

Recreational Activities

Barnyard

Getting Ready:

One person serves as the leader. The leader gives a name of barnyard animal to each player quietly. (Examples, cow, pig, duck, horse, sheep, etc) No one is allowed to tell another which animal he/she is. The names of the animals need to be split evenly when the leader tells all group members. Once all animals are assigned, make sure that the players are spread out evenly in a specific area so that there is room to move.

Playing the Game:

When the leader is ready, he/she will say "GO". At that signal, each child makes the noise of the animal that he/she has been given. The first group of the same animals to find each other and sit down are the winners.

Things to Remember:

- *Have advisors serve as judges to decide which group finished first.
- *Remember to use simple animals that everyone will identify.
- *To change the game, you could use zoo animals to make it interesting.

Big Wind Blows

Getting Ready:

Participants form a large circle sitting at an arm's length apart. The game is then explained.

Playing the Game:

One person is chosen to be the "wind", and stands in the center of the circle. The game begins when the person in the middle of the circle acts like the wind (by turning in a circle and waving their arms about in the air) and says "THE BIG WIND BLOWS". At this point they must specifically state what the wind blows, a statement which must be true about themselves. For example, "THE BIG WIND BLOWS EVERYONE WITH BLUE EYES" All of the kids who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. When they reach this spot, they sit down. One person will be left over. The person left over now becomes the wind and the game continues.

Things to Remember:

- *Remember there is no winner or loser, just a lot of fun.
- *Encourage other members to be careful when they switch places with one another.
- *Remember to speak clearly when giving directions of what the wind blows.

Cat and Mouse

Getting Started:

All players stand in a circle. Two people are chosen. One is the Cat and one is the Mouse.

Playing the Game:

The object of the game is for the Mouse to catch the Cat on the inside of the circle by chasing the Cat around. This is achieved when the mouse runs in between two people. They will join hands and the cat can not pass through them. The Cat and Mouse can both run on the outside of the circle but must pass through the circle. If the Mouse gets to the Cat first then a new Cat and Mouse are chosen and the game starts over.

Things to Remember:

*Encourage members to be careful when running in and out of the circle.

*Remind players that when hands are joined, the cat may not go through them.

Elves, Giants, Wizards

Getting Started:

This game is based on the same concept as Rock, Paper, Scissors. The group needs to be split in to two groups. Each group will have the chance to pick one of the three following items along with their motion.

*Elves: squat low to the ground and put hands on each side of your head like pointed ears

*Giants: stand up on your tiptoes and stretch your arms high over your head

*Wizards: stretch right and left arms out in front and wiggle your fingers like you are casting a spell.

Playing the Game:

Each group must come together in a circle and decide which item to choose. (Elves, Giants, Wizards) They need to do this secretly so that the opposing group does not hear them. Once both groups have decided on which item to be they line up across from each other. You should have two straight lines. The leader counts to three. When the leader says "three" both groups do the motion of the item chosen. The winner is determined by the following:

*Elves beat Wizards

*Wizards beat Giants

*Giants beat Elves

A team wins a point if they beat the other team. If there is a tie, no points are awarded to either team. You can play the best two out of three or go to a specified number given by the leader.

ELEPHANT, GIRAFFE, PALM TREE

Getting Ready

Form a circle with one person in the middle. If you have a big group you might want to split them into smaller groups of 8-10 people in a group. As the leader you need to explain the following categories:

- *Elephant=person pointed to will form a trunk by putting arms straight in front of them crossed at the wrists. Persons on each side will form the ears of the elephant by bending toward middle person cupping around mouth with hands as if whispering to the middle person.
- *Giraffe=person pointed to will raise arms above head. Side persons will grab middle ones waist bending over to form the legs.
- *Palm Tree=person pointed to will raise arms above head in a "Y" formation. Side persons do the same but lean toward outside, away from the middle person.

Playing the Game

The middle person will point to an individual and the person pointed to along with the persons on each side will have to form what is called out. (Elephant, giraffe, palm tree) The person who is the last to form what is called out takes the place of the person in the middle and the game starts again.

Things to Remember

- *The object of the game is to try to keep changing all the time.
- *The game as to be played quickly.
- *Remember to go over all items to be called out and their motions.

STAND IN A LINE

Getting Ready

Players are divided into two teams. The leader will tell both groups that they may not talk for this game. This is a group cooperation effort.

Playing the Game

The leader will call out one of the following categories:

- *height
- *dates of birth
- *alphabetically by first name

Once the leader has chosen the category, each team must work together WITHOUT TALKING to form a straight line. The first team to put everyone in the right order is declared the "winner." You could vary the game by adding other categories of your own. Also, groups could be split into three or four teams depending on how big of a group that you have.

Things to Remember

- *Remember that all groups are to be quiet.
- *Have advisors serve as judges to decide if members are keeping quiet and not cheating.