### **The Wave, or Butt-Off**

Everybody needs a chair. Flimsy chairs do not work well for this highly active game that involves moving your posterior rapidly from one chair to another.

Sit in a circle with the chairs fairly close together. Don't play with less than 15 moving posteriors. Designate (ask for a volunteer - maybe you) a person to leave his/her chair empty and stand within the circle of seated bodies. As soon as the IT person moves toward an empty chair, that chair must be filled by the person sitting next to it that

will result in a clockwise movement of people. As one person moves, the next person must be in motion, etc., etc., in order to fill the rapidly vacating seat. When this game gets moving, the rapid seat changing results in a flow of people that looks impossibly choreographed.

When the IT person finally gets her/his posterior into the appearing/disappearing empty chair, the displaced person must immediately look for and pursue the elusive empty chair. There are no timeouts. If someone becomes too exhausted to continue, let the IT person designate his/her own replacement.

Change directions (from clockwise) occasionally in order to confuse and confound a floundering IT - you'll know when. Play until quivering quadriceps plead for relief (or you run out of replacement chairs). This is one of those games that has to be played to appreciate the potential for, 1.) fast, physical action, 2.) unselfconscious touching, 3.) copious laughter and a sense of abandon that borders on chaos. Get into it; i.e., onto it.





### HOOLA HOOPS RACE

Children stand in a circle holding hands. The leader places 2 different colored hoola hoops on each side of one person. The game begins by starting the hoola hoops off in the opposite direction. Each child must step through the hoola hoop and the hoops must return to their original starting place. Children cannot break the circle hand hold at any time. The beauty of this game is that it's a competition between the hoola hoops, not the children.

### ANIMAL ROUND-UP

Children stand in a circle and are blindfolded. The leader walks around the circle and whispers the names of animals in this order; pig, duck, cow, cat. (Other animals may be substituted.) As soon as you complete the circle with the animal names, the leader instructs the children to start making their animal noise and try to find the other children in the same animal group (stick together as a group). Be sure to talk to the children about putting bumpers up (hands up) and to walk slowly. This is a great way to split children up into teams for big games or sports.

### MINE FIELD

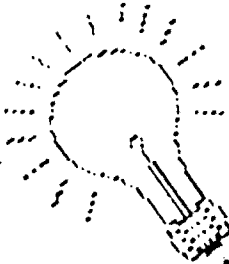
Line the children up in 2 parallel lines facing each other. Have them take 5 giant steps back and hold hands with each other in their lines. Blindfold one 1 child and place them at one end between the 2 parallel lines. Then place 1 sighted person at the opposite end. Have approximately 4-5 children go into the center of the 2 parallel lines to become stationary mines. The sighted person will give directions to the blindfolded person to help lead him/her through the mine field. If the blindfolded person touches a mine or the children serving as boundaries, he/she must start again.

### BATTLE SHIP

Every child must get a partner. 1 of the partners will be blindfolded. Each blindfolded partner will get a tennis ball or a "soft" ball. The sighted person will give verbal directions to their blindfolded partner, but the sighted person may not physically touch their partner or the ball. The object of the games is to have your blindfolded partnes fire their ammunition (ball) on another battle ship and put them out of commition. The last battle ship left is the winner.



## COLLECTIVE STONE



1st grade and up

Needed: Bat, ball, etc.; see individual game

Here is cooperative play at its best, because in these games we take traditional sports and turn them into a fun-filled cooperative experience for everyone involved. The following format can be used for many sports—kickball, baseball, punchball, and many more.

Use as many bases as you like, not just the traditional four of baseball. After the ball is batted, in whatever manner you choose (with a bat, with the hand, with a broomstick, etc), the player who batted circles each base as he or she reaches it, rather than stepping on it.

After the ball has been fielded by one player, it is passed around the field, and every other fielder also must touch it. When the last fielder touches the ball, he or she calls "Stop!" and the runner must freeze on the spot and not start running again until the next player hits the ball. The game continues in this fashion.

### VARIATIONS

**Norwegian Ball:** This format can be used with any game that requires hitting a ball and running around bases, but it doesn't require any bases.

After the ball is batted, the hitter's teammates form a line. The hitter runs around them, as many times as possible, until the ball is fielded. Then it's the next player's turn. Count the number of times the hitters circle their teammates.

**Rounders:** In this scoring system, the team at bat hits until the number of runs scored equals the number of players on the team. Then the other team gets its chance.

**Rotation:** Rotate the players so that each person gets to play each position. In this way we eliminate rightfielderitis, a dreaded condition where the worst player is made to play right field.

These suggestions can be adapted to many sports, including football and soccer.

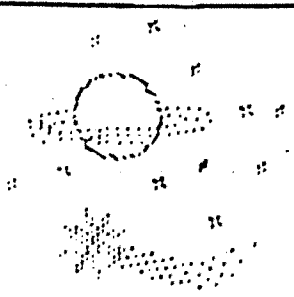
## Human Pinball

Here's your chance to be a flipper in a giant pinball machine. (Your dream come true.) The lights and bells may be missing on our organic model, but there's plenty of action.

All players except one stand in a circle, facing *outwards*. Spread your legs as wide as comfortable until your feet are touching your neighbors' on either side. Everyone bend down and swing your arms between your legs. This is what it feels like to be a flipper.

The one non-flipper enters the circle as the movable target. The flippers try to hit him by knocking a volleyball or rubber playground ball back and forth across the circle. Whoever hits the target gets one point and also gets to be the new target. Every time the ball goes out of the circle, the target scores a point. (However, the target's only job is to *avoid* the ball. Only flippers can flip it.)

Exactly what these points are good for is questionable, since everyone is entitled to as many "Free Games" as they want. And considering the circumstances, it's far more likely that the rushing blood would swell your head long before any phenomenal score could. Maybe that's why no one yet claims to be the World's Human Pinball Wizard. ■



### SOCCER BALL:

Players stand in a group. "IT" stands in center of the group, holding the ball. "IT" drops the ball and calls out a name. Everyone else scatters. The player whose name was called must catch the ball and call "Halt". Everyone freezes. The new "IT" tries to hit another player with the ball from where he/she is standing. If "IT" misses, everyone runs again while he/she recovers the ball, cries "HALT", and tries again.