



GAMES FOR



KINGSQUADS



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Knots

All the players stand in a circle, shoulder-to-shoulder, and join hands with two other players. No one should hold the hands of the same person or join hands with the person next to him.

Now, everyone tries to untangle the knot and end up in a large circle. Pivoting hands, without breaking grip, is allowed (and encouraged) in order to avoid injury. The players may crawl over under, and through one another in order to untie the knot.

Variation: One player, called 'Dr. Tangle,' leaves the vicinity and does not observe what the other players do. The others stand in a circle and join hands with the person on each side. Still holding hands, they walk in and out of the circle, over and under each other.

When they are sufficiently tangled they yell, "HELP!" Dr Tangle comes to the rescue and directs the players in untangling themselves.

Musical Balloons

Materials: Balloons, enough for all but one player, a stereo

Children stand in a space and when the music starts the children have to throw their balloons in the air and keep them in the air using their hands. When the music stops everyone has to try and grab a balloon and anyone who does not have a balloon is out. Also, if a balloons pops, the person holding it is out of the game. A balloon is removed after each go.

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Mystery Shadow

Materials: A large sheet, a lamp, a chair.

A large sheet is hung at one end of the room with enough space to walk behind without being detected. In front of a doorway is ideal, or in a hallway. A lamp is set on a table behind the sheet and a chair placed a good distance in front of it.

Just a little note, you need the sheet to be from the ground up to around five foot or so, you are trying to conceal peoples identity. Also you need to test the sheet to see if you can see a shadow through it.

One player is chosen to be the 'detective'. He is seated on the chair in front of the sheet. The other players take turns walking behind the sheet. The light behind the sheet creates a blurred shadow effect on their forms. They try to conceal their identity by walking (or crawling or dancing) in unusual ways, making facial expressions or other distorted movements.

The detective calls out names for each shadow. When he successfully identifies someone, that person becomes the detective.

Number race

Sit in a circle and number the children 1,2,3,4,5. Place an object in the centre. Call a number; everyone with that number gets up, runs round the circle, through their gap and tries to pick up the object in the middle. The person who gets the object first calls the next number.

Alphabet Hunt

Working in small groups, give the children a piece of paper with 5 or more letters for example, (A, U, E, L, D). Then give them a few minutes to write down as many objects which are in the room that begin with each of their letters.

Alphabet Game

The object of the game is to think of as many words as possible for each letter of the alphabet, for a certain topic.

A topic is chosen, such as Christmas, names of cities, cars, animals, etc. Sit the children in small groups and then give them a set time to try to come up with a word for each letter of the alphabet. After the time is up go through the answers checking they are relevant to the topic. The group with the most words on their list are the winners.

Balloon drop

Sit the children in a circle and have one child in the middle standing holding a balloon above their head. Give each child a number including the child in the middle and the idea is that the child in the middle calls out a number, then lets go of the balloon and the person whose number has been called has to grab the balloon before it touches the ground. If they don't manage it then that person becomes the child in the middle.

Pass the ball

Get the children standing in two lines next to each other. They have to pass a tennis ball or small sponge ball from one end to the other using their chins and shoulder only. You could do the same thing but have them sat down and they can only use their feet!

Pass the Object!

Split your group into teams of about four/five people. Then they have to decide in secret an object such as, a football, a cup, a hammer, hat, or you could prepare a list and let them choose one out of a hat. Then the children have to pretend to pass the object round the circle in a way that indicates what it is.

The other teams have five guesses of what they think is being passed round the circle, which they write down on a piece of paper. They get five points if their first guess is correct and four points if their second guess is correct and so on.

Penny Waddle

Materials: A small bowl and 2p pieces

A small bowl is placed on the floor. Get the children to get in pairs then holding hands, each place a coin between their knees and waddle 3 metres and try to drop the penny into the bowl. Played with two small teams it has amusing spectator value.

Balloon Relay

Materials: 2 balloons (have some spares in case these break)

The players are divided into two groups and a goal is set up. The players on each team go one-by-one to the goal, hopping on one foot and kicking the balloon with that foot. At the goal they switch the foot they are hopping and kicking with, and return. The team that gets all its players to the goal and back first wins.

Variation: You could give the children a rolled up paper which they use to hit the balloon. They could use one hand one way and the other hand on their way back.

Cardboard Relay

Materials: Cardboard about 10inches square

The players are divided into two teams. A goal is established for each team so the teams will travel the same distance. Teams will line up facing their goal and each team is given two pieces of cardboard.

The first member of each team goes to his goal and back, walking on the pieces of cardboard. They do this by picking up a piece of cardboard with each step and placing it in front of the foot with which they are about to step.

When they return to their team the next person then does the same, and this continues until the whole team has completed the course

People to People

Get the children into pairs. The leader calls parts of the body (e.g. .hand to head), pairs have to put hands on each others head. Knee to knee, back to back, left foot to right wrist etc; calling 'people to people' means change partners.

Ping-pong race

Materials: A straw for each child, Ping-pong balls, masking tape to mark the start and finishing line on the floor or table, stop watch or watch with a second hand.

Divide the children into two teams. On the command "Go", the children blow through the straw to make the ping-pong ball move across the table. The child whose ping-pong ball reaches the finishing line first is the winner and is awarded a point for their team.

Poor Kitty

Sit the children in a circle and one player is chosen as the 'kitty' and goes to the centre of the circle. The kitty begins to act like a cat and approaches one of the sitting players, who must stroke the kitty's head and say "Poor kitty" three times without smiling or laughing. The kitty is free to make faces at the person stroking.

The leader decides whether the first person or the last person to laugh becomes the next kitty. You could get the children to imitate other animals, such as "Poor piggy," "Poor elephant," or "Poor puppy," etc. Animals that make noises and have peculiar behaviours are best.

Cat and Mouse.

The children sit spaced out around the hall. One child is chosen as the 'cat' and another the 'mouse'. The cat chases the mouse around the room. At any time the mouse can sit in front of another player. That player then becomes the cat and the one who was the cat becomes the mouse. If the cat catches the mouse before he sits down a new cat and mouse are chosen. The game continues in this way for as long as is required. Two points to take into account:-

- a.) Don't allow one chase to go on too long. If this looks like happening you could count down from five; they must sit down when you get to zero;
- b.) Children tend to sit down in front of their friends which can mean that the same children are running all the time. You may need to stop the game at times and choose a new cat and mouse.

Cat and Mouse Trap

Five people are chosen to be the 'trap' and form a circle by holding hands with arms raised over their heads.

One person is chosen to be the 'cat,' who starts by facing away from the trap, not looking at it (perhaps with eyes closed).

The remaining players are all 'mice.'

The cat waits for the right moment and then suddenly turns around and shouts "SNAP!" at which point the trap brings its arms down and captures whoever is in the circle. The captured mice become part of the trap. The game continues until all but one mouse is caught. He/she is declared the winner (and gets the cheese)!

Pretend

Children stand in a semi-circle with arms folded, the leader stands in the middle with a ball which is either thrown (in which case it must be caught) or pretended to be thrown (in which case the arms must not move). If the arms are moved they have to move to the bottom of the semi-circle. If caught they try to catch out the original thrower. If leader moves or drops the ball, they go to the bottom of the line.

Red Light – Green Light

The player serving as the 'traffic light' stands at one end of the room. All the others stand at the other end.

Play begins when the 'light' turns his back to the others and says, "Green light." This is the signal for the others to advance toward the light.

At any moment, however, the light may turn around and say, "Red Light!" Everyone freezes as quickly as possible, because anyone the light sees in motion must return to the starting place.

The light alternates red and green until someone succeeds in touching them without being seen and then they become the light.

Catch the dragon's tail

Materials: a large scarf or handkerchief or piece of light material.

All the players line up and put their hands on the waist of the person in front of them. The last person in the line tucks one end of the scarf in their pocket, belt, or waistband. The first person in line tries to grab the scarf. When the 'head' gets the 'tail' they take the scarf and become the new tail. The person second in line becomes the new head.

Variation: Form two or more teams, each being a 'dragon' trying to catch the others' tails.

Do you know Your Partner?

Materials: Paper and a pencil

Get the children into pairs and then send one half of the pairs out with two leaders' while the rest of the children stay in with another two leaders' (YOU MUST HAVE A LEAST FOUR LEADERS TO PLAY THIS GAME). Ask the children a series of questions about their partner, for example, what's their favourite colour? Or what's their favourite food? Or what's their favourite sport/lesson?

After you have asked the questions invite their partners back into the room and get them to see how many they got right. Then after they have marked their answers swap them around but ask them a different set of questions.

Rock paper scissors

In pairs, each player hits their palm with their fist three times and makes one of these signs: flat hand (paper), two fingers (scissors), clenched fist (rock). Rock beats scissors (blunts them) scissors beat paper (cuts it); paper beats rock (wraps it). Play for best of three then change players.

You can also have two big teams playing each other. Each team decides what they are going to be and then both teams meet in the middle of the room and after the count of three reveal together their chosen item. If both teams have the same symbol then it's a draw but if one team beats the other team they can try and catch them before they get back to base/side of the room. If they are caught then they join the other team and the game continues.

Draw a Duck

Materials: Paper (one sheet per player), pen or pencil (pencil is probably best), blindfold.

Each person, in turn, is blindfolded, spun round three times, given a piece of paper and a pencil and told to draw a duck. The duck's eye and tail must be included in the drawing. The results are usually hilarious.

Especially with larger groups, after several people have drawn, the animal can be changed (e.g. to a dog) to minimize players' learning from each other's drawings.

Drop the Handkerchief

Materials: Handkerchief

Stand the children in a line so that everyone can see you clearly. As the leader takes the handkerchief and tosses it into the air the whole group starts laughing. They are to stop laughing at the instant the handkerchief touches the ground. This can be repeated several times, varying the manner the handkerchief is thrown or how the children should react (cry, sing, whistle, and clap).

Shepherd and Wolf

The leader of the game designates one player to be the 'shepherd' and another to be the 'wolf'. The remaining players are 'sheep'. If the group is large (perhaps over 15), more than one wolf and shepherd may be chosen.

The sheep all line up at one end of the room. The shepherd is at the other end, with the wolf between them. The shepherd calls his sheep, two or three at a time. They try to reach him without being caught by the wolf. When a sheep is caught by the wolf, they are taken to the wolf's 'den', a designated area.

The shepherd may go to the den and rescue the sheep only when the wolf is not there, and the wolf may go to the shepherd's fold to capture sheep only when the shepherd is not there.

The game continues until all the sheep are either in the shepherd's fold or in the wolf's den. The one with the most sheep wins.

Famous Characters

Materials: Name tags

The name of a different famous person is fixed on the back of everyone in the group. Each person simultaneously tries to find out the name on their back by asking different people questions that can only be answered with yes-and-no. You can limit the number of question they are allowed to ask each person or just count how many questions it took to guess their character correctly.

Floppy Bunnies

All the children pretend to be bunnies, hopping about the room with their hands at the side of their heads to make big ears. When the leader calls out "Here comes the hunter!" they must all immediately stop moving and keep absolutely still until the leader calls out "The hunter's gone!" when they can start hopping again. They should be kept still for about five or ten seconds. Any child wobbling or falling over in that time is out of the game, which continues until only one player is left in.

Shoe Scramble

One leader is the referee. All players take off their shoes and the referee mixes them all into a large pile in the centre of the room. Players are divided into two teams and a captain is appointed for each team.

Each team captain decides the relay order for the players on their team. At the referee's command, the first player on each team runs to the shoe pile, recovers their shoes, and puts them on. The shoes need not be tied.

The player then runs back to their team and tags the second player. The relay continues until all players on one team have recovered their shoes and put them on.

Variations:

1. All players on both teams recover their shoes all at once. The team whose players have all found their shoes first wins.
2. If there is a very large group, say over 30, the group can be divided into four teams instead of two. The first two teams go first, then the last two, then the winning team from each round play each other.
3. Players must put their shoes on, with all buckles buckled, laces tied, etc.
4. If the game is played with teams mixed with adults and children, an adult or older child can be paired up with a younger child to help him find and put on his shoes. When played in pairs this way, younger children who are unable to tie their own shoes are able to play.
5. To make the game easier the players remove only one shoe.

Fours

Materials: Paper, Pens or pencils

Get the children into small groups of 3 or 4 per team and give each a pen and paper. In their groups they must write a sentence using only words with four letters or less. Teams score a point for each four-letter word used. If the same word is used more than once in a sentence, it counts as only one word. Teams stop writing at the end of a set time, usually two to five minutes.

As a variation, groups could receive a point for each five-letter word, or six-letter word, etc.

Fox and Squirrel

Materials: 2 large balls and 1 smaller ball

Players stand in a circle facing inwards and pass the 2 large balls (Fox balls) around the circle. The fox balls must be passed to the next player but go in either direction, or be reversed. The smaller ball (Squirrel ball) can be thrown to anyone in the circle.

Mark out a base or a safe area in the room and explain that when you shout out "Fox on the loose," the 2 people who are holding the 2 large balls (Foxes), have to catch the person who is holding the smaller ball (Squirrel), before they manage to get to the base/safe area.

Snail race

Materials: A stop watch or a watch with a second hand.

Line the children up at one end of the room and tell the children they have 30 seconds to get to the other end of the room. They must not arrive until the end of that time, and they must keep moving. On the command "Go", the children begin to move towards the finish line. The winner is the one or pair, who is the nearest the finishing line when the time is up. If they get there too soon either they are out, or they have to start moving away from the finishing line.

Splat

The children stand in a circle facing inwards. A leader stands in the middle and is the 'Splatter'. The splatter spins round and points his/her hand, as if holding a custard pie, at a child and says "Splat!" The child must duck and those either side of him must point to each other and say "Splat!" The one who is the slower to say this sits down. If a child fails to duck he/she sits down. When there are only two left they stand back to back and take two paces forwards. The leader says words similar to 'Splat' such as 'Split' etc. At these words the two take a pace forward. Only when the leader says "Splat" do the two turn and 'splat' each other. The quicker one wins.

Grab 3

This is a great game to tire kids out FAST! Tape circles or squares onto the floor (1 per team) and make them about 6 ft apart or use hoops. Place a number of objects (only 2 per team) in the middle of the room. Start off with a team in each corner and when you say "GO", the kids have to run to collect an item. The teams can also take it in turns to run to another team's circle and steal one object to take back to their own circle. The object of the game is to get three objects into your own circle. This can be played with a number of teams; give each child a number and when called they compete against one another.

Hagoo

Players are divided into two teams which line up in rows facing each other, forming the gauntlet. Two players, one from each team, stand at opposite ends of the gauntlet and bow to each other, calling "Hagoo.", which means "Come here" in the language of the Flitig Indians of Alaska, who invented the game.

The two players walk toward each other maintaining eye contact, then pass each other and walk to the end of the line. Both try to keep a straight face the whole time. In the meantime, players forming the gauntlet are trying their best to make the challengers laugh. Touching the challengers is forbidden.

The challengers who run the gauntlet successfully rejoin their own team. Those who smile or laugh join the opposing team.

The game ends when there is only one team, or when the players can take no more.

Spelling Relay

Materials: Two complete sets of the alphabet on cards: each letter on individual cards at least A5 size.

The group is divided into two or more teams. Each team stands in a line and have the letters on a table or chair.

The leader prepares a list of words, preferably with no letter of the alphabet appearing more than once in each word.

The leader can limit his words to only certain letters if they wish, or provide extra cards for letters they repeat in a word.

The leader tells how many letters are in the word they are about to pronounce and then says the word.

The first few players in each line (one player for each letter) run to their cards and arrange themselves facing their team, holding the card so that together they spell the word.

The first team to spell the word (correctly) receives a point; the leader keeps score. After each word, the players who tried to spell the word go to the end of their team line.

Variations:

1. 'Choose-and-Spell Relay': The leader calls out a category rather than a word. Each team decides for itself what word it will spell that fits into the category. After they decide, the appropriate number of people run to the cards and spell the word.

2. 'Spelling Backwards'. The leader calls out a word, and the number of letters as in regular play. Each team must spell the word backwards.

Have you got it?

Place different objects around the room (eg book, brush, picture, a hat). Place a chair or table in the middle of the room.

Divide children into equal size teams and appoint (or they choose) a runner. Then the leader will call out an item that the runners must find and return to the table as quick as possible. The first person to do this will win a point for their team. The leader can also call out items that the children might have on them (eg watch, hairslide, shoe, jumper).

In size order

Divide the children into equal size teams and arrange them in single lines. On the word 'Go', the teams must organise themselves into height order. The winning team is the first to achieve this. For a greater challenge, repeat the task but with eyes closed.

Kingball

This is good if you only have a small space. The children stand in a circle with feet apart and touching their partner's feet on either side. One hand stays behind the back and with the other the players try and push the ball between legs. If the ball goes through, the person turns around until someone sets them free by pushing the ball through their legs again.

Straws-and-Paper Relay

Materials: One straw for each player, paper plates chairs, 1inch square paper (one for each player).

Players are divided into teams, and each player is given a straw. Each team forms a line. A chair is placed 6-8 feet directly ahead of each team. A paper plate is placed on each of the chairs, with a paper square for each player on each team placed on the paper plate. An extra chair is placed directly in front of the teams and easily accessible by each. An empty paper plate is placed on the extra chair.

On the signal, the first player on each team walks forwards to the chair in front of them with the straw in their mouth, they then suck up a paper square and walk it back to the extra chair with the empty plate. If the square is dropped, it must be sucked up by the straw; no hands are allowed. When they have reached the extra plate they drop the square onto the plate, which then allows the second person from their team to take their turn. The game continues until each player has dropped a square onto the extra plate. The first team to complete the task is the winner.

Wink Wink Resurrection

Children sit in a circle. A detective is chosen who has to leave the room. The life-giver is chosen and they have to wink at a child to save them. Once a child has been winked at they leap up and shout "I'm alive!" The detective returns, stands in the centre of the circle watching and has three attempts to guess the life-saver.