Games, Games and Games!

Classroom Games
*Diagnosis
Pick one student to be the doctor and send them out of the room. While they are gone you pick a "disease" that everyone in the room has (i.e. everyone thinks they are a pirate; answers as the person sitting to their left; thinks they are a Grandma; etc.) The doctor comes back into the room and can ask questions. Based on how the students are acting and answering the questions the doctor has to diagnose what the "disease" is.

*Egg, Chicken, Dragon, Elvis
This is a game of Rock-Paper-Scissors. Teach the kids how to play and then teach them each of the following stages: Egg (bend your knees to make yourself low to the ground and waddle around); Chicken (walk around clucking and flapping your wings); Dragon (spread your arms wide and fly around ROARING and blowing fire); Elvis (Curl your lip, shake your hips and play the guitar). Everyone starts as an Egg and must go challenge another Egg to a game of rock-paper-scissors. If you win you advance to the next character, if you lose you go back one character (or stay an egg). You can only play against players that are at the same level as you (egg vs egg, chicken vs chicken...) There is no end to this game, but the goal is to achieve and stay at Elvis as long as possible.

*Poison
Pick one student to be the detective and send them out of the room. Pick one student to be the poisoner (you may have to have kids close their eyes while you pick this player so they don't know). Have the detective come back in and all the other students start walking around introducing themselves to each other and shaking hands. When shaking hands the poisoner (and only the poisoner) can use their index finger to scratch the other students palm poisoning them. After 5 seconds the poison sets in and the player should act out a dramatic death. Detective needs to figure out who the poisoner is.

*Team Counting
The purpose of this game is to count from 1 to 10... simple, right? Besides saying a number there is no talking allowed in this game. If two people say the same number the group must start over. Example: (Billy) "One", (Sarah) "Two", (Chris and Heather) "Three" - the group must start over because Chris and Heather both said three.

*You're Out!
Want to mess with your students? Tell the students that you are looking for one specific thing and if they do it they are out, but you can't tell them what you are looking for. You then walk around looking closely at the students and calling some of them out. The trick is, this is totally random as there is actually nothing you are looking for.

Auditorium Games
*Baby I love You
Students sit in a circle and one student is picked to be in the middle. They must go up to a student in the circle and say, "Baby, I love you won't you please give me a smile" The student in the circle must respond, "Baby, I love you too but I just can't smile" without smiling or laughing. If they laugh or smile they switch to the middle.
*Bat and Moth

This game is like the swimming pool game “Marco, Polo”. Have kids form a large circle and pick one “Bat” and 3 or 4 “Moths”. The “Bat” closes their eyes and walks around trying to find the “Moths”. If the Bat calls “Bat”, the Moths have to respond “Moth”. The players in the circle are responsible for letting the Bat know if s/he is getting close to the edge by saying “Tree”.

*Find The Treasure!

Split kids into two teams and assign each player to a number (both teams have a 1, 2, 3, etc). Have kids on opposite sides of the field with lots of cones in the middle. Have kids face away and hide a “treasure” (small ball, lanyard, etc) under one of the cones. Call out a number and the player with that number from each team must run to the middle and find the treasure. Once a player finds the treasure they must run back to their side before the other player tags them. If you are able to get the treasure back to your side your team gets a point. You can also call out 2 or 3 numbers in one turn.

*flinchPEACE!

Players form a circle with one person in the middle. Player in the middle has a ball and the players making the circle must stand with both hands behind their back. Player in the middle will softly toss the ball to players in the circle who must catch the ball before it hits the ground. The player in the middle can also fake the throw. If the player in the circle does not catch the ball, or if they flinch on a fake throw they must sit down.

*Frogs and Flies

Students sit in a circle, pick one student to be the detective and have them leave the room. All the rest of the students are going to be flies except for the one student you pick to be the frog. Have the detective come back and stand in the middle of the circle. The frog will eat the flies by sticking out his/her tongue while looking at them. The detective needs to catch the frog before he/she eats all the flies.

*Gatekeeper

Players form a circle toe-to-toe with their legs spread wide. The space between your feet is your gate that you must protect with your hands. There is a ball (or 2 - 3 balls) that are being swatted around the circle on the ground. If the ball makes it through a player’s gate that player is out. They leave the circle and the circle tightens up.

*Human Foosball

A great way to play soccer on a rainy day! Setup chairs back to back like a foosball table is setup. One team sits in the chairs facing one goal while the other team sits in the chairs facing the other goal. The students have to try and pass the ball from one line of chairs to the next getting the ball across the field and then making a goal.

*Janitor

One student is the janitor at a museum while the rest of the students are “statues”. In this museum the statues come to life, but they can’t be caught by the janitor. All the statues spread out and the janitor must walk around pretending to clean the statues. When the janitor is not looking the statues move around dancing and making funny faces but if the janitor catches them moving they are out.
*Mother, Child*

Everyone mingles around in the play area. The leader of the game will call out a formation that requires the kids to get into specific groups. You can play where the last group to get together is out, or you can use this exercise to get into discussion groups. Some examples of groupings are: "Mother Child" - 2 people pair up together; "Canoe" - 3 people two people link arms and one person in middle paddling; "Square" - 4 people make a square using hands or arms; "Star" - 5 people cross arms and hold hands.

*Mouse Trap*

Choose six students to make up a "trap" by making a circle and holding hands. Remind students to be aware of others around them. One child is a "Cat" and is a part of the circle, but has his back to the circle. All other students are mice going in and out of the "trap". When the cat yells "SNAP!" the arms of the trap goes down to catch mice. The caught mice then become part of the "trap".

*Mummies*

Pick on student to be a tomb raider. The rest of the students are mummies and must lay on their backs facing up with their eyes open. The tomb raider then goes around making jokes, silly faces, sweet dance moves to try and make the mummies laugh. The tomb raider cannot touch the mummies or get up close to their face and must keep things appropriate. If a mummy laughs or smiles they get up and help the tomb raider make other mummies laugh.

*Prisoner*

Split kids into 2 teams, split field in half and have each team spread out on their side. You need one ball for this game. One team starts with the ball and throws it into the air to the other side (ball must be thrown higher than the tallest player). The player who throws the ball calls out the name of any player on the other team. If the other team does not catch the ball then the player who was called out must go to prison (behind other team). Teams throw the ball back and forth calling out names. If your team has players in prison, you can call out "Prison Break". If the other team does not catch the ball you get your players back from prison. If the other team does catch the ball then the player who threw and called "Prison Break" must go to prison.

*Sleeping Miser*

Have kids sit in a large circle. Pick one student to be the "Sleeping Miser" by sitting in the middle of the circle with a small "treasure" behind them (keys work well). The "Sleeping Miser" must cover their eyes and everyone must be silent. The leader walks around the circle and chooses players (tap on the shoulder) to try and get the treasure. The player picked must stand up, walk into the center, pick up the treasure, walk back to their spot, and sit down without being caught. If the "Sleeping Miser" hears a noise they point in that direction. If they point at the person going for the treasure that person must go back and the leader picks someone new.
*Tomato

Students sit in a circle and you pick one student to be the King/Queen of tomato land. Students in the circle raise their hand when they have a silly question and the King/Queen will point to them. After they ask their question the King/Queen must answer "Tomato" and cannot laugh or smile. If a student makes the King/Queen say something other than tomato or laugh/smile they become the new King/Queen.

*Where's that Stick?!?

Students sit in a circle and you pick one person to be in the middle. Have all the students in the circle sit with their hands behind their back and give one student a small object. The goal is for the circle to be able to pass the object behind

*Zap!!!

Students stand in a circle and you are in the middle. If you point to a student and say Zap! that student must duck and the student closest to their left and right must point at each other and say Zap! The first student to point and say Zap! stays in and the other student must sit down. Keep going until there are only two players left and have a showdown. They stand back to back and take a step each time you say a number. When you say Zap! they must turn around and complete tasks you assigned (say the alphabet while spinning in circles, do 10 jumping jacks, sing head shoulders knees and toes, etc.) and then point and say Zap!

Play Structure Games

*Alien Invasion

Choose a few students to be the "Aliens" who are trying to take over the world. If an alien tags a human the human becomes very ill and must go to the hospital for 20 seconds (make the hospital a nearby tree, pole, wall, etc.). After the 20 seconds the human is healthy and goes back into the game. Spread a few cones around that serve as base for the humans. When they are on base they human is safe from the aliens, but can only stay on a base for 5 seconds.

*Bye-Bye Tag

Randomly spread out cones to serve as "bases" (about 1 base for every 5 kids). In this game choose a few kids to be "it". Players are safe from being tagged when on a base, but only 1 player can be on a base at a time. If someone is on a base you can run up to them, say "bye-bye" and the person on the base must leave. That person can go get another base, but cannot return to the base they were just forced to leave. The players who are "it" cannot make players leave a base.

*Dragon's Lair

The "Dragon" goes to one end of the field and must keep their foot on a cone. The Dragon has an "egg" (ball, soccer ball size) that sits on the ground next to them. All other players are "Knights" and line up on the other side of the field. When the "Dragon" goes to sleep (turns away and yells "GO") the "Knights" run toward the "Dragon". After a little bit the "Dragon" wakes up by "ROARING" and then turns to face the "Knights". "Knights" must freeze. If the "Dragon" sees a "Knight" move s/he must go back to the starting point. If the "Dragon" can tag a "Knight" without leaving the cone the "Knight" has to go back to the beginning. The "Knights" are trying to take the "egg" and get it back to the starting point.
If the "Dragon" wakes up and the "egg" is gone, the "Dragon" gets one guess to find the "egg". If the "Dragon" is right s/he gets the "egg" back. If the "Dragon" is wrong h/she must go back to sleep.

*Hot Lava Monster
Pick one student to be the Hot Lava Monster (or better yet you can be the hot lava monster). The ground is hot lava and only the monster is allowed to touch it. The play structure is land and the hot lava monster is not allowed on land. If the monster tags a human the human turns into a hot lava monster and must go to the ground and help tag other humans.

*Red Light Green Light
Moving this old classic game to a play structure makes it fun and new.

*Stronghold
Place lots of cones on different parts of the play structure. There will be a few players on the ground with soft balls (preferably gator skin or rhino skin balls but you can also use foam footballs). The players on the ground have to try and knock the cones down while the players on the playground try to protect their fort. If a player on the play structure catches a ball they toss it back onto the ground and continue. If a player drops a ball while trying to protect the fort he or she is out and joins the team on the ground. Game is over once all cones are knocked over.

Blacktop Games
*Band-aid Tag
Everybody is "it". You want to tag everyone with your hands before they tag you. If you get tagged, you must use your hand as a band aid to cover where you were tagged and can no longer tag with that hand. If you get tagged again you must use your second hand as a band aid. If you are tagged a third time you are out.

*Germ Tag
In this game you have a few "Germs" (the players who are "it") and a few "Doctors" (they can heal players who get tagged). The "Germs" try to tag all of the players. If a player is tagged they must sit down and pretend to be sick. They can only get back up if one of the "Doctors" tags them. "Doctors" get sick if tagged by a "Germ" and cannot heal themselves.

*Grenaderade
Using cones, make several large squares about 5 feet apart from each other. Choose one player to be the "Grenaderader", give them a soft ball and have them face away from the squares and count down from 10. All other players pick a square and get into the duck and cover position. At "0" the Grenaderader throws the ball into the air behind them. Whichever square the ball lands in, all of those players are out.

*Hop Tag
The player who is "it" hops on 1 foot and all other players hop on 2 feet. If the player who is "it" tags another player they switch.
*Pac-Man Tag
For this game you need a lot of painted lines on the black top (i.e. basketball courts). Pick a couple students to be the “Ghosts” and they are it. The rest of the students are Pac-Man and Ms. Pac Man and must avoid the Ghosts while staying on the lines. If they get tagged they must sit down and become a road block. A Ghost can run around a road block, but the Pac Mans cannot.

*Rainbow Tag (Octopus)
Choose one or two players to be it and have them stand in the middle of the playing field. The rest of the players line up on one side of the field. The “its” call out a color and any player wearing that color must run across to the other side. If tagged while running across the player must stop and is stuck there for the rest of the game.

Variations of this game:
Clean out the Fridge - The “its” pick 3 gross items you might find in a dirty fridge (rotten milk, moldy cheese, etc). Players must choose one item to be and must run across the field when that item is called. If “its” call “CLEAN THE FRIDGE” all players run.
Used Car Lot - The “its” pick 3 types of cars, played the same as Clean Out The Fridge. If “its” call “USED CAR LOT” all players run.

Soccer Field Games
*Australian Baseball
Students have too much energy? Not after playing this game. Split group into 2 teams and have them line up facing each other. One team starts with the ball and the player in the front of the line throws the ball in any direction. The player who throws the ball must then run circles around their line as many times as possible before the other team makes a single file line behind the ball and yells “STOP!” The team gets one point for each lap the player made around their line. The other team then throws the ball anywhere in the field and starts running laps around its line. Parents will love when you play this game as the kids will be worn out when they get picked up.

*Blob Tag
Pick a few kids to be “it”. As they tag other students they must hold hands a form a blob. As the blob tags more students it will get bigger and bigger. The blobs are competing against each other to be the biggest blob. Game is over when all students have been tagged and the biggest blob wins.

*Crazy Soccer
Normal soccer rules accept you have four teams, four soccer balls and four goals (playing field is a large square). You can score a goal into any of the three goals that are not your team’s goal. Don’t bother trying to keep score, there is a reason it is called Crazy Soccer.
*Elbow Tag/Link Tag

Have the kids pair up, spread out, and link elbows. Choose one person to be “it” and one person to be chased. The player being chased can run over to a pair and link up to one of the two players. If you are in a pair and the player being chased links up to your partner, you must unlink and are now being chased. If the person who is “it” tags the player being chased they switch roles. The leader can also yell “switch” at any point and the person who is “it” and player being chased switch roles.

*Four Corners of the URTH

This game is a relay race. Split students into four teams and put on team on each corner of a large square playing area. They must sit in a single file line. The person in the back of the line is the first to go. When you say Go! One player from each team takes off and runs around the entire square (going behind the other teams’ lines). When they get back to their team they sit in the front of the line and the next player in the back goes. Once everyone has made it around and the team is sitting in a single file line the race is over.

*Hunt and Capture

In an open field you will pick a handful of kids (about 20% of players) to be your “Hunters”. One side will be the “Hunters” and the other side will be the “Runners”. Give the runners a small “treasure” that can be hidden in a player’s hand. Runners pick one player to hide the “treasure” and then line up. Runners run across the field while the Hunters try to tag them. If a runner is tagged they must open their hands and show it to the Hunter. If they don’t have the treasure both players keep going. If the Hunters find the treasure they win and you start a new round. If the Runners make it across with the treasure they get the point and keep going.

*Pirate’s Booty

This game is similar to Capture the Flag except for the fact that there are three teams (make the field a large circle divided into 3 sections) and once you get tagged you are out for the remainder of the game. Because you are out for the remainder of the game once you are tagged this game goes much faster and rounds should only last a few minutes each. The first team to get all 3 treasures (Pirate’s Booty) into their treasure box first wins.

*Ro Sham Bow Tag

Split kids into 2 teams and have them line up on opposite sides of the playing field. The teams choose to use either Rock, Paper, or Scissors (have teams pick a backup option in case of a tie). Teams march out to the middle of the field and play Ro Sham Bow. The team that wins chases the other team back to their side. Any players tagged before getting back joins the other team.

*Ultimate Team Handball

The rules of this game are the same as Ultimate Frisbee, but you play with a football or another ball that is easy to catch and throw. There are two teams with and endzone on each side of the field. One team starts with the ball and they are trying to get across the field to their endzone. Players cannot run with the ball so must move it by passing to teammates. If the ball every hits the ground (dropped or knocked down by the defense) it is a turnover, the other team gets the ball and tries to score.