

Downtime Activities



Table and Circle Games

Alpha-pet Soup: All Ages

1. To play, write each letter of the alphabet on a separate slip of paper.
2. Mix up the slips in a bowl. Ask a player to draw out five letters, one at a time. Let's say they pick T-B-A-D-S.
3. Each player writes a sentence about an animal using words that begin with those letters – in the order they were drawn. The player who finishes their sentence first wins that round. For example; The Big Angry Dog Swam.
4. Either the winner draws the next set of letters or take turns by going around the circle so everyone has a chance to draw the letters.

Animals: All Ages

1. Deal out a deck of cards evenly to all players. Each player picks a different animal to imitate. The player who picks a sheep would say, "Baa". Go around the room so everyone can practice their noises.
2. Then, have players sit in a circle with their pile of cards in front of them. The player on the dealer's left flips over their top card into their discard pile.
3. When one player lays down a card of equal value to another card in someone else's discard pile (two queens for example), the players with the matching cards make their animal noise. Whoever makes their noise first, gets the discard pile of the other player. Play continues around the circle with the next person flipping over their top card.
4. The player with all of the cards wins or the player with the most cards when time is up wins.

Ball Pass/Group Juggling: All Ages

1. Have everyone sit in a circle.
2. Call out someone's name in the circle and then toss the ball to him or her. The new ball carrier does the same to another person who has not yet touched the ball. This continues until the ball comes back to the original person.
3. Players keep passing the ball to the same person. Challenge the team to see how fast they can pass the ball around the circle.
4. The group continues to pass to the same person that they passed the ball to. However, after the ball is passed, it is followed by a couple of objects. So, in effect, the group is juggling several items at once.
5. Put all but one juggling item away. Then, have the group share something about themselves like their favorite sport. Then, have the group pass the ball to someone different in the circle by calling out their name and their favorite sport. For example Bob-Baseball.

Bango: All Ages

1. Deal five cards to each player. The cards are placed face up in front of each player.
2. The dealer then turns the remaining cards over one at a time, calling out the value (not the suit) of the card. Any player with a card of matching value can turn that card face down.
3. The first player to turn all five cards face down yells, “Bango!” and wins the round. You can keep track of rounds for a grand winner as well or let that round’s winner gets everyone’s cards and play until the deck is gone.

Bird Dog: All Ages

1. The faster you play this game, the more fun you’ll have! Everyone sits in a small circle of chairs or stands in a circle.
2. The Bird Dog stands in the middle. On “Go!,” players begin to toss a badminton Birdie to one another. While trying to keep it from the Bird Dog’s clutches.
3. If the Bird Dog catches the birdie, the player who touched it last becomes the Bird Dog.

Buzz & Fizz-Buzz: Grades 3-6

Buzz

Players take turns counting. They must say “Buzz” instead of any number that has 7 in it or is a multiple of 7 (7, 14, 17, 21, 27, and so on). A player who misses a “Buzz” is out. Don’t get stung!

Fizz-Buzz

If you like Buzz, try this more challenging version. Players say “Buzz” for numbers with 7 and multiples of 7 and “Fizz” for numbers with 5 and multiples of 5. (1,2,3,4, Fizz, 6, Buzz, 8, 9 Fizz, 11, 12, 13 Buzz, Fizz, 16, Buzz, 18, 19, Fizz, Buzz, 22, and so on.) Remember that 35 would be Fizz-Buzz since it contains both a 5 and a 7.

Circle Chase: All Ages

1. Everybody sits down in a circle facing in. One player gets up, takes a Koosh ball and begins walking around the outside of the circle.
2. Suddenly, for no apparent reason, the walker drops the Koosh ball unto the head of one of the sitters, and simultaneously takes off running around the outside of the circle.
3. Whoever was “Kooshed”, then has to grab the ball, get up and chase the other person. If they aren’t able to bounce the ball off the runner’s back before they get all the way around the circle three times and back to the vacated spot, then the chaser becomes the Koosh ball dropper, and it starts all over again.

Clockwise Dice: Grades 3-6

1. Sit in a circle and roll one dice to decide who goes first. The highest roll goes first and then turns proceed clockwise around the circle.
2. The first player rolls both dice to try to get a 1. If one of the dice is a 1, he or she has completed the first number in the sequence. If not, he or she must try again for a 1 on the next turn.
3. Players have one throw per round in which to try for the appropriate number. After one roll, the game continues with the next player.
4. For number 2 through 6, both dice may be counted in order to earn the needed number. For example, a player trying for 6 may get it in any of these ways: one 6, two 3s, a 4 and a 2, or a 5 and a 1. It is also possible to score two numbers in sequence in one throw of the dice. If a player is trying for 2, for example, and rolls 2 and 3, both may be counted as part of the sequence. They will next need a 4.
5. Numbers 7 through 12 are scored by adding the dots on both the dice thrown. The first player to throw numbers 1 through 12 wins the game.

Connect Four: Grades 3-6

1. Draw a regular Tic-Tac-Toe board, but draw a square around the whole board making nine boxes (Tic-Tac-Toe Squared board). Then, add another row and column of boxes so there are sixteen boxes in all.
2. Players make marks where lines cross.
3. To win, a player must get four consecutive marks in a row.

Creepy Sounds: All Ages

1. On slips of paper, write out creepy sounds like squeaky door, rattling chain, moaning ghost, rolling thunder, creaking staircase, etc.
2. Have everybody sit or lie down and turn off the lights.
3. Have one player choose a slip of paper and recreate that sound with their voice.
4. The player who first guesses the correct answer wins a point. Let everyone have a chance.
5. Afterwards, you can talk about other things in our lives that we are scared about. Isn't it great to know that God is there to watch over us and be with us even when we are scared?

Dots: Grades 3-6

1. To make a playing board, draw a grid with an equal number of rows and columns of dots. Ten rows and columns is a good size to start.
2. Each player takes turns drawing a line between two dots that are next to each other. The lines may go in any direction except diagonally.
3. Whenever a player draws a line that completes a square, they write their first initial in the middle of the square and takes another turn.
4. If a player is able to, they can use this extra turn to complete another square. With proper planning, a player can make lots of squares in a row, especially late in the game.
5. When the board is filled, players count up the number of squares they made. The one with the most squares wins.

Down on the Bank: Grades 3-6

1. Have the group sit in a circle with their palms facing up. Place the right hand of the person on your left on top of your left hand.
2. Begin chanting the following rhyme while keeping the rhythm by slapping your right hand into the hand of the person on your left. Do this in rhythm to the song below. See if you can get through the whole rhyme without messing up.

*Down by the bank of the hanky panky
Where the bullfrogs jump from bank to bankie
With an eeps apes opes urps
Hey diddle diddle and a splish splash*

Electric Koosh: Grades 3-6

1. Everyone has to sit down in two parallel teams. Face to face, a few feet apart, with the same number of people in each line. Set the Koosh ball on the ground at the end of the lines, exactly in the middle between the last two people at arms' length from both. Everyone joins hands with those in their line.
2. The Referee sits at the head of the two lines with a coin. The two people at the head of the lines are the watchers. No one is allowed to say a word and only the watchers are able to keep their eyes open. The referee flips the coin, covers it, and then uncovers it.
3. If it's tails, nobody does anything. If it's heads, it's a hand-squeezing electricity race, starting with the watchers who squeeze their neighbor's hand and so on down the line.
4. The last person in each line then tries to grab the Koosh ball.
5. The winning line gets to switch. The last person in the line goes to the head of the line and everybody scoots down. When the first person gets back to the head, that line is declared the official Electric Koosh winner.
6. One last point, if a false alarm is sounded—if your watcher mistakenly sends a squeeze down the line when the coin wasn't heads—then the line has to shift back one spot.

Friend-A- Gories: Grades 3-6

1. You can either do this with paper and pencils for younger children or make a board that you can use over and over again. Cover a ten by ten-square grid poster board with clear contact paper or laminate them so every player has a board. Distribute wipe off felt tip pens.
2. Choose a player and write their name in the first row, leaving the first square blank. (Players with longer names will only use the first nine letters of their name.)
3. Then, have everyone brainstorm nine categories and write them down the left column (animal names, colors, kind of cars, and so on). Make sure everyone writes down the same categories.
4. Set a timer for 3 minutes and have players race to fill the squares with words that fit the category on the side that begins with the letter at the top.
5. After time is up, have everyone share his or her answers. The player with the most squares filled with correct answers wins!

Friend's Favorites: Grades 3-6

1. Make a list of favorites; Color, TV Show, Song, Movie Star, Sports, and so on. Give everyone a copy.
2. Early in the week, have everyone fill out the list and put their name on it. They should keep their answers secret from others in the room.
3. Throughout the week, take out a sheet and read one list of favorites. Have players guess the name of the writer. To keep players from getting out of hand and just guessing everybody's name, have them listen to the entire list and write down one name on a slip of paper. Then, have the writer reveal them self to the group.

Fox & Squirrel: All Ages

1. You will need two balls that are identical (foxes) and one different looking ball (squirrel).
2. The object is for the "foxes" to catch the "squirrel". "Foxes" are passed only to the left or right of you. Not only can the "squirrel" be passed to the person on your left or right, but it can also leap across the circle to another player.
3. To keep everyone alert, call out "Fox" and "Squirrel" each time you pass one of the balls.

Frogger: All Ages

1. Have the group sit in a circle. One person is chosen to be 'it' and they leave the room or close their eyes.
2. One person from those remaining in the circle is chosen to be the Frogger.
3. It then sits in the center of the circle.
4. When 'It' isn't looking, the Frogger makes eye contact with someone else in the circle and then sticks their tongue out at them. If the Frogger sticks their tongue out at you, you must lie down.
5. 'It' tries to find out who the Frogger is before everyone else in the circle is lying down. You may limit the number of guesses 'it' gets for each round to keep the game moving.

Goofy Guess: All Ages

1. On slips of paper, write the names of some cartoon and comic book characters such as Superman, The Rugrats, Mulan, Charlie Brown, etc. (You can have the players do this as well for you. Have them write five characters each, then make sure that you don't have any repeats.)
2. Place the slips of paper in a bowl or hat. Have the players take turns drawing names, acting out the characters, and giving clues.
3. The person who correctly guesses the character gets that slip of paper.
4. Have each player take turns drawing a slip of paper and giving clues. The person with the most slips of paper after everyone has gone wins!

Option: Have whoever guesses correctly be the next person to draw a slip of paper and give clues. Go until all the slips of paper are gone or you can declare that the first person to win five slips of paper is the winner.

Hand Slap: All Ages

1. Have everyone lie on their stomachs in a circle with their heads together in the center of the circle. Have everyone place his or her hands palms down on the floor. Each person's left hand will be in front of the person to their left and their right hand in front of the person to their right. Thus, there should be two other hands that are directly in front of them, between their own hands.
2. One person leads by declaring which hand will begin and which direction around the circle you will be going. The leader then slaps their hand on the ground. The next hand, in the direction the leader declared, must then be slapped on the ground and so on around the circle. This is difficult because the hands in front of each person are not their own hands but the people's hands on either side of him or her.
3. If a player slaps their hands twice, this then changes the direction of the slaps around the circle. If you slap out of turn, that hand is removed from the circle. The player with the last hand in the circle wins!

Imaginary Ball Toss: All Ages

1. Players sit in a circle. One player begins by tossing an imaginary blue ball to another person. As they do this, they say that person's name and the color of the ball they are tossing. For example, "Chris—blue ball."
2. The imaginary ball proceeds to be tossed to all players around the circle.
3. To challenge your group, you can add more imaginary balls of various colors to be tossed around the circle at the same time.

Ladybug Ladybug: All Ages

1. You'll need paper and pencil for each player and two dice. Each player picks a different number(s) between 2 to 12.
2. Take turns throwing the dice. Whenever the player's number(s) is thrown, they get to add a part of the Ladybug to their picture, in this order.



3. The first player to complete her Ladybug wins!
4. This can be altered for boys to Spider Spider. Just add three stripes instead of spots and four legs instead of three for the end picture

My Left Foot: Grades 3-6

1. Give paper and pencils to each person.
2. Place an object on the floor or pick an object in the room.
3. Ask each person to remove their footwear and draw the object on their paper with one foot.
4. Vote on the best drawing, funniest drawing, etc.

Noses: All Ages

1. Have players sit in a circle and deal out four playing cards to each player.
2. The dealer then takes a card from the deck and then discards one of the five cards presently in their hand to a pile on their left. The player on their left then takes this card and discards one of their five cards presently in their hand to their left and so on. The object is to be the first player to get four of a kind (four queens, four nines, four aces, etc.)
3. When a player gets four of a kind, they place their thumb on their nose. They can continue to pass cards to throw the other players off. The player who is last to place their thumb on their nose gets the letter N.
4. When a player spells N-O-S-E, they are out of the game. The last player in the game wins!

Old Maid: All Age

To play this game with a regular deck of cards, you must first remove the queen of clubs.

1. Deal out all cards to the players. All players then set down all of the pairs that they have in their hand in front of them. (Two fours, two sixes, and so on). You may not set down a three of a kind. However, if you have all four of one kind, you can lay them all down since it would be two pairs.
2. After all the pairs are laid down, the player who dealt begins by drawing a random card from the player on their left without looking at it. If the card drawn matches one in their hand, they may lay the pair down. If not, nothing happens. No matter what happens, their turn is over and the next person draws a card from the person on their left.
3. The player left with the remaining queen at the end of the game is the Old Maid.

Rain: All Ages

1. Have the group sit down in a circle with their eyes closed. They are to imitate the sound they hear from the person on their left.
2. Begin with rubbing palms together to snapping fingers to slapping thighs to stomping feet and then reverse the order.
3. You may need to gently mention the next person's name for them to change to the next sound.
4. With the whole group doing this, your imagination will hear it raining.

Stone Stone: All Ages

1. Players sit in a circle. One person is chosen to be 'it' and sits in the middle of the circle. The players in the circle cup their left hand palm up and cup their right hand palm down. 'It' then closes their eyes while the remaining players begin a rhythm of joining their own hands together and joining hands with those on either side of them.
2. One of the players in the circle will begin with a stone in their hand. This player can keep the stone in one of their hands or give the stone to one of the players next to them. In this fashion, the stone can move about the circle.
3. Once the rhythm of the hands has been established, the players begin to chant, "Stone, stone how I wander from one hand into the other. Is it fair? Is it fair? To keep poor (insert name of player sitting in the middle of the circle) sitting in the middle." This chant helps the group keep a rhythm for moving their hands together.

4. When the player in the middle hears the chant, they can open their eyes. They have three guesses to see if they can catch the person with the stone. If they guess correctly, that person is now in the middle. If after the third guess, they still haven't got it, the person with the stone last reveals it to the group and is now in the middle. A trick is to wait until the person in the middle is not looking before passing it to your neighbor. Good Luck!

Table Koosh: All Ages

1. Players sit down at one end of a table. Clear off any debris on the table that might be in the way.
2. The object is to toss the Koosh ball in such a way that it lands within a hand's span of the other end of the table. If it does, the one who tossed the Koosh scores 3 points. If it is actually hanging over the edge, that's a touchdown worth 6 points. If it goes over the edge, that's minus 1 point.
3. Whoever has the most points when you have to leave is the winner.

Telephone: All Ages

1. The group can sit in a circle or a line. The first person whispers a phrase into the next person's ear. They only get one chance to hear the phrase.
2. The whispered phrase then proceeds from person to person until everyone has heard the phrase.
3. The last person then says the phrase out loud to the whole group. The end result can be humorous to see how it has changed from the original.

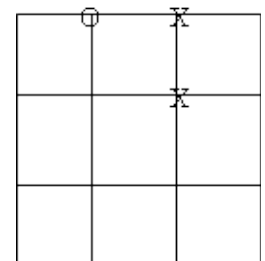
Option: You can give each person one "operator" which allows the other person to repeat the whispered phrase one more time. Finish by talking to your group at how we cannot trust listening to rumors or gossip about others.

Tension!: Grades 3-6

1. This game gets very intense! Everyone sits in a circle with his or her paper in front of him or her. One person gets a pen, and the person on their right has the dice. The object of the game is simple. The first person to write the numbers from 1-100 on their paper wins.
2. On the word "Go!" One player starts writing 1, 2, 3, 4, and so on. At the same time, the person to their right is rolling. If they roll doubles of any number, they snatch the pen and start writing. The person on their right grabs the dice and starts rolling.
3. When someone gets to 100, they shout out and the game stops. A judge checks their paper carefully. If they missed a number, they must start at the number they missed, they lose their turn, and the game continues. When there are a few players stuck around 80-90, it gets crazy!

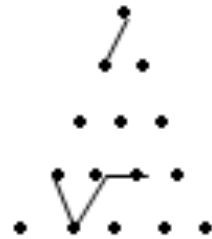
Tic-Tac-Toe Squared: Grades 3-6

1. Draw a regular Tic-Tac-Toe board, but draw a square around the whole board making nine boxes.
2. Players take turns as in Tic-Tac-Toe, but they make their marks where the lines cross, rather than in the spaces. The outside lines are included so that there are sixteen places to mark.
3. Even though it is possible to make four marks in a row, the winner is still the first person to get three consecutive marks.



Triangles: Grades 3-6

1. To make a playing board, draw a pyramid of dots. Begin with one dot at the top. Add two dots below that, followed by three dots and so on. Twelve dots at the bottom is a good number to start with.
2. Each player takes turns drawing a line between two dots that are next to each other. The lines may go horizontally or diagonally.
3. Whenever a player draws a line that completes a triangle, they write their first initial in the middle of the triangle and take another turn.
4. If a player is able to, they can use this extra turn to complete another triangle. With proper planning, a player can make lots of triangles in a row, especially late in the game.
5. When the board is filled, players count up the number of triangles they made. The one with the most triangles wins.

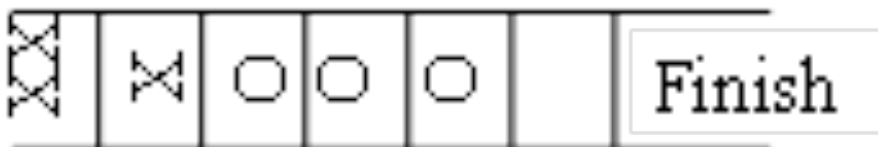


Two Truths & A Lie: All Ages

1. Each camper gives two truths and one lie about themselves. Other people try to guess which one of the statements is the lie. For example: (I play the piano, I have two goldfish, I like to draw— sorry, no goldfish!)

Up the Ladder: Grades 3-6

1. On a piece of paper, draw a ladder with seven or more rungs. Write “Finish” above the top rung.
2. Players take turns making three marks in the empty spaces between the rungs of the ladder. The first player’s mark is an X, and the second player uses an O.
3. Each player can divide their marks up any way they want, putting all three in one space, putting each one in three different spaces, or some other combination.
4. Neither player can put their mark in a space that is already occupied by other marks, nor skipping rungs is not allowed.
5. The first player to put a mark in the “Finish” space wins



Change the number of rungs for a completely different game.

The “What” Game: All Ages

1. Each person is handed four scraps of paper and a pen. Then, they write a question beginning with “what” on each of the four blank papers. Collect and redistribute the papers.
2. Now each person writes an answer to the “what” question of the back of each of the four pieces of paper without looking at the questions. (Don’t peek!)
3. Collect and redistribute the papers again. Now each person reads aloud the four papers –questions and then answers. The results are hilarious!
4. For younger kids, try this at three separate down times throughout the day. First ask them for “what” questions, then for answers to questions, and then finally read the result to the group.
5. *Warning, please review the context of what some of your elementary students will be writing.*

When Johnny was...: All Ages

You begin by facing your partner and follow the rhyme and actions with your partner:

Cross **down**
Cross arms over chest / Slap thighs

When **John** **ny**
Slap your hands together / Slap right hands / Slap own hands / Slap left hand

was **one**
Slap your hands together / Slap both hands of partner
Slap the back of both hands with partner / Slap both hands of partner

He **learned** **to** **suck**
Slap your hands together / Slap right hands / Slap own hands / Slap left hand

his **thumb**
Slap your hands together / Slap both hands of partner
Slap the back of both hands with partner / Slap both hands of partner

Oh, **one** **give**
Slap your hands together / Slap right hands / Slap own hands / Slap left hand

me **one**
Slap your hands together / Slap both hands of partner
give
Slap the back of both hands with partner / Slap both hands of partner

me **half** **past**
Slap your hands together / Slap right hands / Slap own hands / Slap left hand

one!
Slap your hands together / Slap both hands of partner

Repeat with following numbers and what he learned.

...Two, tie his shoe ...Three, climb a tree ...Four, shut the door. ...Five, climb and dive. ...Six, pick up sticks....Seven, all about heaven. ...Eight, shut the gate....Nine, tell the time. ...Ten, to say “the end.”

Whose is it?: Grades 3-6

1. Make a list of questions for your group like, what sports do you enjoy? How many brothers and sisters do you have? What is the best trip you ever took? What is your favorite vegetable? What time do you have to go to bed on a school night?
2. Have everyone write down their answers to all the questions and give you their answers.
3. Pick a unique answer from the sheets and see if the group can guess “Who Is It?” For example, their favorite vegetable is spinach. Who is it?
4. Have everyone say who he or she thinks it is. Everyone gets one guess. Then, reveal who it is. If the player guesses correctly, they get a point.

X Marks the Spot: All Ages

1. You can either place an X on the floor or have players place their nametags on the floor. Once person stands in the center of the circle.
2. The person in the center tells the group their name preceded by, “I like everybody...” who has blond hair, has tennis shoes on, likes chocolate, etc.
3. Anybody who fits the sentence mentioned must then move to another space including the person in the middle. This will leave a new person in the center that will continue the process.
4. Make sure everyone gets a chance to be in the middle.

GYM GAMES AND ROOM GAMES

After a While Crocodile: All Ages

1. To play this version of Tug O War, spread a sheet of newspaper on the floor. Then, stand back quickly. If you fall into the “swamp”, you’ll be swallowed by a crocodile!
2. Players hold hands around the newspaper. On “Go!,” everyone pushes and pulls, squirms and twists, trying to get others into the swamp. Can you stay out of the muck? Good Luck!

Balloons in the Air: All Ages

1. Blow up different colored balloons.
2. Call out a color and have the group run around, without stepping on the other balloons, to keep all of the balloons of the color you called out up in the air.
3. Change the color.
4. Call out, “All balloons!” and watch the fun go wild as they try to keep all the balloons up in the air.

Evolution: All Ages

1. This is a variation on the Rock-Paper-Scissors game.
2. Everyone starts out as an amoeba and moves around the room to meet another amoeba. They then play a game of Rock-Paper-Scissors to determine who ‘evolves’ to the next level. Losers remain an amoeba.
3. Players ‘evolve’ in the following pattern:
Ameba (crouching) to
Dinosaur (standing with arms above head) to
Teenage driver (driving a car) to
Luther (one hand on hip and the other pointing to the sky).
First person to Luther wins!
Add other ‘evolution’ stages. Ask the group to come up with more stages.

Footbag Koosh: Grades 3-6

1. Begin by tossing (with your hand) the Koosh ball up and directly in front of you, so that it lands about a step away. Before it hits the ground though, step forward and bring your foot directly up under it. Use the side of your foot, think of “boosting” it from underneath (don’t think of “kicking” the ball). When done correctly, the ball will then pop up in front of your eyes.
2. Practice and you will improve.
3. Here are some tricks to help you out. Wait until the Koosh ball is near the ground before contacting it. Really concentrate on the Koosh ball so that you can connect squarely on it. Turn your foot so that the side (flat) part of your foot makes the connection.
4. Practice, practice, practice.

Hopskoosh: Grades 3-6

1. Simply play hopscotch with a Koosh ball. Tape the hopscotch court on the floor.
2. Players must toss the Koosh into space number one and then jump, one footed, into the number two square. Then, one footed again, into the number three square. Then, jump and straddle-land with one foot in four and one foot in five.
3. Hop one footed into six, and then straddle-land on seven and eight and so on. The player then jumps straight into the air and turns around facing back the way they came and proceeds back towards the beginning.
4. On the way back, they must stop, one footed, on square number two, reach down to pick up the Koosh ball, and hop out.
5. The next person then does the same. If anyone steps on a line or loses their balance, they have to repeat that number. First person to complete all numbers successfully wins.
6. For an added twist, if a player successfully picks up their Koosh ball, they can turn around and toss their ball into an open square. The next player also has to avoid this square upon their turn.

Human Knot: Grades 3-6

1. Have the group stand in a circle.
2. Then, each player reaches their right hand into the center of the circle and grabs another person's hand. Then, they reach into the circle with their left hand and grab a different person's hand than the first time.
3. The group then has to work as a team to 'unknot' themselves into a circle without letting go of hands.

Using short pieces of rope or string instead of joining hands will help players from hurting each other's hands.

May I?: All Ages

1. Players stand in a row or against a wall at one end of the room.
2. The leader stands at the other end of the room. The leader then calls a player by name and gives a command. For example, "Mary, you may take three baby steps forward." The number and type of steps should vary with each player.
3. Mary must say, "May I?" If she does not, her turn is over, and she must go back to the wall.
4. If the leader says, "Yes you may." Mary then takes three baby steps toward the leader.
5. If the leader says, "No, you may not." Mary stays put.
6. The leader may also change the number or type of step: "No you may not. You may take two giant steps forward." Mary must remember to say, "May I?" again.
7. The first player to reach the leader wins.
- 8.

Pigs in the Dark: All Ages

1. Players wear blindfolds and draw pigs.
2. Then, everyone removes his or her blindfolds and votes on the best or funniest pig.
3. The winner names the next animal for everyone to sketch.

Poop Deck: All Ages

1. Use two lines of tape to create three areas on the floor. Each area is a deck. Players gather on one of these decks -the poop deck, quarterdeck or half deck.
2. The leader calls out a "deck" and all the players move to the deck called out. The last player into the deck is out of the game. If a player moves to an incorrect deck, they are out of the game. The last player wins!
3. To make the game more exciting, you can add other commands to yell out instead of moving them to another "deck." For example:
 - "Hit the deck" (everyone goes face down, last one down is out),
 - "Swab the deck" (everyone gets on their hands and knees),
 - "Pirate" (everyone hops on one leg, curves their index finger into a hook and says, 'arrrrr'),
 - "Captain on deck" (everyone stand at attention and salutes)

Red Light – Green Light: All Ages

1. Players stand in a row or against a wall at one end of the room.
2. The leader stands at the other end of the room facing the players. The leader then proceeds to turn their back on the players calling out, "Green light!" When the leader does this, the players try to move forward and tag the leader.
3. However, at any time, the leader may turn back to face the players calling out, "Red light!" When the leader does this, all of the players must stop where they are without moving. If the leader sees any of the players move at all, they call out that player's name and the player must return to the wall.
4. The first player to tag the leader wins and gets to be the leader for the next round.

Room Decorations: All Ages

1. Tell the group that you need some decorations for the room and you need their help. Hand out paper and crayons. You can have a scary monster drawing contest, an animal drawing or anything relating to the day or week's theme. Have students put their name on their drawing and display them around the room. Remember to use sticky tack on the walls. Sometimes tape will peel off the paint and is very difficult sometimes to remove from windows.
2. Hand out cut outs of shapes, animals, magazine pictures, etc. and have the group make a colleague by pasting the pictures to a large piece of paper. Then, hand out crayons for them to decorate their creation.

Sock Stomp: All Ages

1. All players take off their shoes and pull their socks out a few inches so the toes are floppy.
2. Players stand with their hands behind their backs. When you say, "Go!" the stomping begins. Watch out for toes!
3. The last player with a sock still on is the winner.

Watch out for this one, it can be great fun but some groups can get out of hand.

Spud: All Ages

1. One person holds the ball, as they will start the round. Everyone else gathers around and waits expectantly.
2. As soon as the player feels ready, they throw the ball high into the air straight up and simultaneously shouts one of the other player's names. He (or she) is the "Spud."
3. Everybody else scatters. The "Spud" has to try to catch the ball. As soon they get control of the ball, they shout "Spud!" and all other players have to freeze.
4. The Spud then takes 4 giant steps toward the nearest potential victim and tries to hit them below the waist with a well-placed throw. The victim is not allowed to dodge the ball. They can only move in an effort to catch the ball.
5. If the throw hits the victim, the victim picks up the letter "S." If the throw is caught, or it misses completely, the thrower picks up the letter. For the next round, the "Spud" is the player who picked up the last letter, and they start the next round.
6. Once a player has all four letters, "SPUD" they are out of the game. Last one in the game is the winner.

Tummy Ha-Ha: All Ages

1. Have one person lie down on the floor on their back and be the "Tummy".
2. Have another friend lie down with their head resting on the first person's tummy. Have the rest of the group lie down in the same way until you've formed a head-to-tummy human chain.
3. Now for the "Ha-Ha" part. Start the game with a simply "Ha!" Not a dainty, polite "Ha" but a deep down from the bottom of your belly "HA!" If you've done it well, the head resting on your tummy will bounce. The next person says, 'HA! HA!' The third person says, 'Ha! HA! HA!' Soon, everyone will catch the giggles. Addition: Challenge the group to not laugh. If anyone in your human chain laughs, the first person has to start over. Try to complete your human chain without anyone laughing.

Wall Ball: All Ages

1. All players stand facing a wall. One player begins by throwing the ball against the wall after which, any player can try to catch the ball.
2. If a successful catch is made, nothing happens.
3. If a player touches the ball but does not catch it, they must run and touch the wall before another player can grab the ball and throw it against the wall. If the ball hits the wall before that player touches the wall, that player is out.
4. The last player remaining wins.

ANYTIME GAMES

C.A.R.: Grades 3-6

1. Pick three objects and leave the room while the group picks one of the three objects. Then, return and tell them which object they picked.
2. Secret: For this game you will need an accomplice to give you the following clue;
“Come in” means the players picked the first object.
“All right” means they picked the second object.
“Ready” means they picked the third object.

Caring Conversation Games: All Ages

1. Utilize games that have questions that promote caring conversation and sharing within your group. These games can be taken out at any time. They can include Faith Talk Cards, WWJD playing cards, The Ungame, The Comfy Couch, The Kid’s Book of Questions. If you have a group in a silly mood, try the book entitled Would You Rather.

Common Ground: All Ages

1. Have everyone find a partner or form a group of three. Tell teams their challenge is to find five things that all team members have in common. For example, team members might all attend the same school, prefer the same kind of music, or like the same brand of tennis shoes. The only rule is that they can’t list similar body parts, such as “We all have two arms, a brain, and a nose.”
2. Tell teams they have one or two minutes to create their lists, so they need to work quickly. To add to the urgency and excitement of the game, inform teams when there’s one minute as well as 30 seconds remaining.
3. When time is up, have the teams introduce each other to the group and what they share in common.
4. You can repeat this with differences as well. Conversation afterwards can lead to the common bond that Christ brings to us all even though He made us each unique and special.

Eye Spy: All Ages

1. The leader picks an object in the room and then gives the group a clue by saying, “Eye spy with my little eye something that ...” followed by the color of the object.
2. The group then guesses what the object is. The one who guesses correctly gets to pick the next object and give the clue.

Fabulous Coin Flip: Grades 3-6

1. Here’s an impressive way to flip a coin. Bend your arm, keeping your palm up.
2. Place a coin on your elbow and cup your hand.
3. Bring your hand forward quickly in a smooth downward motion. With practice, the coin will fly off your elbow into your hand.

Fingernail Art: All Ages

Some Basics:

Dots—use a toothpick to make a small dot.

Swirl—after making a small dot, spiral out.

Tear Drop—make a dot and then drag the dot in a downward direction.

Remember when doing layers of different colors to make sure the first coat is dry before adding a second color.

Some Ideas:

Hearts - Put a small red dot and then drag it down to a point.

Then, mirror this on the right.



Sunflower -Make a dot of one color and then make six dots around the first dot using another color. Make other flowers by using a toothpick and changing the shape of the pedals.



Ladybug -Paint your nails red. Then, paint a black stripe at the end of the nail. Finally, add four dots and then a black line down the middle.



Dog prints -Paint the nail and let it dry. Make three large dots followed by three small dots above each large dot.



Try Polka Dots, shapes, faces, dice, etc. Use your imagination!

Friendship Bracelets: All Ages

1. Grab some beads, some elastic and needles.
2. If you are with younger children, you will need larger beads to thread by hand or use plastic needles.
3. Let kids make their own anklet, bracelet or necklace to give to a friend. They can continue to work on these throughout your time together.

Fun Pictures: All Ages

1. Give each person a piece of paper and pencil. Ask them to draw a wavy or zigzag line. Then, they exchange papers and make the line into a picture.
2. Have each person place five dots on the paper wherever they wish. Player exchange papers and try to fit a drawing of a person into the dots, with the head at one dot, the hands at two, and the feet at the other two.
3. Have each person draw a picture using the letters of their name.
4. Give each person a number and have him or her make it into a animal or person.

Mad Libs: All Ages

1. Play some of the Mad Libs that you can find in many bookstores. These are humorous and can be very entertaining. You may need to explain and give examples of what some of the words are that you are looking for. For example: Adjective—a word that is descriptive like blue or big.

The Minister's Cat: All Ages

1. The group completes the sentence, "The Minister's Cat is a(n) _____ cat, and their name is _____."
2. Begin with the letter A. Each blank begins with that letter (Active – Andy). Each player must do the same but they cannot repeat an answer already given.
3. After everyone has gone, you proceed to the letter B and so on through the alphabet. You must change the order of who gets to go first to make this fair for everyone.
4. If a player repeats an answer or cannot think of one, they must drop out.
5. The last player to remain wins!

Picture Story: All Ages

1. Beforehand, cut out photographs and illustrations from magazines. Paste them on 5 X 8 cards.
2. Have the group sit in a circle. Give each person a card, blank side up. No one is to look at the other side of the card.
3. One person begins by showing the photograph to the group. He or she then starts the story, inspired by the card. Really ham it up.
4. When the leader says "change," the person stops the story. The person next to the storyteller shows his or her card and then continues the story. Follow the story around the circle. Each person altering the story to fit his or her card.

Practice Songs: All Ages

1. One of the best ways to pass some time is to have the group practice one of the songs that the group has learned.
2. Review the actions or have one of the members of your group review the song with the group.
3. Make it more fun by singing the song in a whisper, like a baby or football player, etc.

Rock-Paper-Scissors: All Ages

1. Two players face each other and slap one fist into the palm of their other hand while saying, "Rock, paper, scissors." On the fourth slap, both reveal simultaneously a rock (fist) paper (flat hand) or scissors (two fingers extended out). Rock beats Scissors; Scissors cuts Paper; Paper covers Rock.
2. You may also add match (pointer finger extended out). Match strikes rock, match burns paper but scissors cuts match. This adds a little more excitement to the game after awhile.

Sharing: All Ages

1. Make a list of questions for your group like: What sports do you enjoy? How many brothers and sisters do you have? What is the best trip you ever took? What is your favorite vegetable? What time do you have to go to bed on a school night?
2. Have group sit in a circle and start with the person whose birthday is closest to today. Ask them the questions on your list, so everyone can get to know them.
3. You can make this a game by having the group guess at what they think the answers will be, and then have the person reveal the answer.

LINE UP GAMES & TRAVEL GAMES

Line up Games: All Ages

1. Make lining up to go to the next activity a game itself. Have them line up by Birthdays, first, last or middle name, eye color, height, and so on. This helps keep your campers from fighting over who gets to lead the line.

Blind Walk: All Ages

1. Have everyone line up.
2. Have everyone place their hands on the shoulders of the person in front of them and close their eyes.
3. Lead the group to the next location. Challenge the group to trust the leader to guide them and watch out for them by not peeking or opening their eyes until the leaders says they can.
4. Have everyone remain silent through this time to build extra trust in the leader.

Leap Frog: All Ages

1. The group stands in a line and the first person in the line hunches over into a crouched position. The second person 'leaps frogs' over the first person and also goes over into a hunched position. The next person in line also 'leaps frogs' over the first two, and so on.

Centipede: Grades 3-6

1. Have the group stand shoulder to shoulder all facing one direction.
2. Players then interlock their feet.
3. The first person takes a side step into the direction the group wishes to move. In doing so, they will drag the person's foot next to them along the way.
4. The next person does the same and so on. In this fashion your 'centipede' moves to their next destination.