

Parachute Games:

Week 5

You will need: A parachute and a ball.

These games are best played outside, but could be played indoors in a large room with a high ceiling. The Family Trust parachute would be best used with 30-40 people. Spread the chute out in the playing area. Everyone stands around the chute holding an edge.

Mushroom: To get people used to the chute, make a 'mushroom'. Everyone crouches down and at the given signal they stand up, step back and lift the chute to above head height. It will fill with air and rise up like a giant mushroom. To get the chute as high as possible, take a couple of paces towards the centre as it rises. Practise this a few times so that the group learn to work as a team and get the chute really high.



Change over: Mushroom the chute, the leader calls out a description that identifies one or more of the players (e.g. everyone with brown eyes, everyone wearing trainers). All those who fit this description let go of the chute and run underneath it to the opposite side before the chute comes down on top of them.

Ball Games: Put a ball on the chute, and the group have to try and make it travel around the edge of the chute in one direction. The way this is done is for everyone to crouch down, the person nearest the ball stands up to make a hill for the ball to run down. As soon as the ball has travelled past the next person they stand up and so on. Don't forget to crouch down again as the ball approaches.

Another game is for half the children to be trying to get the ball off the chute while the others try to keep it on. Number the children round the circle (1,2,1,2 etc) for this. Alternatively if the chute has a central hole which the ball will fit through the group could try to get the ball down the hole.



Cat and Mouse: Everyone stands in a circle holding the chute stretched out about waist height. Someone becomes the mouse and goes underneath. Someone else becomes the cat and goes on top (shoes off!). The cat tries to catch the mouse, but with everyone else billowing the chute it's impossible to see where it is.

Tents: Mushroom the chute and as it comes down everyone pulls the edge they are holding over their heads and behind their backs and then sits on it, stretching it taut. The chute is now an instant tent. While you're in your tent select one person to be the tent-pole and they stand in the middle holding the chute as high as they can. They call out someone's name and rush to take their place. That person has to become the tent-pole before the chute comes down. Another game is for the tent-pole to stand in the centre while those sitting round the edge rock backwards, forwards and sideways to try and topple the tent-pole.



Tortoise: The chute becomes a giant tortoise with everyone underneath on hands and knees. The idea is to make the tortoise move about, remaining all in one piece. Once it starts to move well, the tortoise can tackle an obstacle course.



Jaws: Everyone sits on the floor, holding the parachute stretched out with their legs underneath it. The chute is the sea, so make waves by shaking the edge of the chute. Select someone to be the shark, they disappear under the chute, and move around underneath. The shark chooses a victim and grabs them by the feet. This person goes under the chute (making an appropriate scream) and becomes the new shark and the old shark takes their place.



Almost any game which is normally played in a circle can be played with a parachute e.g. fishes in the sea, fruit salad) try inventing your own games.