

Glossary of Cooperative Games

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- Have You Ever . . .
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- Wa
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- Zip-Zap-Zoom

Small Group Situations

Full Hour – Full Staff

Ah-So-Go
Beach Ball Relay
Berzerka Jiggy
Big Team Score Basketball
Blob Tag
Bopper
Cat & Mouse Tag
Center of the Universe
Change 5
Commonalities
Cyclops
Dog Tag
Everybody's It
Evolution
Finding Nemo/Control Tower
Finger Fencing
Finger Grab
Freezer-Defroster
Going Blank
Group Sit/Stand
Group Transformation
Hand Signal/Tap Game
Headlight Tag
Hospital
Hula-Hoop Loop
I Like People Who
King Frog
Left/Right Tag
Math Game
Mingle 1
Monster
Moonball
Nice to Meet You
Oh, Deer
Owls/Crows
Pairs Tag
Partner Noises
Peek-a-Who?
President, President
Pui
Screaming Toes
Snake Tag
Speed Rabbit
Squeeze Tag
Steal the Fire
Toilet Tag
Wa

Walk With Me
Walla Walla Bing Bang
Woosh Ball
Would You Rather
Zip-Zap-Zoom
Zipper Tag

20-30 min

Ah-So-Go
Center of the Universe
Change 5
Commonalities
Finding Nemo/Control Tower
Finger Grab
Going Blank
Group Sit/Stand
Hula-Hoop Loop
I Like People Who . . .
Moonball
Partner Noises
Touch Middle
Would You Rather
Zip-Zap-Zoom

Medium Group Situations

Full Hour, Full Staff

Ah-So-Go
Bear, Salmon, Mosquito
Berzerka Jiggy
Captain's Coming
Center of the Universe
Change 5
Commonalities
Cyclops tag
Evolution
Finding Nemo/Control Tower
Freezer-Defroster
Finger Grab
Going Blank
Group Sit/Stand
Group Transformation
Hospital Tag
Hula-Hoop Loop
I Like People Who . . .
Mingle 1&2
Monster
Moonball
Name Exchange
Name Motion Game
Name Roulette
Partner Noises
Pasghetti and Meatballs
Screaming Toes
Secret leader
Tank
That's Enough
Touch Middle
Triangle Tag
Tunnels, Gates, and Bridges
Two Circles
Upchuck
Wa
Walk With Me
Woosh Ball
Would You Rather
Zen Counting
Zip-Zap-Zoom

20-30 mins, Full Staff

Bear, Salmon, Mosquito
Commonalities
Evolution
Group Sit/Stand
Group Transformation
Have You Ever
Hula-Hoop Loop
Monster
Moonball
Secret Leader
Tank
That's Enough
Triangle Tag
Two Circles
Zen Counting

Full Hour, 2-3 Staff

Bear, Salmon, Mosquito
Captain's Coming
Change 5
Commonalities
Elbow Tag
Evolution
Group Transformation
Have You Ever
Hula-Hoop Loop
Monster
Moonball
Name Roulette
Needle & Thread Tag
That's Enough
Touch Middle
Triangle Tag
Two Circles
Would You Rather

Large Group Situations

Full Hour – Full Staff

Ah-So-Go
Bear, Salmon, Mosquito
Berzerka Jiggy
Captain's Coming
Commonalities
Evolution
Finger Grab
Going Blank
Group Transformation
Hula-Hoop Loop
I Like People Who . . .
Mingle 1&2
Monster
Name Exchange
Name Roulette
Partner Noises
Pasghetti and Meatballs
That's Enough
Touch Middle
Tunnels, Gates, and Bridges
Two Circles
Upchuck
Walk With Me
Woosh Ball
Would You Rather
Zip-Zap-Zoom

Full Hour – 3-4 Staff

Ah-So-Go
Commonalities
Evolution
I Like People Who
Mingle 2
Name Exchange
Partner Noises
That's Enough
Touch Middle
Two Circles
Walk With Me
Would You Rather

20-30 mins – Full Staff

Berzerka Jiggy
Evolution
Group Transformation
I Like People Who
Mingle 2
Monster
Name Exchange
That's Enough
Touch Middle
Two Circles
Walk With Me
Woosh Ball
Would You Rather
Zip-Zap-Zoom

Name Games

Bopper

Equipment: 1 soft throwable object (or fun noodle) per group

The group sits in a circle with their feet towards the middle. One person stands in the middle holding a soft object. One participant calls out the name of another in the circle. The person whose name is called must call out the name of someone else before the person in the middle tags them with the object. If a person is tagged, they go in the middle.

Name Exchange

Participants go up to another person in the group and introduce themselves (Hi, my name is . . .). When they have introduced themselves, they take the name of the person they just met. They then go around with their new name and introduce themselves to another person and exchange names with them. When a participant finds his or her own name again, they remove themselves from the group.

Name Motion Game

Everyone in the circle thinks of a motion to do when it is their turn. The facilitator goes first and says his/her name while performing the action. Starting with the person on either side, everyone repeats the name/motion. Then the next person says their name and does their motion, then the motion/name of the first person. The two names/motions get passed along the circle. This continues until everyone says everyone's name/action.

Name Roulette

Participants form two circles right next to each other. The facilitator calls out a direction (clockwise or counterclockwise) and each circle holds hands and turns in that direction. When the facilitator yells 'stop' the two people who are back-to-back turn and face each other. The first person who calls out the correct name wins that person to their team.

Nice to Meet You

Participants stand in a circle holding hands. The leader walks around and taps two people where their hands are connected. These two people then step back out of the circle, dropping hands with those on the outside of the pair, but they themselves staying connected. The circle then closes up again. The partner on the outside walks around and chooses another pair of hands to tap. When this second pair leaves the circle, the spot remains open. Both pairs walk around the circle in opposite directions. When they meet again, they must introduce themselves to each of the other partners and then continue around the circle. Whichever pair reaches the empty spot first rejoins the circle and the other pair then chooses another two people and the game continues.

Peek-a-Who?

Equipment: tarp or sheet

Participants form two teams and hide on either side of a tarp held vertically by the leader and another person. Each team sends one member to be right behind the tarp. When the facilitator drops the tarp, the first person to call out the others name wins that person to their team.

Zip, Zap, Zoom

Participants form a circle with one person in the middle. The middle person points to a participant and says ZIP, ZAP, or ZOOM. The person pointed to must say the proper name within 5 seconds or they go in the middle. ZIP – say the name of the person on their right. ZAP – say the name of the person on their left. ZOOM – say their own name.

Getting to Know You

Change 5

Participants break into partners and stand facing one another. They have 2-3 minutes to memorize everything about their partner's appearance. They then turn away and change 5 things about their appearance. When both are ready they turn back around and try to figure out what was changed. When guessed correctly, it is changed back.

Commonalities

The group divides into pairs. They then have a specified amount of time to find one (or more) thing(s) in common with everyone in the group. Each pair then find another pair and the group must find something new they all have in common. The game continues with the groups getting larger each round.

I Like People Who . . .

The group forms a circle, with a piece of paper, tape, a chair, or something else marking their spot. There is one less spot than participants, so one person stands in the middle. The person in the middle says "I like people who . . ." and then fills in the blank (i.e. wear socks, have been to Alaska, play the piano . . .). Everyone who has/does whatever is in the blank must get up and trade places with someone in the circle (not the person sitting next to them). The last person to find a spot stays in the middle and says something else.

Mingle

Everyone walks around singing 'mingle, mingle, mingle' in a large, chaotic group. The facilitator calls out a number and everyone forms a group of that number. The facilitator then calls out a question and everyone shares with their group members their answer. Once everyone has shared, people start mingling again.

Mingle 2

Everyone walks around singing 'mingle, mingle, mingle' while bumping into one another. The facilitator then calls out a category and everyone yells out their answer. Participants then try to find everyone else with that answer. When everyone is in a group, the game begins again with everyone mingling.

Touch Middle

Everyone stands in a circle. The facilitator calls out something that could pertain to one or more people in the group (ex. My favorite color is blue). Then everyone who also has the favorite color of blue walk into the middle of the circle and give each other High Fives. Everyone returns to the circle and another person calls out a characteristic/question/ . . .

Two Circles

The group forms two circles of equal number and stand with one circle inside the other. The outer circle faces in while the inner circle faces out. Each person should be facing a partner. They introduce themselves and the leader calls out something, a question, an action, whatever. When all pairs are done, the facilitator instructs one circle to move X number spaces in any direction. Then participants introduce themselves to their new partner and it continues again.

Two Truths and a Lie

Each participant shares three facts about themselves. Two are truthful and one is a lie. The group must decide which one was the lie.

Walk With Me/Would you Rather

Participants stand together in the center of the room. The facilitator says a characteristic (such as 'athletic'), or poses a question (do you prefer cake or cookies?). All those that (they feel) this describes walk to one side of the room. All it does not describe walk to the other side. For those who aren't sure or feel inbetween have them stand in the middle of the room (like a continuum). Have them speak with those next to them or share with the large group.

Tag Games

Asteroids

Equipment: soft throwables

Using koosh balls as asteroids, each person tries to tag their partner by tossing the ball underhand and tagging them. Once hit, participants crouch down as space debris. Each person can only throw their own koosh.

Blob Tag

One person is it at first. When a participant is tagged, they become part of the blob. The game continues until everyone is part of the blob.

Cat & Mouse Tag

All participants minus two stand in a circle holding hands. The other two participants are designated “cat” and “mouse.” The cat tries to chase the mouse and the mouse tries to keep away. The cat and mouse can only enter/leave the circle if two people raise their joined hands. The people in the circle can help the mouse or the cat as much or as little as they want.

Cyclops Tag

Everyone has a partner. Both people cover one eye with a hand and form a circle with their other hand over their other eye. Partners chase each other and tag gently with an elbow or shoulder.

Dog Tag

When a person is tagged, they must act like a dog and bark. To become unfrozen, another person must pat them on the head and say ‘good dog’.

Elbow Tag

Participants stand two-by-two with elbows linked. One pair is chosen to be ‘It’ and ‘Chasee.’ The Chasee runs and links arms with a pair. The person on the other end then has to run. If ‘It’ is having a hard time, yell switch and the Chasee becomes It. More than one pair can be running at a time.

Everybody’s IT

Two rules: (1) everybody’s it, and (2) when a player is tagged, they are frozen. The game begins with everyone looking around and then all together asking “what’s the name of this game?” Everyone shouts out the answer and the game begins.

Freezer-Defroster

When a player is tagged, they must immediately freeze into a bent over position resembling a croquet hoop and stay that way until an unfrozen player crawls through the hoop – ‘defrosting’ them!

Headlight Tag

Participants pair off and link arms. Each partner group is now a car. One (or more) of the groups is ‘It’ and hold onto two soft throwables. These are the ‘headlights’ and the group now goes around trying to tag the other partner groups with their lights. If a ‘light’ hits another group, then that group becomes ‘It.’

Hospital Tag

When someone is tagged for the first time, they place a hand on that spot and continue playing. The second time, they also place a hand on that spot. The third time they become frozen.

Left/Right Tag

Participants pair off and decide who is ‘left’ and who is ‘right.’ Each person can then only turn in the direction they have chosen. One person from each pair becomes ‘It’ and tries to catch the other person.

Needle and Thread Tag

Participants form a circle, standing close enough to hold hands with their neighbor. ‘It’ begins in the circle, while the ‘Chasee’ begins outside the circle. Whenever the ‘Chasee’ runs between a pair in the circle, they grab hands – ‘sewing’ up that section. The object of the game is for ‘It’ to tag the ‘Chasee’ before the circle is entirely sewn up.

Pairs Tag

Everyone has a partner and that is the person they are trying to tag. If tagged, the partners switch who’s ‘It’.

Pasghetti and Meatballs

One or more people are designated as the ‘meatballs.’ The meatballs chase everyone else around and try to tag them. When a person is tagged they join onto others who have been tagged by holding hands and making chains of ‘pasghetti.’ More than one chain can be formed at a time. At any time, the leader can call out “pasghetti and meatballs” and the pasghettis then let go of each other and try to catch the meatballs and anyone else who might not have been caught yet.

Rhyme with Orange

Half the group is ‘Rovers’ while the other half becomes ‘Rhymers.’ When a Rover tags a Rhymer, they stand face-to-face and the Rover calls out a word. The Rhymer tries to quickly come up with a rhyming word. This continues until the Rover says ‘orange’ and then the Rhymer runs off again. Yelling ‘switch!!’ causes everyone to reverse roles.

Snake Tag

Teams line up in a single file line shoulder to shoulder holding hands. Teams should be as even as possible and number of from 1 to whatever. A set of two consecutive numbers is called out and those two people raise their linked hands to form a bridge. Everyone on their team (starting with the ends) has to snake through that opening and then the team needs to reform their straight line.

Tank

Participants work in partners, one blindfolded (“the tank”), and one who can see (“mission control”). Mission control can only use verbal directions to guide the tank around the designated area and pick up the ‘missiles’ (nerf balls or other soft throwables - one at a time). The tank is the only partner who can pick up the balls and throw them. The goal is to attack the other tanks by hitting them with the balls and to be the last team standing.

That’s Enough

When a player is tagged, they are frozen. They can be defrosted when other people run over and surround him/her, standing fairly close. When the tagged player feels there are enough people around, they call out ‘That’s enough’ and everyone disbands and runs around again. The players surrounding the tagged one cannot be tagged until after everyone runs again.

Toilet Tag

When a participant is tagged, they must squat and hold one arm up – reminiscent of a toilet handle. In order to be back in the game, another participant must ‘sit’ on them and ‘flush’ (pull the arm down) while making a loud flushing sound.

Triangle Tag

Participants are divided into groups of four. Three people hold hands in a triangle shape, facing each other. One of the three is chosen to be the target and the fourth person is the chaser. The object of the game is for the chaser to try and tag the target, but the other three all work together to protect the target by moving and shifting. The target cannot be legally tagged from across the triangle. Once the chaser has tagged the target, the players can switch positions so that all get a chance to play each role.

Walla Walla Bing Bang

The group is divided into two teams: Walla Wallas and Bing Bangs. Each team tries to tag the other. When one is caught, they are frozen. They can unfreeze when anyone (from either team) comes and faces him/her and shouts out their team name. The frozen player also shouts out their team’s name and then both players continue with the game.

Zipper Tag

Teams run around trying to tag each other. To be tagged, ‘It’ must run their hand down the spine of the ‘Chasee’ while making a ‘zzzzziippiip’ noise. The Chasee is now unzipped. They are allowed back in the game when another person zips them back up again by running their hand up their spine and again saying ‘zzzzziippiip.’

Variation: Dramatic Death

When a person is tagged, they must 'die' with a very dramatic death, complete with sound effects. They are then allowed to get up and continue playing.

Running/Action Games

Beach Ball Relay

Equipment: beach ball

Two participants face each other with a beach ball placed between their fronts. They carry the ball to the next two participants and must pass the ball off WITHOUT using hands. This continues until the whole team has had a chance to carry the ball.

Bear, Salmon, Mosquito

Participants are divided into two teams. There is a center line between the groups and designated 'safe zones' some distance on both sides of the center. Each group goes to their safe zone and decides on a character to portray. Each character has specified actions: Bears – raise arms above head and yell 'aaaarrggghh,' Salmon – hold hands together out in front, fingers pointing to the other team, wiggling hands back and forth like a fish swimming, Mosquito – fingers pointed out from nose like a mosquito snout, making a buzzing noise. The groups come back to the middle, stand back-to-back and on the count of three turn and show their action. Bears beat Salmon, salmon beat mosquitoes, and mosquitoes beat bears. The winning team then chases the losing team and tries to catch them. Anyone making it to the 'safe zone' is safe, while anyone caught becomes a member of the other team.

Berzerka Jiggy

Equipment: 2 soft throwables

Participants form two teams and each team is given a different soft throwable object. One is the score ball, one is the stop ball. On the count of 1, 2, 3, kick-off! each team throws their ball. They are then going after the other ball. The teams must be physically connected as they travel to their ball. The scoring team (going for the score ball) score points by getting in a circle and passing the ball from person to person. Everyone must touch the ball. Each time the ball comes back to the first person, the team scores a point. Meanwhile, the other team will get in a line behind one another and pass the stop ball alternately over one head then under the legs of another participant. When it reaches the last person, they run to the front of the line and the whole group yells 'stop!' The offense/defense then switch.

Big Team Score Basketball

Equipment: stickers, basketballs

The group is divided into 4 teams and each member of the team receives a sticker with their number on it. Teams 1 & 2 shoot at one basket while 3 & 4 shoot at the other. Two basketballs are used in this game. The object of the game is for everyone on your team to score a basket. All four teams play at once. When a basket has been scored, the person who makes the basket must remove their sticker and place it on the scoreboard. Once a person has scored, he/she cannot make any more points. The first team to have everyone score a basket wins.

Captain's Coming

A game much like Simon Says. Participants follow the commands of the facilitator and the last people to do an action, or those who do the false action sit out for a round or the rest of the game. Commands include: Port (run to the left), Starboard (run to the right), Captain's Coming! (stand at attention, saluting), At Ease (relax – no one can do anything until the facilitator says 'at ease' some time after 'captain's coming'), Seasick (pretend to be sick – with sound effect), Swab the Deck (pretend to mop), Climb the Rigging (pretend to climb), Hit the Deck (drop to the ground as fast as possible), Land Ho! (partners – one bends over like the side of the ship and the other leans over while placing hands like a telescope), Barnacle (everyone runs to the nearest stationary object and sticks themselves to it like a barnacle), Titanic (like Kate Winslet at Leonardo DiCaprio – one person behind the other – front person with arms outstretched and back person with hands on front person's waist),

Lighthouse (group of 3 – 2 people for the house and one is the light - standing in the middle and turning around and around), Man Overboard (group of 4 - rowing a boat), Lifeboat (group of 4 – 1 bobs up and down while the other 3 form a boat around them), Starfish (group of 5 – place one hand in the center of the group and spread out the other arm like a starfish), Octopus (group of 8 – join hands in the middle, other arm outstretched like octopus tentacles).

Center of the Universe

Each participant secretly chooses someone to be their ‘sun’ and someone to be their ‘moon.’ Each participant is then an ‘earth’ that needs to stay between their particular sun and moon.

Egg, Chicken, Dinosaur, Superhero (Evolution)

Everyone begins as an egg (crouched down on the ground, saying “I’m an egg, I’m an egg, etc.”). Participants find another egg and play rock, paper, scissors. The winner becomes a chicken (clucks and wings and all!) while the loser stays an egg. When two chickens play, the winner becomes a dinosaur (ROAR) while the loser goes down one level to be an egg again. When two dinosaurs meet, they once again play rock, paper, scissors, and the winner becomes a superhero and flies out of the game.

Variation: Participants can create their own animals and actions instead of using the above.

Have you ever . . .

Participants stand in a circle, each on a designated spot, with one volunteer in the middle. The person in the middle asks a question (have you ever . . . ?). If a participant would answer ‘yes’ to this question, then they attempt to change places with another person who also answered in the affirmative. While everyone is changing places, the person in the middle attempts to find a place. The person left in the middle then asks another question.

Monster

Participants are divided into manageable groups (approximately 6-12, though the number can vary). Groups work together to come up with a monster they create out of their own bodies (all members of the group must be connected in some way). This monster must have a name and a superpower and be able to move a designated distance.

Moonball

Equipment: a large, somewhat soft ball

The group sets a goal of how many hits they can achieve before the ball touches the ground. The only other rule is that a person cannot hit the ball twice in a row.

Owls/Crows

Participants are separated into two groups, owls and crows. The groups stand a few feet apart, facing one another. Behind each group is a designated safe zone to run to when necessary. The leader calls out a nature fact or fiction. If the statement is indeed true, the owls chase the crows. If the statement is false, the crows chase the owls. If one is caught before reaching the safe zone, they join the other team. If they make it to the safe zone, they remain what they were.

Partner Noises

Participants are secretly told the name of an animal. There are at least two people with each animal and the object is to find their partner(s) by making the noise of their designated animal. This can be done with eyes open or closed, depending on the group.

Pru

Participants stand in a group with their eyes closed. The leader picks one to be the “Pru” by tapping them on their shoulder. The Pru cannot speak. On the signal to begin, everyone else tries to find the Pru (still with their eyes closed). They must go up to people and shake their hands and say “Pru?” If the person responds with Pru, then they are not the Pru. But, if the person remains silent, then they are the Pru. Once a person has

found the Prui, they become connected (holding hands) and are also part of the Prui (meaning they are also silent). The game ends when everyone has become part of the Prui.

Tunnels, Gates, and Bridges

Equipment: soft throwable objects (not quite as many as number of small groups)

Participants form groups of 3 and stand together as part of a large circle. Each member of the group is designated as a tunnel, gate, or bridge (one of each per group). The facilitator stands in the middle surrounded by the objects and explains that he/she will be telling a story featuring tunnels, gates, and bridges. When one of the three structures is mentioned, that designated person must run around the outside of the circle and back to their group. When they get back to their group, the other two must make a gate (facing each other with their arms outstretched), bridge (facing each other clasping hands above their heads), or tunnel (standing one behind the other with feet spread apart so the third can crawl through). When the runner has made it back and through the structure they run to the middle and grab an object and run back to their group. Everyone throws their object back to the middle and the facilitator continues the story. For safety purposes, designate the direction of running and spread out the objects in the middle.

Up Chuck

Equipment: various balls

Team stands in a circle and one person (designated as 'Chuck') starts by throwing a ball in the air. The ball must be caught by someone other than 'Chuck.' Then another ball is added (with the same rules) and so on. All balls must be thrown simultaneously and cannot be caught by the person who threw them. The object is to not have any end up on the ground.

Other Games

Ah So Go

Participants stand in a circle. One person starts by yelling 'AH' and puts one hand over their head facing either left or right. The person on the side they are pointing to must then shout 'SO' and place their hand at chest level, again pointing right or left. The person they are pointing to then yells 'GO' and points across the circle. The person they point to must then start with 'AH.'

Eyes, Mouth, Body (Control Tower)/Finding Nemo

Equipment: blindfolds, small objects

Participants are divided into teams and within teams are designated roles:

Eyes (actor): This person stands facing the area of play. The actor can see what is going on in the field, but cannot speak, only motion directions.

Mouth (speaker): This person stands with their back to the field. They interpret the actor's instructions and shout them out to the people on the field.

Body (seeker): This person is blindfolded. The seeker must follow the speaker's directions exactly. They cannot do anything without being told.

The object is for the seeker to find the treasure and bring it back to the speaker.

Other roles:

Swordsman: This person is also blindfolded and has a fun noodle. The swordsman must also follow the speaker's directions exactly. Upon the instruction 'swing' the swordsman can swing the noodle one time. If a person is hit by the 'sword' then they must return to start.

Tanks: Just like the swordsman: blindfolded and with a weapon. But, their weapon is a soft throwable 'missile.'

Face Pass (Funny-face Telephone)

Participants stand in a circle with their backs to the middle. One person taps the person next to them on the shoulder and makes a funny face when they turn towards the first person. That person then taps the next person on the shoulder and passes on the same face. This continues until the last person has received the face. Then everyone turns towards the middle and shows the face they thought it was.

Finger Grab

Participants stand in a circle with their right hands out to their side, palm facing up. They then place their left index finger pointing down into the palm of the person on their left. On the designated signal participants try to both catch the finger of the person on their right while trying to pull their left finger away.

Finger Fencing

Participants partner-off and face each other, standing with one leg (it doesn't matter which one as long as both participants choose the same one) in front of them (somewhat of a spotter's stance), with the inside of their knees touching. They reach across with their opposite hands and grab hold of their partner's hand. With their index fingers out, they then work to try to touch their partner's knee.

Going blank

Participants stand in a circle with one volunteer in the middle. The person in the middle points at anyone and yells out a category. The person they point to has to name something in that category or else they are 'out' and transfer places with the person in the middle. The person in the middle can change categories at any time and there can be more than one person in the middle at a time as well.

Group Transformation

Groups of participants are assigned a type of machine (or they can pick their own). The object is to create this machine using all members of their group.

Hand Signal/Tap Game

Participants sit (or lie on their stomachs) in a circle. Everyone places their hands on the floor – palms down – with their right arm crossed over the left arm of the person next to them. This creates a pattern by which every person's hands are separated by two other hands. The game begins with one person tapping the floor. One tap means it passes to the right, two taps to the left. The designated person must then also respond. When a person messes up, the hand that did the wrong move is removed from the circle.

Hula-Hoop Loop

Equipment: hula hoops

Participants stand in a small circle holding hands. The hula hoop is placed between two people and over their hands. The group must pass the hula hoop around the circle until it returns to the starting position without disconnecting hands. Can also be done with multiple hoops or with hoops going in opposite directions.

If You Love Me

Someone who has been chosen to be 'It' walks up to someone else in the group and says. "If you love me, honey, would you please, please smile?" The second person must say "I'm sorry, honey, I love you but I just can't smile." If the second person smiles, then he/she becomes it. 'It' can do anything it wants to the second person except for touch them.

King Frog

Participants sit (or stand) in a circle. One person is designated as the "King Frog." Every person decides on some sort of motion and teaches it to everyone else in the circle. The King Frog begins by making their motion and then the motion of someone else in the circle. That person then does their motion again and someone else's motion. This pattern continues until someone messes up. When a person makes a mistake, they move to the left of the King Frog and everyone else moves one spot to the left. The motion that a person made originally stays in their original spot. So, if person in spot 3 moves to spot 5, then they are now the person who does the motion originally designated by person 5. Person 4 then becomes like person 3, and person 5 like person 4. The goal is to become King Frog and get to be the leader.

Math Game

Participants walk around with hands behind their back. They walk up to each other and on the count of three hold out one or both of their hands with a certain number of fingers showing. They then try to be the first to count the total number of fingers shown and shout out the correct answer.

Oh Deer

Participants are separated into two groups, deer and habitat. The groups stand in parallel lines approximately 15 feet apart, initially with their backs to each other. Individually, each person decides whether they are going to be 'water,' 'food,' or 'shelter.' On the count of three, the groups make their symbol and turn to face one another. The deer must then find a habitat that shares their symbol. If they find a habitat, then that habitat becomes a deer. If they do not, then the deer becomes a habitat.

Over/Under

Equipment: 1 ball per team

Teams line up in a single file line – one behind the other. Each team has a ball at the front of the line. The facilitator calls out OVER (over the head) or UNDER (through the legs) and the first person starts with that action. The rest of the team alternates based on what the first person has to do (i.e. if the first person passes it over then the second person passes it under and so on). When the ball gets to the back they roll it to the front between everyone's legs and the front person picks it up.

President, President

Participants sit in a circle and are designated from the leader (President) as Vice-President and then successive numbers until everyone has one. The game begins with everyone tapping their legs twice and then clapping twice. This is done in unison and continues until someone makes a mistake. The President begins by saying "President, President" while everyone is tapping their legs, and then designating another person ("Two, two") on the two claps. This person must then say their number twice and the number (or name) of another person. If the rhythm is disrupted, then the person who made a mistake and goes to the spot to the left of the President and everyone rennumbers accordingly. The goal is to become the President.

Samurai

Participants form a circle with one volunteer in the middle. The volunteer is the Samurai. The Samurai slices through the air at the other participants. If sliced at the feet, participants jump. If sliced overhead, participants duck. If sliced at the middle, participants bend over and try to scoot out of the way. This game is much better with sound effects.

Screaming Toes

Everyone stands in a circle. On the count of 1 everyone looks at their own toes. On 2 everyone looks at someone else's toes. On 3 they look up at the face of the person whose toes they were looking at. If two people are staring at each other they scream and switch places.

Secret leader

Participants sit in a circle with one volunteer in the middle. While the person in the middle has their eyes closed, the rest of the group chooses a person to be their secret leader. The secret leader begins a motion and everyone else copies the motion. Once the motion has begun, the person in the middle can open their eyes and then tries to guess the secret leader. The secret leader can change motions at any time and everyone else follows suit.

Snort

Everyone forms the snort face – lips covering teeth, mouth open. The facilitator begins by passing the snort in whichever direction he/she wants. Participants can continue to pass in the direction of travel, or snort twice to reverse direction. One is out when they show their teeth.

Speed Rabbit

A circle is formed with one volunteer in the middle. The middle person points to another participant and says a command. That person, as well as the two on either side, must respond within 5 seconds or they go in the middle. The commands are: rabbit (person in the middle makes bunny ears and hops while the outer two thump one foot), elephant (middle is trunk, outer people, ears), dog (middle is fire hydrant, outer people pretend to pee), Charlie's Angels (the gun pose), etc. Many, many variations exist.

Squeeze Tag

Participants stand in a circle, with their eyes closed. The leader walks around and taps one person on the shoulder. This person is now 'It.' Everyone opens their eyes and holds hands with the people next to them. They place their joined hands behind their backs so they are hidden from everyone. Whenever 'It' wants to, they squeeze the hand of their neighbor as many times as they want. The person who receives the squeezes must count them and pass on as many as they have – minus one. This continues until someone receives only 1 squeeze. They are then out. 'It' can send out as many signals as wanted, and the object is to try to figure out who 'it' is.

Stand Up/Sit Down (Counterbalance)

- a) Participants divide into pairs and sit on the ground facing each other with their feet flat and toes touching. They reach out and grab one another's hands and attempt to pull themselves to a standing position. Participants can also start from a standing position, or they can be instructed to stand up and sit down again. Once each pair has accomplished this, they find another pair and attempt to do this in a group of 4. Continue combining into bigger groups until everyone is involved and connected and working simultaneously.
- b) Instead of sitting facing one another, participants sit back-to-back with their arms linked

Steal the Fire

Equipment: blindfold, 3 (or so) sticks

One person stands blindfolded (or with eyes closed) in the middle of a circle of the other participants. This person is trying to guard the fire (3 or so sticks placed on the ground in front of them). The others are trying to steal the fire and one at a time try to sneak in the middle without being heard. If the person hears them and points to them, they must rejoin the circle and someone else gets to try. If a person is successful, they switch places with the person in the middle.

Wa

Participants stand in a circle. One person is the designated "Wa-Master." On the count of three, each participant chooses to be bear (hands up like claws), snake (one arm up like a snake's body and head, other hand parallel to floor touching the elbow), or fireball (one hand facing up, the other one facing down over it demonstrating the shape of a ball). If a participant matches the Wa-Master, then they are out. When it gets down to just the Wa-Master and one participant, they play one round normally and if the participant matches the Wa-Master, then they are out, but if they are different, then they become the new Wa-Master.

Woosh Ball

Everyone stands in a circle. The leader pulls an invisible 'woosh' ball from their pocket. They explain that the woosh ball is very light and it just sort of floats there in their hand. When passing the woosh ball it actually makes the noise "woosh." So when passing, either to the right or left, it makes the "woosh" sound. The person receiving the woosh ball has many options. They can receive the woosh and pass it along. They can say "Woah" and put their hands up to refuse the woosh, in which case the person trying to pass the woosh ball must turn to their other side to pass it. If the woosh ball is met with a "woah" again (from the person directly on the other side), then it has been "double woah-ed" and must travel all around the circle before anything else can be done. The woosh ball can also be passed with a zap. The person holding the woosh ball collects all of its energy into a small space and then zaps the ball across the circle. Sometimes when a person gets the woosh ball they get so excited and the energy of the woosh ball takes over their soul and they "Freak-Out," which in turn makes the entire group "Freak-Out." Everyone must find a new place to stand. If the "Freak-Out" is not quite enough, a person can call a "Super-Freak-Out." A "Super-Freak-Out" is one in which a designated action is also called out – as in 'disco.' In a "Disco-Super-Freak-Out" everyone must disco dance their way around to another part of the circle. The object of the "freakalistic" is to get as silly as possible. If someone in the circle falters when they get passed the woosh, or messes up the flow, they must "boing." A "boing" is a physical admission that they messed up the flow of the woosh. They put their hands together above their head and bend at the knees and say, "boing."

Would You Like to Buy my Donkey?

The group sits in a circle. One person is the donkey seller and another is the donkey. The donkey seller must take the donkey to someone in the circle and ask him or her “would you like to buy my donkey?” The person must reply “No, I do not want to buy your donkey.” The seller must then say “Are you sure you would not like to buy my donkey, because my donkey can...” The seller must say something that the donkey can do (i.e. dance, sing you a song, comb your hair). At this point, the donkey must do the activity the seller stated. The person must again reply “No, I still do not want to buy your donkey.” If the person laughs at any time during the conversation, they become the donkey, the donkey becomes the seller, and the seller joins the group sitting in the circle. If the person does not laugh, the donkey seller must move on and try a new person.

Zen Counting

Group counts through a set of numbers (a good number is the number of participants in the group) while looking at the ground. If two people say a number simultaneously, or if a number is repeated, the group starts over.

Zip-Zap-Zoom

Participants stand in a circle. One person begins by saying either “zip,” “zap,” or “zoom.” If the person says ‘zip,’ then the person on their right is now it. ‘Zap’ sends it to the left, and ‘zoom’ sends it across the circle to whomever is pointed at by the person who says ‘zoom.’