

## Quick & Easy Games (No supplies needed!)

### Trash Can Tag

Have the group link arms in a circle around an overturned trash can. The object of the game is to pull others towards the trash can: the first person to touch with any part of their body is out. Make sure this game doesn't get too wild.

### Musical Body Parts

When the music is played, everyone mingles. When the music stops, students must find a partner and touch different body parts together. The name of this game sounds worse than it really is, because the game leader calls out appropriate body parts (ex: "left index finger to right pinky toe!") The last pair left wins.

### Ape, Man, Lady

This is a variation of Rock-Paper-Scissors. Have people pair off. When the signal is given, each person strikes a pose like an ape, man, or lady. Be sure to demonstrate what each looks like ahead of time. The ape beats the lady (because King Kong took the lady), man beats the ape, the lady gets the man. Eliminate the losers and pair the winners until you get a champion.

### Back to Back

This is the game where you start out with two people sitting back to back and they have to stand straight up without using their hands. Add one person every time they stand up successfully. The Point: This is a great game for showing students what teamwork can do. It would be nearly impossible to accomplish this by oneself.

### Ha Ha Game, The

Get every one to lay down on the floor next to each other in a line. The first person in the line say's "ha" , the second "ha ha," the third "ha ha ha," and so on. You can never get to the end of the line because every one starts laughing. You can also line up two lines of people and do it as a race.

### Human Knots

Great Small Group game. If you use a big group, separate them into small circles. Everyone squeezes together and grabs the hand of a person not standing next to them. They may not let go of the other person's hands. So in order to untangle they must go over and under people's arms to get untangled. Sometimes you will end up with two circles. The first team to untangle back into a circle wins.

## Quick & Easy Games (No supplies needed!)

### Light Saber Wars

I got this game from someone else so don't give me the credit. You partner up your students. They face each other and hold their hands in the "second phase" of a handshake, where they are basically holding each other's thumbs. They each stick out their index finger from the hands they are holding. Their feet have to stay still. On go, they try to poke each other. It's pretty hard to do if you keep your feet still. It's sort of similar to the game "Mercy", where both are struggling. The winners continue on until there is just one left.

### Blind Shoe Grab

Arrange chairs in a circle. All of the Cinderellas (girls) in the group select a chair. The Prince Charmings (boys) each pick a girl and kneel in front of her. He removes her shoes and holds them in his hand. Then the girls blindfold the guys. The leader calls for the shoes and they are thrown into the middle of the circle.

On the signal, the guys crawl to the center and attempt to find their Cinderella's shoes. Each girl can only shout out instructions to her prince. After finding the shoes the princes each crawl back to their Cinderella and put her shoes on correctly.

### A What?

Funny game that can be played with 5-50. To start the game, tell everyone to take out a SMALL item (such as a hat, bracelet, shoelace...try not to have anybody pull out a wallet).

The game starts with everyone sitting in a circle. They should look to the person on their left and all say to that person, "This is a(n)...(item)\_\_\_\_\_." They then turn to the person on their right and say, "A what?", then turn back to the person on the left and say, "A(n)(item)", turn again to the person on their right and say, "A what", and then say, "Oh, a(n)(item)..."

Example: So lets say your item is a pencil, and the person to your right has a hat. This is what you would say: "This is a pencil...a what? A pencil...a what? A pencil...oh, a hat!" And continually pass the items until everyone is laughing their heads off, or completely messing up.

Try to have the whole group say, "A what?" at the same time. It should take anywhere from 5-7 seconds to finish a sentence.

If someone messes up they are removed and the circle gets smaller. Several people can be removed in one round. If no one messes up, just continue until someone does. Keep playing until the circle works down to a small number. If no one is messing up... speed up the game. And don't forget a good principle with any game...stop the game before it drags on too long. It's better to stop a game and have them want more than to keep playing a game after it expired long ago.

## Quick & Easy Games (No supplies needed!)

### Alphabet Pockets

Divide into teams of 4 or 5. Everyone on the team searches through their own pockets, wallets, purses, etc. The group tries to come up with one possession which begins with each letter of the alphabet. The winning team is the one to have objects representing the most letters.

The Point: Teamwork, cooperation, and creativity.

### Alphabits

Depending on the size of your group this can be an all play or an upfront game. (If you have a big group, make it a short up front game...if your group is on the smaller side, the dynamics of this game lend themselves to be an all play.)

Pick a letter of the alphabet and a topic, i.e. animals, cars, clothes, etc. The kids have to come up with a word that matches the topic and starts with the chosen letter. Example-letter B and the topic is animals; bison, bat, baboon, etc. continue to let everyone play.

If someone gives up or takes too long they are now part of the judging team to make sure that words are not reused. Continue the game until you run out of words for the chosen letter. It's amazing how many things the kids can come up with and how good they are at catching the repeated words.

### Blob Tag

Outdoor or Indoor. This game is a normal game of tag with an added twist. When "it" tags someone, the person becomes part of "it." Then the two of them must run hand in hand and catch their next victim who will join them. Last one caught by the "Blob" is the winner!

### Communication Challenge

Give everyone a number. They have to arrange themselves in numerical order by communicating with each other without speaking or holding up fingers. They make up their own sub-language or sign-language and it often is pretty amusing. For Round Two, have people arrange themselves in order of birth or in calendar months (like the game, Mute Organization).

### Do You Love Your Neighbor?

You need chairs for this game. Have everyone sit in a circle. There should be one less seat than there are people, and the extra person stands in the middle. The person standing approaches someone who is seated and asks him, "Do you love your neighbor?" The seated person can answer two ways. If he says, "No," then the people seated directly next to him have to switch seats as quickly as possible so that the standing person doesn't get one. If he says, "Yes," he must add a

## Quick & Easy Games (No supplies needed!)

qualifying statement such as, "But I don't like people who have blue eyes." Anyone who matches the description must get up and find a different seat. Whoever is left standing is then the "asker."

### Encore

This is a simple game that tests kids' ability to think fast. Divide into teams (could be upper vs. lower classmen, girls vs. guys, etc.). For larger groups, you can have more than two teams. Yell out a word that is commonly found in songs (love, road, river, girl, baby, need . . .). The teams must sing a song in unison (together) using that word. The first team to do it wins a point. Play as long as they like it.

### Identity Circle

The group sits in a circle with one person in the middle. There are the exact number of chairs for everyone sitting down. This way, there is always one person in the middle.

Have the person in the middle yell out certain characteristics that they have (hair color, color of clothes, gender, etc.). The people with those characteristics must get up and move. Have the person in the middle yell out "I am" or "I have" then the characteristic (I am blonde, I have a blue shirt on, I play on the soccer team, etc.)

### Name Game

You start with a name (ex. Tom Cruise). The other team must come up with a name starting with the last letter of the name (Edward Scissorhands). We had it going for a long time until we ran out of names for Y's and got into arguments over whether or not people really existed. We did another variation of the same game with songs. Less fights that way.

### Pull Apart

This is where all the guys link up (get in a big pile and hug, grab each other, whatever necessary to try to stay linked together) and when you say "Go!", the girls try to pull them apart. Once a guy is pulled to where he isn't touching any other guys, he's out and needs to go sit down. Last two guys together are the winners. For the obvious reasons, we don't suggest reversing the gender roles on this game.

### Pyramid Race

Divide group into teams of six. Have them build a pyramid (three people on bottom, two in the middle, one on top) and walk across a certain point (only needs to be 10 or 15 feet away), turn around and walk back, all while in the pyramid. First team done wins!

## Quick & Easy Games (No supplies needed!)

### Sentence Game

Great game for Jr. Highers, travel, or creative kids. Can be played with just two people or up to 50. The game is simple, but can get crazy and fun. The first person says a word...for example, "The." The second person says the first word and ADDS a word... "The clown." And so on. At the end you might have a complete sentence, something like, "The clown was in the pool when an ant bit his toe and made chocolate pudding squirt from his eye." It has to make sense, but not GOOD sense. The really fun thing is putting twists in the sentence on your turn so that other people have a hard time coming up with a word that fits.

### Song Endurance

This game is very simple and can be played with two or more teams. Can do guys against girls. Pick a song theme - at Christmas choose Christmas songs; with a younger group you don't even need a theme, any song can be open game - and let the singing begin.

The object of this game is to keep coming up with songs longer than the other team or teams. One team starts and sings a line of one song. Then the other team has 5 seconds to start singing a line of another song. Then the other team has 5 seconds to sing a line from yet another song. Teams may discuss and plan out which song to sing while the other teams are singing.

The first team to repeat a song, sing a song that doesn't fit that category or just not sing within 5 seconds is the loser. If more than two teams play, sit losing teams out until one team finally prevails.

### The Question Game

You can play this game with any number of people, though the larger the crowd, the better. The best part is, you need no props to play this game.

Divide everyone up into groups/teams of 5. Assign each person on the team a number, 1-5. They are a team, and will compete together against other teams. Have each team of 5 choose another team of 5 to spar against. When the two teams have chosen one another, line the one's up in front of each other, the two's up in front of each other, and so on till the five's.

The object of the game is for the teams to keep asking questions. For example, player 1 from Team A asks player 1 from Team B, "How are you today?" Player 1 from Team B must respond to player 1 from Team A by using a question. For instance, she might say, "How would I know?"

If it's a legitimate question, the exchanges move to the player twos. If it's not a legitimate question, the person who made a statement must leave the game. Also, if it takes a person longer than 10 seconds to formulate and ask a question, he/she is out.

Quick & Easy Games (No supplies needed!)