

Children's Games & Other Activities

Child—Childrens Networks N.I

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Registered Charity XR11252



About Child – Children’s Networks N.I

Child is a cross-community children’s charity established in January 1996 to provide communal residential holiday and follow-up activities of an educational nature for children drawn from all sections of the community in Northern Ireland. Since 1996 Child has provided holidays for over 1000 children and volunteer opportunities for over 150 adults aged 16-45.

Child believes that it’s work will represent a major step forward in encouraging cross-community contacts; confidence-building between communities and the promotion of positive means of handling conflicts. This work is undertaken by volunteers drawn from all sections of the community and all religious persuasions who will work within and beyond their local communities to effect better relations between all participants in Child’s programme of work.

Child is a volunteer intensive Organisation that seeks to promote personal development and self-confidence/esteem amongst volunteers and provide positive opportunities for interaction between and across the community divide in N. Ireland.

Child believes that our province-wide base, our strong commitment to providing quality services to children and young adults and the locally responsive nature of our organization will encourage the development of good community relations, highlight the interdependence of community ties and encourage the positive and peaceful recognition and promotion of similarity and diversity within and between both religious traditions.

ADDITIONAL GAMES

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INTRODUCTION & HOW TO USE THIS BOOK

The Collection of Children's games and activities that are contained here have been painstakingly compiled over the past thirty years of Colony holidays in organisations like Children's Community Holidays and Child. They represent many of the best loved and most enjoyable children's games and activities used on in the education, social care and society in general.

Many hours of effort went into putting the games onto paper and Child would like to thank Jill McBride for her endless hours of patience in compiling this book, your ambition is now in print

This Games book has been broken down into a number of categories contained overleaf which provide a logical grouping however for easy reference they have been listed alphabetically in the book to make it easier and faster to find the games you wish to find.

We hope you enjoy using this book and use the spare blank pages at the back of the book to add your own.

Many Thanks

The Council of Child

ADDITIONAL GAMES

ADDITIONAL GAMES

FIVE MINUTE FILLERS

A What?
Diseases
Doing the Opposite
Chinese Numbers 1
Chinese Numbers 2
Crossed, Uncrossed
Fat Hen
Heaven & Hell
John Brown's Body
Mind-Reading 1
Mind-Reading 2
Mind reading 3
My Aunt likes coffee
Pass the Polo
People Rolling
Pip Pop
Rock, Scissors, Paper
Situations
This is my.....?
Tommie Smartie
The Moon has A Big Round Face
Whispers

INDOOR GAMES

All Those
Black Narcissus
Bumpty Bump
Clapping Game, The
Earth, Air, Water
Electric Current
Fill the Space
Free Fish
General Post
Happy Families
Hunt the Ring
King of Silence, The
Knee Tapper
Ladders
Leader of the Orchestra
Means of Locomotion
Ocean Wave
Odds & Evens
Old Family Coach
Port and Starboard
Sharks
Shoeing Horses
Spotting Rabbits
Shopping Lists
Smuggler
Stealing the Keys
Three at a Time
Touch Ball
Winking
Who has the ball?

Stealing The Keys
Stick In the Mud tangles
Thief And Detective
This Is My ___?
Three At A time
Tommie Smartie
Touch Ball
TV Critics Water Sprite
What's the time Mr Wolf?
Whispers
Who Has the Ball?
Wide Game
Wide Mouthed Frog
Winking
Wink Murder
Wool Hunt

Old Family Coach
One Fat Hen
One Spot
One two three Red Lights
Parachute Games
 The Mushroom
 All those
 Team Ball
 Gap Stopping
 Cat And Mouse
 Jaws
Pass the Polo
People Rolling
Peter And Paul
Philadelphia Kickball
Pip Pop
Poison Circle
Pop Quiz
Port And Starboard
Post Box
Prisoners
Quiet Evening
Quiz Night
Rock, Scissors, Paper
Rounders
Round Robin
Round Robin Quiz
Run A Round
Sardines
Shadow tap
Sharks
Shoeing Horses
Shopping Lists
Situations
Skin The Snake
Smuggler
Snakes And Ladders
Spotting Rabbits

OUTDOOR GAMES

All Those
Berkeley Batting
Bombing
Bucketball
Cat & Mouse
Chain-He
Co
Combat
Crossing the Sea
Dover Patrol
Gap Stopping
Giants, Wizards & Elves
Hawk
In and out of the Circle
Jaws
Jockeys
Jug-Handle-He
Lurky
Mushroom, The
Parachute Games
Philadelphia Kick-Ball
Post Box
Prisoners
Rounders
Sardines
Stick in the Mud
Shadow Tap
Team Ball
TV Critics
Water Sprite
What's the Time, Mr. Wolf?
Wide Game
Wool Hunt

EVENING ACTIVITIES

Beetle Drive
Blankety Blank
Blind Date
Bingo
Call my Bluff
Champions
Claim to Fame
Dutch Auction
Full House Bingo
Karaoke
Newspaper Quiz
Pop Quiz
Quiet Evening
Run-Around
Snakes & Ladders

Electric Current
Fifteen Passes
Fill The Space
Fox And Geese
Free The Fish
Full House Bingo
Gap Stopping
General Post
Giants, Wizards And Elves
Granma Went To Market
Grunt
Halt
Happy Families
Hawk
Heaven And Hell
Hunt The Ring
In And Out Of The Circle
Indoor Hockey
Jockeys
John Browns Body
Jug Handle - He
Karaoke
Keywords
The King Of Silence
Knee Tapper
Ladders
Leader Of The Orchestra
Leggoals
Lurky
Means Of Locomotion
Mind Reading I
Mind Reading II
Mind Reading III
The Moon Has A Big Round Face
My Aunt Likes Coffee
Newspaper (Quiz
Ocean Wave
Odds And Evens

Alphabetical List of Games

A-Ha
All Those
A What?
Bad Eggs
The Ball Game
Beetle Drive
Berkeley Batting
Bingo
Black Narcissus
The Blanket Name Game
Blankety Blank
Blind Date
Blindmans' Numbers
Bombing
Bucketball
Bumpty Bump
Call My Bluff
Cat And Mouse
Cats And Dogs
Chain - He
Champions
Chinese Numbers 1
Chinese Numbers 2
The Chocolate Game
Claim To Fame
The Clapping Game
Co
Combat
Crossed, Uncrossed
Crossing The Sea
Crows And Cranes
Diseases
Doing The Opposite
Dover Patrol
Dutch Auction
Earth, Air, Water

1, 2, 3, Red Lights

One player is on and stands some distance away from the group with their back to them. The group stands behind a line or starting point.

The Game starts when the player who is on turns their back, the other players then try to advance towards them quietly. The player who is on says when they are ready "1, 2, 3 RED LIGHTS!" (quickly, slowly, varying it) and turning around sharply, anyone who they see moving is sent back to the starting point. Those who have remained perfectly still are allowed to stay where they are.

Whoever manages to touch the on players back first then becomes the 'traffic light' and the game continues.

A-HAA

The leader arranges the group carefully with each member lying down with their heads on each others stomachs, normally in a stepped line at right angles.

The first player says "HA!", the second "HA! HA!". the third "HA! HA! HA!" and so on. If anyone laughs the group must begin again, and again and again.

All Those

Players sit on chairs in a circle. The leader is in the middle with no chair. The leader calls out "All those who (e.g. have blue eyes) - CHANGE PLACES!". Any player to whom this applies must get up and change seats. The leader tries to take a seat, so a new player is left in the middle. They again call out "All those who (e.g. are wearing jeans) - CHANGE PLACES!" and the game continues.

A What?

The first player turns to the second player and passes them an object, saying "This is a (e.g. hippopotamus)". Second player asks "A what?" First person replies "A hippopotamus".

The second player then turns to the third player saying, "This is a hippopotamus", they answer "A what?", the second player then turns to the first and says "A what?", the first replies to the second "A hippopotamus" and the second replies to the third "A hippopotamus". And so it carries on.

Bad Eggs

All the players scatter within a defined area. One player is on and they throw a ball, calling out a name of any other player.

The player whose name is called must catch or fetch the ball, while the others run away from them. As soon as they have the ball they shout "Stop!" and everyone must stop running.

The catcher must then specify a person and are allowed to take a hop, a skip and a jump in their direction and throw the ball at their ankles. If they miss then they are on again. If they succeed the person whom they hit is on.

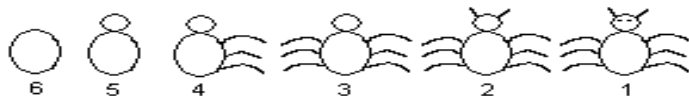
The Ball Game

Everyone stands in a circle. The leader throws a ball to another player saying their own name. The person throws it to another, again calling their own name.

Once the names are familiar, the game is changed, instead of calling their own name, the players call out the person's name that that throwing the ball to. After that becomes familiar, it can change again, to calling out the name of the person that threw the ball. This is a fun way of learning the group's names.

Beetle Drive

Beelte Scoring Cards, designed as below, are needed for this activity and the groups need to be sitting around tables, seating approximately 7 people, including 1 leader.



Game 1	Score	Game 2	Score	Game 3	Score
Game 4	Score	Game 5	Score	Game 6	Score
Game 7	Score	Game 8	Score	Game 9	Score

pieces of wool, about 2 inches long are scattered throughout the area, some hidden, some just lying on the ground.

The players are in groups and at bases surrounding the wool area, but not in it. When the game begins all the players run into the area, and begin searching for the wool, they can take 3 pieces out at any one visit, no more. When they find 3 lengths they bring it back to their base where one group member remains to tie the wool pieces together. The hunt finishes when no more wool can be found and the group with the longest piece of tied wool wins.

Wide Mouthed Frog

The group sit in a circle where each person can see all the others. Each player is given an animal sign, e.g. a dog, whose sign could be lifting a leg, a cat, licking your paw etc.

The player to the right of the leader is the wide-mouthed frog, whose sign is holding their mouth open with their fingers and sticking their tongue out.

The game begins with the leader performing their sign and another. That person then performs their sign and then another's. If a player makes a mistake they become the wide-mouthed frog and everyone moves round, changing signs. The idea is not to be the wide-mouthed frog.

Wink Murder

Players sit in a circle with their eyes closed. The leader chooses a killer by silently touching one person on the head. No one must know their identity.

The game is for the killer to murder all the others by winking at them. If a player is winked at they must silently count to three and die a spectacular death.

The other player must try to guess who the killer is. If a player thinks they know who the killer is they may challenge them. If they are wrong, they must die, if they are right the game continues with a new killer.

Winking

Half the players sit in a circle on chairs. The other half stand one behind each chair. One chair is empty, but it does have a player standing behind it. The players standing have their hands by their sides.

The player with the empty chair gives a subtle wink to any sitting player who must then get up quickly and sit on the vacant chair. The player standing must try and stop them by putting their hands firmly on their shoulders before they rise out of the chair.

The new player with an empty chair then winks at another sitter and the game continues.

Wool Hunt

This can be played in a field or over a large area of ground. Hundreds of

When the whistle blows the people at each table begin throwing a dice in turn. They must throw a 6 to start their beetle, then the further numbers can add to it.

After a set time the whistle is blown and the numerical value of their beetle is calculated e.g. 6 for the body, 5 for the head, 4 for the legs on the right side, 3 for the legs of the left side, 2 for the antennae and 1 for the eyes.

The person with the highest value moves to the next table in a clockwise direction. The person with the lowest value moves in an anti-clockwise direction, (this is with the exception of the leader, who never moves).

Berkeley Batting

The players are divided into 2 teams, one of whom chooses to bat, the other to field. The fielding side scatters itself anywhere on the field. The batting side stand in a line one behind the other.

The front player in the batting side then throws the ball as far as they can in any direction, they then run round and round the rest of the team. Every complete circuit counts as one run.

The fielding side all run towards the ball, the first player to it passes it over their head to the second, and so on until it reaches the last fielder, all by then, in a long line.

The last player shouts "STOP" and the batter must stand still. The batting team take it in turns to throw, and when all have the sides change places.

The team with the highest total of runs wins.

Bingo

Several bingo cards can be made for each group, depending on how long the activity is planned to last.

Master cards must also be made for the leader running the activity and slips of paper with the individual numbers of 1 - 49.

Each card should have a column for 0 - 9, 10 - 19, 20 - 29, etc and have the same number of numbers but a different selection of numbers on them.

eg three cards below

3		21		41
	12	23	36	
8		29		47

1	15			40
		25	37	
6	18		38	42

5	11		30	44
		22		45
7			39	46

Each card contains 9 numbers.

Each group receives one bingo card at a time and a pen. the leader begins by reaching into a bag where the numbers are kept, pulling out one at a time and calling out the number. If the group has it, they can cross it out.

The four corners are played to begin with, then the middle line and finally the full house. When a group covers the stated area they call "BINGO!" and their numbers are checked. This game can be easily managed so each group can win at least once. It is optional if prizes are given.

Black Narcissus

This game can be played throughout the holiday. Each morning a group is selected to be the Red Hand Gang. This is normally carried out by the support team leaving a card on each table. If the inside of the card has a red dot, then that group is the gang.

A challenge, e.g. to decorate the support team's dining table, is written up for all to see, but the identity of the Red Hand Gang must be a secret.

Before a stated time (normally lunch) the challenge must be completed by the gang, without being seen. The other groups try to find out who the gang are and catch them in the act. If they know, or think they know they collect evidence that could convict them e.g. a group member's jumper found at the scene of the crime. The Red Hand Gang themselves also choose a group to blame the crime on and gather false evidence of their guilt.

A court is then held that evening (with a clerk, judge and sometimes jury) to accuse, try and convict the gang with all the groups bringing forward their 'expert witnesses', fingerprints, photographs and evidence.

The following day a new Red Hand Gang and a new challenge can be chosen.

hides it in their hand or up their top and all the players try to look as guilty as possible to put the guesser off. If they guess correctly the player with the ball is on.

Wide Game

This is a theme game with characters and usually a prize (this can be sweets or a message or motto). Themes can be to find the gold at the end of the rainbow or to return Dorothy home from the Wizard of Oz etc. The characters are then all taken from the theme. All characters should be within a defined area, and not too far from each other or the control character.

The players are in groups (the groups of the holiday can be used) and normally the game begins by a leader (the control character) coming in and explaining the theme to the players. Each group is then given a clue, in code. The groups must decode the message and work out the location the clue instructs them to, there they will find a character. The character will ask the group to perform a task, e.g. sing a song, or do a stunt. When this is completed to their satisfaction they give the group their next clue, and so on.

This game must be highly organised before beginning. Each character must be given the correct clues for each group to prevent 2 groups arriving at the same character at the same time.

The coding of the clues must also be simple, or else interest can be lost.

Examples of codes are -

A = Z	or	A = 1
B = Y		B = 2
C = X		C = 3 etc

Paper and pencils must be supplied to each group for this.

The clues should be short and not too specific, so the group must work out where they are being asked to go, e.g.

Follow the path and you will see a stream,
There you will find someone who loves to dream.

This is taken from a game where the groups had to save Snow White from her wicked Stepmother, the character at the river was the dwarf Sleepy.

The control character (the leader in charge) should monitor the speed of the groups going round. They can ask a character to either slow down or speed up a particular group, using discretion.

This means all groups should finish at roughly the same time.

They then shut their eyes and count slowly to 10. While their eyes are shut, the player chosen signals to another player in the line opposite.

As soon as the sprite opens their eyes the two players try to change places, while the water sprite tries to touch them. If they succeed they change places with the player touched.

What's the Time, Mr. Wolf?

One player stands on one side of an area, the rest facing them on the other.

The single player turns away from the rest and one of the players (or more) crosses the area to stand just behind them.

They then call out "What's the time, Mr. Wolf?"

Mr. Wolf answers "It's one o'clock!" (for example).

The same question is asked again and again with more players crossing the sea to stand behind the Wolf. When Mr. Wolf finally answers "IT'S DINNER TIME!" they will turn and chase all the others back to the other side.

If they catch one, then they become Mr Wolf.

Whispers

The group sit in a circle. The leader thinks of a phrase or sentence and whispers this to the person next to them, once and clearly. It is then whispered from one to another until it is whispered to the last person in the circle. They say it out loud. Normally the original phrase is completely different to what is originally said.

Who has the ball?

The group sit in a circle. One player is on and they leave the room, standing just outside the door. The others roll a tennis ball across the circle from one another continuously.

The other player outside must knock loudly on the door 3 times, the knocks can be spaced out or all together. On the third knock they must burst into the room and the circle.

They must guess who has the ball. The player who had it on the third knock

The Blanket Game

Two people hold the blanket and the rest of the group divide into two teams, one at either side of the blanket. An appointed member of each group goes up to the blanket and when it is dropped the first one to say the others name wins.

Blankety Blank

A big scoreboard is needed for this activity. 3 - 6 leaders are dressed up as characters. They are the panel and each must have a supply of paper and pens.

The host reveals the blankety blank phrase, this can be a catch-phrase, motto or song title, e.g. "Anything _____", answers can be - goes, else or, for a quiet life.

The panel are given one minute to write down their choice. The host then goes round the groups in turn to find out their decision, if it is the same as another group, that is fine. The panel then reveal their idea, and if 3 of the panel have the same choice as a group, they score 3 points, if 1 of the panel has the same as a group they score 1 point etc.

A new phrase is introduced and the game continues with a different group going first. The group with the most points wins.

Blind Date

This is mainly a spectator game. Leaders or members of the group are chosen. The questions and answers can be fixed, or they can be spontaneous.

3 females are chosen and numbered 1, 2 and 3 and 1 male. They do not see each other as a screen separates them. The host introduces everyone and the male then can ask the females 3 questions, with each female answering individually.

After a short summary of the answers, the male then makes his choice and they choose a date. This can be a candle-light dinner for 2 (a separate table in the dining room at dinner) or an afternoon out in the town of your choice (as long as it's the town you are in).

The roles are then reversed with 3 males and 1 female choosing. Leaders can also dress up as popular characters or famous people to entertain even more.

Blindman's Numbers

The members sit in a circle and the chairs are numbered. One (or more) members are chosen to be on and they stand in the centre of the circle blindfolded.

The blind person calls out any two numbers and those people stand up and must change places while the blind person tries to touch them. Anyone who is touched becomes on and they are blindfolded.

The game continues and it is important that when the numbers are called the people stand up immediately.

Bombing

A square is marked out. All the players stand inside this square which should be small enough for them to be a little cramped and not too difficult to hit with a ball. 4 players are on and they stand outside the square one on each side.

The 4 players on throw the handball at those in the square, passing amongst themselves if they wish. Any player who is hit under the knee must join the players outside the square and become on. The last player left in the square wins.

Bucketball

A mat is put down or an area marked out at each end of the field. The goalkeepers, holding a bucket, stand on each mat. A soft ball should be used.

Each side stand on their own side of the halfway line and play is started by the ball being thrown into the middle. Players cannot run with the ball, it can only be held for a limited time and no physical contact is allowed. A goal is scored by getting the ball into the bucket held by the goal keeper, who stands behind the opponents half.

Goalkeepers are not allowed off their mats, and other players are not allowed on them. Teams should be about 5-10 players a side, if there are a large group of people, a championship can be played.

Bumpty Bump

The leader calls out "Bumpty Bump 5" and the group has to get into small groups of that number. Anyone left out or over is out or loses a life. The groups separate and the leader calls again e.g. "Bumpty Bump 16".

the third player must answer by clapping twice. When they are caught, 3 new players can be chosen.

Tommie Smartie

The group sits in a circle. The leader puts out 5-6 smarties of different colours.

One person is on and leaves the room. The group then decide which smartie is Tommie. The person comes back in and begins to eat the smarties. If they touch Tommie everybody shouts "DON'T EAT TOMMIE SMARTIE!". The person cannot eat anymore. More smarties are put out and someone else is on.

Touch Ball

The group is divided into teams of 5 - 7. 2 teams play at any one time. Chairs are set facing each other, with a distance of approximately 4 feet between. The teams sit facing each other with one member standing behind the chairs.

The game begins with the leader throwing the ball into the centre. The aim of the game is to hit the ball behind the chairs of the opposing team. If the ball hits the ground, it is a goal. The players sitting can defend and attack but must not stand, the back defends and can move as they please.

TV Critics

The first round of this game is played exactly like Dover Patrol (with the theme of the game, obviously TV programmes). The second round is similar i.e. the players still go out and challenge each other but when they get to the leaders they must sing the theme tune to the programme that they have on their slip of paper. The leader then decides the winner.

The third round again begins in the same way, except this time when the players come to the leader they must give a reason why they think their programme is best. At the end of each round, the group with the most slips wins.

Water Sprite

2 lines face each other 20 - 60 feet apart. The water sprite who is on stands in between the lines, in the 'river'.

The water sprite beckons to any player to leave the bank and cross the river.

Tangles

One person in the group is on. The rest of the group links to form a human chain. The first person leads the chain through itself, over and under arms, between legs, and so on. Extra care must be taken not to break the chain by moving slowly and gently. The tangle ends when the group is too tightly packed to move. One person then untangles the group, giving them directions without touching them.

Thief & Detective

Players sit in a circle facing inwards, except for one who is the thief. A Tennis ball or cap is placed in the middle of the circle as the loot.

The thief leaves the circle and turns their back, while one player is designated the detective. The thief comes up to the circle and starts to walk around it. The idea is for them to break into the circle, seize the loot and escape through the same gap by which they entered. When they attempt this the detective must touch the thief before they leave the circle, but they cannot move until the thief catches the loot.

If the yare touched they remain the thief, if they escape the detective becomes the thief and the game continues with a new detective.

This is my.....?

Players sit around the room on chairs, the leader is in the middle. They go to a player and point to e.g. their big toe saying, "this is my thumb". The player must immediately do the opposite, point to their thumb and say "This is my big toe".

The leader then goes around other players saying and doing the 'opposite'. If the leader points to their head and says "This is my head" the player must copy them exactly. If a player makes a mistake or hesitates they are out.

Three at a Time

3 players are selected, 2 are blindfolded and must try to catch the third who is only allowed to hop.

The 3 are put inside the circle of all the other players, which should be large enough to allow room for them to manoeuvre.

Any time the 2 players who are blindfolded can ask "Where are you?" and

The last 2 people are the winners.

Call my Bluff

This activity is played in groups. Three leaders dress up as different characters e.g. a famous singer, soap star, actor, or simply e.g. Billy the barman, Wilma the witch, Sammy the scarecrow.

This is the panel, the host of the game presents a strange word (found in a dictionary) e.g. thrum - to pluck at, to strum. The characters each give a different definition of the word, but only one will be correct. After the definitions have been given, each group must decide who is telling the truth.

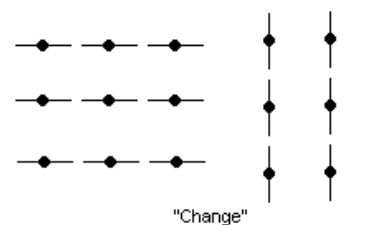
The characters then reveal truth or bluff.

The groups can get a cheer if they are right, or a scoreboard can be made and points given. A new word is then introduced.

Cat & Mouse

All the players, apart from two, arrange themselves in a symmetrical square (or as near as possible). All face in the same direction and put their arms out sideways, forming alleys one way. When the leader shouts "CHANGE!" they all swing themselves round through ninety degrees, arms still out, to form alleys the other way.

E.g. with 9 players



Of the 2 players, one is the cat and the other the mouse. The cat chases the mouse up and down the alleys (neither may break through the alleys). As "CHANGE!" is shouted the direction of the alleys keeps changing.

If the cat catches the mouse they change roles or another cat and mouse are chosen.

Cats & Dogs

One player is the dog and the others are cats. A square is marked out and the cats are put in each corner and at roughly equal distances within the square. The cats try to change places with each other when the dog is not looking. Any pair of cats can change places and can use nods and signals to move together.

The dog must try to reach one of the vacated places before the incoming cat can get there. If the dog is successful the unlucky cat becomes the dog.

Chain-He

The players scatter in a limited area and one player is on. They try to tap other players. Anyone they catch becomes on as well and joins hands with them.

They then both pursue the other players. Subsequent players tagged also join hands to become a chain.

The game continues until all but one player has been tagged and joined the chain.

Champions

Prior to this activity each group should be given a master card with a list of champions on it. Examples can include –

Champion Pilot	Champion Singer	Champion Artist
Champion Whistler	Champion Designer	Champion Lover
Champion Joker	Champion Eater	Champion Gardener
Champion Mime Artist	Champion Dancer	

Each member of the group is nominated for the champion that they think best suits them. The activity begins when all the groups are sitting (normally on their blankets) and the leaders call out the first champion.

The pilots deed can be to construct a paper plane in one minute and after that time they are thrown and the owner of the plane with the longest flight, wins.

They can receive a rosette or certificate or award. Other deeds are e.g. -

Whistler - the players eat a dry Weetabix or cracker and the first one to whistle after eating wins (silence is needed).

Spotting Rabbits

Players sit in a circle, the leader is in the middle, spotting rabbits.

When the leader points at any player the player must raise both their hands wobble them by their ears. The player on the either side of the one spotted must wobble the hand nearest the spotted rabbit. Thus, there should always be a line of 4 ears wobbling.

Anyone who makes a mistake is out and must sit down on the floor. As the gaps open up the circle, a player will find themselves next to someone some distance away. They must still wobble the nearest ear when that player is spotted.

The game can be made more complicated with the introduction of more animals and their signs, e.g. a cow, the sign could be milking it. When the leader points at a player they say a certain animal name and the player must make the corresponding sign, and either player beside.

Stealing the Keys

Players sit around in a circle. One player in blindfolded and sits on a chair in the middle. Under the chair is a bunch of keys. The leader points to a player in the circle, who, as silently as they can must walk round the circle and then try to take the keys and return to their seat.

The guardian of the keys is allowed 3 attempts to point at the thief. If they point at the thief correctly they change places. If the thief succeeds or the guardian uses up their chances, a new thief is chosen. The game continues.

Stick in the Mud

An area is defined and no player may go outside it. One, two or several players are on, depending on the total number playing.

The players who are on chase the others and try not to touch them. Anyone touched must stand still with their arms and legs apart.

Players can be freed by another player, not yet caught, crawling between their legs. Any player can be immune from capture while resting under the legs of a caught player.

After a time limit, if all players are captured the on players have won, if not, the others win.

before someone had cut an inch of wood from the legs off her bed (the sawdust). The woman thought that she was getting taller and ended her life.

Skin the Snake

The Group is divided into two. Each team stands in a line - one behind the other. Each player puts their left hand between their legs and their right hand forward to hold the left hand of the player in front.

On the signal the back player goes down on their hands and knees, and crawls through the legs of the player in front, not letting go of their hands. The next player follows down the tunnel until everyone is through and standing up again. No one is allowed to break hands, if they do the team must begin again. The first team standing wins.

Smuggler

A large table is placed in the middle of the room. 2 players are chosen, the smuggler and the customs officer, and both are blindfolded. They are brought to opposite ends of the table and their hands are placed on it. When told to start the customs officer must try to catch the smuggler by touching them bodily. Both are not allowed to lift their hands from the table, although they may go on top of it or beneath it, as well as round. When the smuggler is caught, 2 new players are -chosen.

Snakes & Ladders

For this activity a giant board is made, based on the original board game. A big dice is also needed.

Each group has their own individual marker and the game begins with each group in turn throwing the dice. They cannot move off until a 6 is thrown and they must end the game with the correct throw i.e. if the group are on 97, a 3 must be thrown to finish.

The game rules are similar to the board game, but the groups can also land on special interest squares. Here they must answer a question correctly, do a stunt or even sometimes visit a character before they can move on.

There can also be squares included that make the group go back to square 1, miss a throw or have a free throw. The first group to land on 100 wins.

- Joker - each player tells one joke, a clappometer records the applause, the highest recording wins.
- Eater - they must eat a bowl of cereal without using their hands, the fastest wins.
- Singer - the player who can hold one note the longest wins (silence is needed).
- Lover - each player must declare their undying love and propose marriage to one of the leaders, the most romantic wins.
- Artist - they must draw their leaders in two minutes with their feet, the best wins.
- Designer - each player is given three minutes to make a costume for their leader, out of toilet roll and sellotape. Etc. Etc.

The other members of the group can cheer for their champions, except when indicated. This activity should be managed so that there is a least one champion in each group.

Chinese Numbers 1

The leader takes 6-10 rulers or matches and arranges them in a pattern. The more carefully placed the better. They then say "That's 1 " (or 4 or whatever number they choose).

They then change the pattern and that is another number. The rest of the group have to decide what the next patterns represent. The trick is to subtly place a number of fingers on the floor after the pattern is made, and that is the number the leader is talking about.

Chinese Numbers 2

The leader takes 6 rulers or matches and slowly shows the group five different patterns saying each number the pattern represents. Each member of the group then has a chance to show the leader the patterns and tell them the number.

It does not matter what pattern they make, the only thing that counts is the number of words they use to tell you the number, e.g.

One - number 1

That's two - number 2

This is three - number 3

This one is four - number 4

And this one is five - number 5

Chocolate Game

The group sits at one end of the room, At the other end are some dressing up clothes i.e. a scarf, coat, hat, gloves and a knife, fork, plate and a bar of chocolate.

The group members take turns to throw a dice. If anyone throws a six they run up, put all the clothes on and start eating the chocolate with the knife and fork. They can continue eating until someone else throws a six. Then they must take the clothes off and return to the game. The other player puts them on and begins eating. The game continues.

Claim to Fame

This is a board game. The board is designed with squares that are either blank or have a red circle, a hand, lips or a star. A giant dice is also needed.

The groups in turn throw the dice. One member is given a card with a topic on it and 3 things associated with that topic e.g. television - soap opera, remote control, the screen. The group member tells their group the topic and then the group must guess the 3 things. the group member can help them depending on what square they land on;

a hand	- they must only mime
a pencil	- they must only draw
lips	- they must only talk
a star	- they can talk, mime or draw, or all three

The group must guess the 3 things within a certain time limit. If they do they can move on at their next turn, if not, another group member must have a go.

If a group lands on a blank square they can move on. If they land on a red circle, they must move backwards 2 squares. The first group to reach the top of the board wins.

The Clapping Game

Players kneel in a circle with their hands on the floor. They then inter-link their hands with the people on either side i.e. if a player was to look down, they would see 4 hands that would be, from the left, their own left hand, the person to the left's right hand, the person to the right's left hand and their own right hand.

The leader begins by clapping a hand on the floor, if it is their right hand the player on the right must copy the action, if it is their left hand the player on their left must do the same.

Situations

The leader describes to the group a situation at the end of a story.

The game is for the group to guess the beginning and middle by asking the Leader questions that can only be answered YES or NO.

- Q A man is lying dead in the middle of the road. There is a rucksack on his back, how did he die?
- A The man jumped out of an airplane, went to pull his chute cord and it broke. He plummeted to his death!
- Q A Man is pushing his car towards a hotel. As soon as he gets there he knows he is bankrupt. How?
- A He is playing Monopoly
- Q Anthony is unconscious with a bump on his head. Cleopatra is lying dead in a pool of water and broken glass. What happened?
- A Anthony the cat, jumped at Cleopatra, the Goldfish. Knocked himself out when he hit the bowl, which crashed to the floor.
- Q Every morning a man goes to work by the elevator, he lives on the 15th floor. When he gets home he gets out at the 8th floor and walks the last 7 flights of stairs. When it is raining he goes straight to the 15th floor. Why?
- A The man is a dwarf. Coming home he can only reach the button for the 8th floor. When it is raining he has his umbrella which means he can use it to press the button for the 15th floor.
- Q The man is hanging dead in an empty barn in the middle of the desert. The only thing in the room is a pool of water below him. How did he die.
- A He stood on a large block of ice, as it melted, he died leaving a pool of water beneath him.
- Q A Man is dead in a phone booth. The phone is hanging off the hook and the windows of the booth are smashed. There is a fishing rod outside. How did he die?
- A The man is a keen fisherman. He was on the phone to a friend describing (with his arms) the size of the fish he caught. He broke the glass of the booth, cut his wrists and bled to death.
- Q A woman is lying dead in a room. All that is in the room is a bed, a wardrobe and some sawdust under the bed. Why did she kill herself?
- A The woman was the smallest person in the world. Every day she would measure herself against her bed to make sure she was not getting any taller, as that would be the end of her career. The day

Sharks

Large sheet of newspaper are set randomly around the room. The group swim around these islands until the leader shouts "SHARKS!" Immediately everyone must jump onto an island or be eaten. The leader shouts "SAFE!" and everyone begins swimming again.

Some islands are removed. When the shark alert is called, the people not able to fit onto an island are out.

The game continues until only a tiny little island is left. The last person to balance on it, wins.

Shoeing Horses

2 four legged chairs are placed opposite each other in the middle of the circle of spectators. 2 players are chosen to be the jockeys and they sit on chairs, or horses, both are blindfolded. 7 shoes are then placed around the floor inside the circle.

When the game begins the jockeys must hunt for the horse shoes and put them on the legs of their horses. The one to have a shoe on all 4 legs first and be sitting on their horse is the winner.

No more than one shoe can be carried at a time. The horses must remain exactly where they are, and either player can steal horseshoes from their opponent's horse, if they can find it.

Shopping Lists

4 lists are made of items found in shops (these can be ridiculous e.g. rainbow paint). 4 leaders stand in the corners of the room with a list each. Another leader stands in the middle with a master list. This leader asks the group to go and buy one particular item, that is only obtained from one of those shops. Players must go to the different shopkeepers and ask if they have that item.

They must be polite and patient as some of the shopkeepers could be hearing impaired or asleep or stupid. When they finally find out which shop has the item they then form a queue in front of that shop. The last few people in the queue are out.

The game continues with different items.

At any time the leader can change the direction of the clap by sending it back after receiving it, or the leader can change the pattern by clapping 2 or 3 times, this must be copied. If a player makes a mistake they are out or lose a life.

When a player leaves the circle, everyone huddles together and fills the space. A new leader can be chosen, or in fact no leader can be decided on, which means any player at any time can change the claps. The last 2 remaining players win the game.

Co

The players are divided into 2 groups. Group A stand in a straight line and space themselves out to arms length. Alternate players face in the opposite directions and squat.

3 players from Group B come into the defined area and a player from one of the ends of the line is chosen to be on, they must catch the members of Group B.

The player who is on can only change direction at the end of their team line and they are not allowed to run between their team mates who are squatting. They can however swap places with any team mate by touching their shoulder and shouting "GO!"

Players in Group B can change direction and run between Group A as much as they like, but they must stay within the defined area. When a player is caught, they drop out and the next player comes into the area.

The group who manages to catch all the other group in the shortest time is the winner.

Combat

Assuming teams of 10, each team is supplied with the following cards –

1 Field Marshal	50 Points
1 General	10 Points
1 Major	9 Points
1 Captain	7 Points
2 Lieutenants	6 Points each
1 Sergeant	5 Points
1 Corporal	4 Points
2 Spies	1 Pont each

If the numbers are different, the Field Marshall and the 2 Spies cannot change, but other officers can be omitted, or duplicated as required. Themes can also be introduced into this game – instead of having an army structure examples could be Star Trek with Captain Kirk, Spock etc or Robin Hood with Little John, Maid Marion etc.

Each Team establishes a base or den within the area and the cards are distributed throughout the team either at random or according to tactics.

On the starting signal any number of team members may leave the camp to try and challenge opponents by touching them. When a challenge is made the 2 players show each other their cards. The higher rank wins except that the Field Marshall is beaten by a spy. The lower ranked player can then run from the other but if they are touched they must stop.

The winner takes the loser as a prisoner back to their camp. The first prisoner must hold on to something in the den i.e. a tree or a pole, then subsequent prisoners are joined to them to form a line.

The prisoners can be released by a member of their own team tapping the end of the line before being challenged.

The object of the game is to take all opponents prisoner or to capture the opposite teams Field Marshall. If this has not been achieved by the end of the game, the side holding the greatest number of prisoners wins.

A player may neither challenge nor be challenged when they are in their own camp or if they are escorting a prisoner.

Crossed, Uncrossed

The group sits in a circle. The leader passes round a pair of scissors and says "They're crossed", or "They're uncrossed". The game is for the other players to discover the secret, by experimenting themselves.

The trick is that you are looking not at whether the scissors are open or closed but at your legs.

Crossing the Sea

An Area is marked out. One player is the caller and stands on one side of the 'sea' while the rest stand on the opposite side.

The caller shouts across to the others "CANT CROSS THE SEA WITH-

The leaders of each group then move around the other groups and ask them the questions their group have prepared. At the end of each round the scores can be recorded on the master board and then the leaders move on. The group with the highest score wins.

Bonus points can be given for various reasons, if one group is scoring poorly, e.g. the quietest group, the biggest cheer, or even the sweetest smile.

Run-Around

The players stand at one end of the hall, the base area. At the other, the letters A, B, C are written on posters and fixed to the wall, well spaced out.

The leader stands in the middle and calls out questions with three possible answers - A, B or C. the players run down the hall and stand in front of the answer they think is correct. They are then given 10 seconds to change their mind (or Run-A-Round).

The leader then calls out the correct answer. If the activity is to be played involving groups, each player who answers correctly receives a token from the leader.

Everyone returns to the base area, and another question is asked, the game continues.

At the end the groups come together and the group with the highest number of tokens wins.

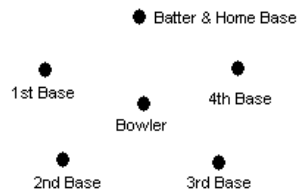
Sardines

This is 'hide and seek' in reverse. One person goes off and hides, everyone else looks for them. When someone finds them they hide in the same place. Eventually there will only be one person looking who is the loser and must go and hide the next time.

Shadow Tap

The players are in a defined area and one player is on. This game needs bright sunshine.

The person on must try and catch the others by treading on their shadows on the ground. If they succeed, the person caught takes over. At any time the person on can call out "SHADOWS CROSS OVER!" where upon everyone must run to the opposite side of the playing area from their own position.



The front player in the batting side enters the pitch, the bowler throws underhand and the batter attempts to hit the ball. Even if the batter misses the ball they must still run to at least 1st Base. There they can stop or if they want, run on. If they stop the next batter comes in and as soon as they hit (or miss) the ball they begin to run and the first player must run on as well. Only one person can be at any base at one time.

The fielders try to hit the batter out by either catching the ball in which case the whole team is out, or by hitting the base they are running for. If they succeed in this only the player is out.

When the players reach the 4th base and then Home this counts as one run. The game continues until either a ball is caught or there are not enough batters to carry on.

The 2 teams then change places. The team with the most runs wins.

Round Robin

This activity is played in groups. Different leaders are dispersed throughout the holiday site.

One leader sends each group to a separate site. There they play a game, five minute filler or an activity. When a whistle is blown, after approximately ten minutes, the leaders with each group then send them on to another, and so on around the site. Each group should be with each leader once. Examples of games etc. can be Skin the Snake, One spot, Poisoned Circle, Chinese Numbers, Situations.

Round Robin Quiz

Each group is given a pen and paper. A large scoreboard with each group's name is designed and fixed to the wall, where everyone can see.

The groups are asked to think of ten questions and write them down (they must also know the correct answers).

OUT....e.g. THE COLOUR BLUE!". If any player can show that the yare wearing that, they can walk over first and safely.

All the rest must bide their time, take a chance and then rush to the other side, without being touched by the caller. The game continues until one player has been caught three times, then they become the caller.

For larger groups there can be 2 or 3 callers increasing the number of players crossing safely and the number of players being caught.

Crows and Cranes

Two lines of players stand facing each other approximately 30-40 yard apart. A line or marker should be drawn at the teams to show their base.

The leader stands in the middle and directs the lines, one being the crows and the other cranes, i.e. crows 3 steps forwards, cranes 5 steps forward etc..

The leader after a certain length of time moving the lines up and down shouts 'CR, CR, CROWS! (or cranes)'. If the crows are called, they must run to their base, away from the cranes, attempting to reach it before they are touched. If they are caught they must give the crane a piggy back ride to their base.

If the cranes are called they try to escape to their base, before the crows catch them. Whoever is caught becomes a member of the opposing team. The game continues until everyone is a member of the same team.

Diseases

A person is selected to leave the room. When they are called back they can ask players any questions they like. However, on their return everyone will be suffering from a curious disease that will make them answer in a strange way. They must discover what the disease is.

Whilst they are out of the room the rest are told that the answer to the first question is "Yes." Thereafter everyone must answer the previous question.

E.g. What time is it? - Yes
 What is your name? - Half three
 Are you feeling all right? - Lesley

Other diseases can be - cough every time the word "you" is mentioned. Stand up and turn around for every five seconds that you are talking to the person.

Doing the Opposite

Players sit in a circle, the leader has a chair in the middle. Those in the circle must do the opposite of what the leader does, i.e. sit when they are standing, stand when they are sitting, hands down when the leader's are up and vice versa.

Dover Patrol

This is a game that can be played with the groups of the holiday. If there is no formal group structure the players should be divided into 4 groups or more. A theme is chosen for the games e.g. Pop Groups, colours or TV Programmes.

Each group receives an envelope containing approximately 100 – 150 slips of paper (this will depend on the size of the groups, if there are more than 10 in each group more slips may be needed).

Each slip will have the name of a colour (if that is the chosen theme) and there will be various colours to choose from e.g. red, yellow, blue, etc. Each player is given a slip.

When the game begins everyone runs into the middle and challenges someone from a different group. If they have the same colour on their slips, they have to go challenge someone else, if they have different colours then together they go to one of the 'Control Leaders' who will be able to tell them who wins.

The player who loses must give their slip to the winner and return to their group and receive another one, the winner must also return to the group and hand in the one of their slips, and then the game continues. After a certain amount of time the round is over. The players return to their groups and count their slips.

The group with the most slips wins. Another round can then be started.

The leaders decide what colour beats another by master lists they receive at the beginning of the game. Each leader can have a different list so on, one list blue will beat red, on another red will beat any colour.

At the start of a new round the leaders can swap lists or even reverse them, to confuse the players.

Quiet Evening

This is very useful when the holiday is tired after a busy day, or week.

Ask each group to prepare a quiet poem, or story or song. Bring the holiday to a cosy area (with soft lighting) then each group can present their choice. Leaders can also join in with relaxation exercises, songs, etc.

Quiz Night

A giant dice is needed and a large board designed (it can be in a square, spiral or a trail pattern) with different category questions normally colour coded, e.g. blue - math's; purple - pop music; pink - TV; yellow - sport etc.

Each group in turn throws the dice and moves the corresponding distance. Whatever square they land on, they are asked the appropriate question. If they answer correctly, they can move on with their next turn, if they answer incorrectly, they must be asked another question at their next turn, before they can throw again. The game continues.

Rock, Scissors, Paper

Players can be in pairs or in threes. Each player clenches their fist and bangs them on their hands 3 times and then makes one of the following signs -

Flat hand - Paper
2 fingers - Scissors
Clenched fist - Rock

Rock beats Scissors (blunts them) Scissors beats paper (cuts its) Paper beats Rock (wraps it)

Rounders

The group is divided into 2 teams.

One team bats, the other fields. The fielders scatter throughout the area. The batting team line up one behind the other at the back of the pitch. The bowler (part of the fielding team) stands in front of the batting team, some distance away. The pitch is laid out as per the diagram overleaf.

The players are in groups. The groups of the holiday can be used. 4 leaders stand around the area being used, one is the post office, one the addresser, one the stamper and the other the postie. These roles should be different for each group, i.e. for one group a leader could be the addresser, for another they could be the postie., as shown in the example card on the previous page.

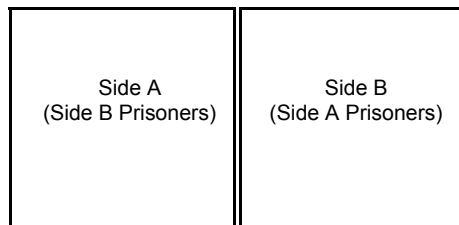
When the game begins, the players must first find the leader who is the post office for their group. There they will receive their envelope, then they must find the addresser, the stamper, and finally the postie for their group, in that order. The addresser writes the group name on the envelope, the stamper stamps it and the postie takes the envelope from the player, but every few minutes a whistle is blown and the order of the post box is changed.

The leaders have lists for this game with the duties for each group written down clearly. Each time the whistle is blown the list is changed, therefore each leader must have several lists of the jobs and which group has them (these must be made out carefully before the game begins)

The game ends and the number of envelopes posted are counted. The group with the most wins.

Prisoners

An area is marked out as below –



Note: Size can vary according to the number of players.

The two teams stand in their area facing each other. The object is to make the opponents prisoners by hitting them with the ball beneath the knee.

When a player is made prisoner they retire behind their opponents ground. If the ball comes or is passed into the prisoner's area any prisoner may throw it at an opponent from behind. If they succeed in making the opponent prisoner, they free themselves and rejoin their team. If a number of players are touched by a ball thrown by an opponent they are all prisoners.

A side has won when the whole of the opponents side are prisoners.

An example of the lists could be –

List 1	List 2	List 3
Blue	Black	White
Pink	Purple	Red
Yellow	Red	Black
Purple	White	Blue
Red	Pink	Yellow
Black	Blue	Pink
White	Yellow	Purple

This game can be played throughout the holiday

Dutch Auction

Ask each group to bring a pillowcase full of 10 or 20 assorted objects to the activity. They take part as a group, and as a means of control, can be asked to remain together on a blanket for the activity.

Dutch Auction is in 2 parts. Part 1 involves getting the groups to compete for cash prizes. They do this by bringing objects from their pillowcase to the Auctioneer. These objects must match the characteristics asked for by the Auctioneer. Examples of things that can be asked for include - something with teeth (a comb or brush); something smelly; something for your feet; something hard; with a face etc.

The Auctioneer decides the winners, there can be more than one, and they then receive varying amounts of cash. The most inventive object can also win.

When each group has a lot of money part 2 begins, which is the auction. Here a number of objects are sold to the highest bidder. The objects for sale are parcels containing sweets, although there can also be some empty, or booby prizes. Dutch Auction should be managed to make sure that all groups get at least one good prize.

Earth, Air, Water

Players sit in a circle on chairs. The leader is in the middle with a handball.

The leader throws the ball to any player and as they do so they call out Earth, or Fire, or Water. The player must catch the ball and name a creature which lives in the place called out before the leader can count to 3. If the player has not named a creature, or given an animal that has already been

A football is placed at the goal and the fielders spread out.

The first batter kicks the ball forward in any direction as far as they can and then begins running around the posts. One run for each completed circuit.

The fielders may only use their feet to retrieve the ball, and by passing and dribbling, bring it back, then kick it through the goal. When it goes through the player shouts "STOP" and the batsman stops counting runs, only completed circuits count.

After each of the batting team has kicked the ball, the sides change. The team with the highest number of runs wins.

Pip Pop

Players sit in a circle with the leader in the middle. If the leader says to a player "Pip" they must answer "Pop", A they say "Pip Pap" they must answer "Pop Pip", if they say "Pip Pip Pop" they must answer "Pop Pop Pip" and so on.

The leader should get faster and quick fire round the circle. If a player hesitates or makes a mistake they are out.

Poison Circle

A large circle is drawn on the ground. Players stand around the circle and join hands. Players then try to make each other step into the circle by pulling pushing without moving their legs, or breaking hands. Any player who steps into the circle is out or loses a life.

Pop Quiz

This quiz is played in groups. Each has a supply of paper and a pen. The questions are best divided into rounds of approximately 10-15 questions.

Each answer is written down after a group decision and at the end of each round the groups leave their answers with the leaders running the quiz to be marked.

Different rounds can have different topics e.g.

Round 1 General pop knowledge

Round 2 Lyrics - a section of lyrics from a song are read out. 1 point is given for the song, 1 point for the singer. At the end of this round the songs can be played to prove the answers.

direction, removing the spaces before they can be filled.

If any player succeeds in sitting down, then the player to their right i.e. the one who failed to fill their place, becomes on instead.

Fox & Geese

One player is the fox, all the rest are geese. The geese stand in line with their hands on the player in front's hips. The front goose is the mother and the back one is the baby. The fox stands facing the mother.

The fox must try to touch the baby by dodging and diving. The mother goose to prevent them by keeping 'herself' between the fox and the baby. The other geese also try to keep the fox away but they are not allowed to let go of each other.

When the fox catches the baby, everybody changes places.

Free Fish

A number of fish shapes are cut out of newspaper and lengths of string attached to their noses.

Players tie the string to the back of their waists in such a way that the fish is just touching the ground behind them.

When the game begins, players tread on other players fish, to remove them from the string while keeping their own intact. Any amount of dodging is involved.

The player with their fish still attached is the winner.

Full House Bingo

A card similar to that in Bingo is made for each group but this time they are kept by the leader running the activity and fixed to the top wall.

The four corners are played first and general knowledge questions are asked. The group with their hands up first are given the chance to answer. If the answer is correct, one of their corners is crossed out. The round continues until one group wins.

The next round is the middle line. Here there are specialist categories for

each column,

i.e. 0-9 Geography
10-19 TV
20-29 Sport
30-39 Music
40-49 Science

Each group is taken in turn and they choose the category they want. For the next round the categories are changed,

ie. 0-9 Science
10-19 Sport
20-29 Music
30-39 TV
40-49 Geography

This continues until one group successfully crosses out their middle line. The final round is the full house, which is again general knowledge. As in Bingo it can be optional if prizes are given.

Gap Stopping

All the players sit in a circle except for one player who is on. This player walks around the outside of the circle and at any time can touch another player on the back.

When this happens, the person seated stands up and they race around the circle in opposite directions to try and reach the gap in the circle first.

Whoever arrives last is on. This can be adapted by adding, hopping or skipping instead of running, shaking hands or saying hello etc when they meet.

General Post

4 areas of the room are allocated as different Cities e.g. Belfast, London, Dublin and Paris. The group is divided into 4 and each group belongs to one area.

The leader says, e.g. A letter is coming from Belfast to Paris and the players representing the 2 Cities named must change places.

If a letter is called the players walk.
If a postcard is called the players hop.
If a telegram is called the players run.

The game can become faster as the groups learn the postage, with the

Pass the Polo

The group is split into two. Each team must stand in a line, one behind another. Each person is given a cocktail stick which they must place between their teeth, and the top player of each line is given a polo mint on their stick. When the game begins the first players must turn around and pass the polo to the next player without using their hands. If the polo is dropped the team must begin from the start again. Quickest team wins.

People Rolling

Everyone lies face downward in a line. The first person in the line is then rolled over the backs of everyone else and joins the end. The next person is then rolled over and so on, until everyone has rolled and been rolled upon.

Peter Paul

Players number off around the circle with the leader being called 'Peter' and the person to their left being called 'Paul' and then number 1,2,3 and so on around the circle.

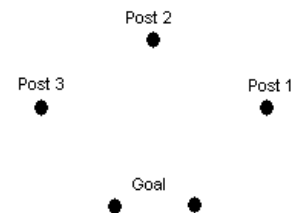
Players then practice a rhythm and actions which are – slap thighs, clap, click fingers on the right hand, then left hand – rhythm 1 2 3 4, 1 2 3 4.

When all players have got this the leader starts calling "Peter – Paul" to coincide with the finger clicks of the 3 and 4 beat. Then Paul must, on the next beat call out his name and another e.g. "Paul – 5", they must continue with the beat.

If a player calls off beat or a wrong number, they move to the end and everyone moves up one place and changes numbers. The object of the games is to become Peter.

Philadelphia Kick-Ball

2 teams, one batting, one fielding are chosen, and a pitch marked out as below



One Fat Hen

The leader begins by saying "one fat hen". This is repeated by each player in the circle. The leader then adds "One fat hen, two fat ducks", again everyone repeats the lines.

The leader adds a new line every time the rhyme comes to them. If anyone forgets the rhyme or makes a mistake they are out.

- One fat hen
- Two fat ducks
- Three brown bears
- Four long hares
- Five frustrated females fraternising on a fence post
- Six sexy sailors sailing the seven seas
- Seven simple Simons sitting on a stone
- Eight elongated elephants escalating up an elevator
- Nine naughty gnats napping on a gnat's nest
- Ten triple tailed transcontinental trailways tuning in time for ten degrees above Texas.

One Spot

The group sits in a circle. They are named - the leader - one spot and then in a clockwise direction two spot. three spot. four spot etc.

The leader begins by saying -

"I'm number one spot and I've got no spots- how many spots has number..... e.g. 3 spot got?"

Number three spot must continue -

"I'm number three spot and I've got no spots, how many spots has number.....e.g. 6 spot got?"

If anyone hesitates or makes a mistake, or returns to the spot that chooses them, then they receive a spot (normally lipstick or face paint applied by the Leader).

They must then say -

"I'm number ... e.g. 3 spot and I've got one spot, how many spots has number..... e.g. 4 spot got?"

not and I've got one spot. how many spots not the players must also remember how many spots they receive.

leader calling out a series of instructions at the same time, e.g. A letter is going from Dublin to London, a telegram is going from Paris to Belfast and a postcard is being sent from Dublin to London.

Giants, Wizards & Elves

The players are divided into 2 groups. Each have a base, e.g. a line behind which they are safe. The lines should be approximately 10-20 meters apart.

At their base the teams should decide whether they want to be Giants, Wizards or Elves. When they have decided, the two groups meet in the middle (about a meter apart), lining up and facing one another.

The teams then chant at each other ("ISH-KI-BA, ISH-KI-BA, ISH-KI-BA" and then make the sign and noise of their chosen character, i.e.

Giants	- Both arms high above their head and growling
Wizards	- Both hands in front of them as if casting a spell and making a zapping noise
Elves	- Both hands above the head making a squeaking noise

If both groups perform the same sign, they return to their bases and choose again. If not then Giants beat Wizards, Wizards beat Elves and Elves beat Giants.

The team that is beaten must turn and run back to their base being chased by the opposing team. If a player is touched by one of the opposing players before reaching their base, they become a member of the opposing team.

The teams then, in their bases, decide again which character they will be. The game continues until one team captures all the members of the other.

Grandma went to Market

The leader begins. "Grandma went to market and bought some ... e.g. apples". The next player then continues, "Grandma went to market and bought some apples and e.g. books". The next player adds something beginning with the letter C and the game continues.

Grunt

This is best played in a woodland area, in the dark, but the circumstances mainly depend on the group, their age and maturity.

The groups begin from a designated base area, here they are given a sheet with a number of different noises, or types of people on it. The leaders are then scattered throughout the area, out of sight, and each making their individual noise. The groups must locate each noise, or person, as it appears on their list and get their sheet signed. This can prove difficult and the groups may sometimes have to do a stunt or sing a song for their signature.

Each group should have a different order, to prevent more than one group presenting themselves to a leader at a time. The groups must all have their sheet signed and then return to the base area.

Examples of noises - crying, laughing, shouting, snoring. People - football supporters, Elvis impersonator, witch, crazed pop group fan.

Halt

The group is divided into pairs. One pair at a time line up back to back and at a signal start to walk away from each other. The leader calls "HALT!" and both stop and turn around.

One of the players then shouts out an estimate of the smallest number of strides they could take to reach the other. The other player can lower that number and bidding can begin. When a player thinks they cannot do it in less, they challenge the other. The player must then stride towards the other. If they do it in the number they bid then they are the winner. If they cannot, they lose. This can become a championship, with rounds and a grand final.

Happy Families

Slips of paper are needed for this game with e.g. animal names in groups of 4 or 5 ie 4 dogs, 4 cats, 4 cows etc. Paper slips for the whole group are required.

The slips are passed quickly around the room so everyone has one. The group mills around swapping slips as they go. When the leader signals everyone immediately starts making the noise of their animal. Each group must get together and sit down. The first group to do this wins. The game begins again.

Other variations for this game include or musical instruments, Famous people, leaders from holiday,

This quiz can be played on its own, or as part of another e.g. snakes and ladders, where the group cannot move up the board until first answering a newspaper question or it can be played as part of Dutch Auction.

When everyone is settled the whistle is blown and the game continues. When everyone's card is full the total scores are added up and the highest scores win.

Ocean Wave

Players sit in a circle of chairs, a player stands in the middle without a chair.

That player calls "Move left" or "Move right". All players move one place to the left or right accordingly. The centre player calls fast and furiously. Every so often the centre player tries to get a chair to themselves. If they succeed they are replaced in the middle by whoever is left standing.

Odds & Evens

Group 1 and group 2 sit alternatively in a circle so that each player has a member of the opposing team on either side. Starting from opposite sides of the circle, the members of each team pass a similar ball around members of their own team, reaching across their opponents.

The team whose ball catches up with that of their opponents wins

Old Family Coach

The group sit in a circle, the leader in the middle. They go round the circle making groups of players part of the story they are going to tell, e.g. 5 players be father, 5 can be mother, others can be children, dog, horses, coachmen, road, wheels, picnic basket etc.

The leader tells a story about the Old Family Coach. Every time father is mentioned the 5 players representing him must get up, turn around once and then sit down again. This is the same for all the other parts of the story represented by the players.

Every time the told Family poach is mentioned everyone must stand up, turn around once and sit down again.

the correct number of sweets.

The leader then keeps his hands on the cup and asks the other leader to return and mind read how many sweets are under the cup. If the children place no sweets under the cup, the leader places the cup down at any number they choose but do not keep their hands on the cup, this signifies that there is nothing under the cup.

The Moon has A Big Round Face

The group sits in a circle. The leader takes a pencil and draws an imaginary moon in the air saying "The moon has a big round face, two eyes, a nose, a mouth and two enormous ears". Care is taken to draw everything.

They then pass the pencil on to the next player. They must try and copy what the leader has said and done.

The drawing and what is said is not important, the secret is the pencil must be passed from one hand to the other before giving it to the next person.

My Aunt likes Coffee

Players sit in a circle. The leader begins "My Aunt likes coffee, but she doesn't like tea" then "What does yours like?" Each player in turn says things that they think their Aunt would like.

What the lady is really fond of is words containing a double letter, toffee, nutton, her roof etc.

Newspaper Quiz

Prior to the activity the leaders running it should look through a newspaper, choosing items of interest, adverts, headlines, weather forecasts, horoscopes and fashion questions around them. An example could be – 'On what date will there be expected heavy showers with fog and storms in the evening?'

Each group receives a copy of the same newspaper and the leader reads out a question. The groups must hunt through the paper and when a group finds the answer one member must run up with the section and show it to the leader.

A prize can be given to that group, or simply a cheer. The game continues.

Hawk

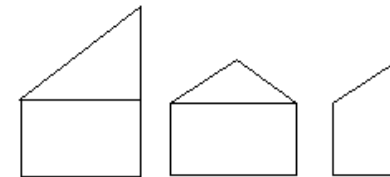
This is very similar to Chain-He. Again a defined area is chosen. One player is chosen to be the Hawk., the other players line up at one end of the area and are the deer.

When the Hawk is ready the Deer try to reach the other end of the area without the Hawk touching them. Those who are join arms with the Hawk and helps them as wings to bring them in – but only the touch of the hawk counts.

The "wings" can be split of in pairs but they can only guide the Deer to the Hawk. The last Deer then becomes the Hawk for the next game.

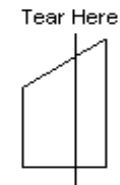
Heaven & Hell

This includes a story of good and bad. Before the story begins the leader needs one A4 sheet of paper which is folded as follows:



Top right corner is brought down to left side (as it to make a square) and fold. Top left corner brought down to corresponding right side, to end with a pointed center. Fold in half to end with no folds being seen.

This folded paper is the passport to your story. This can be made as elaborate as you want - but in short, Twins are born and given their passports which they must keep all their lives so they can enter Heaven. They grow up one is very good and the other is very bad and loses his passport. They die together and as they are travelling up to Heaven the bad one realises he does not have his passport. The good twin gives him a bit of his passport and then another piece which the leader must rip as below –



When they get to Heaven the good twin to the gates first and gives in his passport. This opens up to the shape of a cross. The twin passes through. The bad twin then approaches and gives his bits of passport in. When these pieces are opened up they should make up the letters H E L L

NB: This should be practised before performing in front of a group.

Hunt the Ring

The group stands in a circle. A piece of string with a curtain ring threaded onto it is passed around and joined to form a circle. It must be big enough for everyone to place both their hands on it. When the game begins the players run the string through their hands and this of course constantly changes the position of the ring.

One player is chosen to stand in the Centre of the circle and is given 3 chances to guess the position of the ring. When they touch someone's hand it must be lifted immediately. If they are correct, the 2 players change places.

In and out of the Circle

A large circle is drawn on the ground and the players stand around outside it. The leader shout "IN!" and jumps in the circle, or "OUT!" and jumps out. They may say one thing and do another.

The players must do what the leader says, not what they do. Anyone who makes a mistake is out or can lose a life. The leader may also say e.g. Half in, half out, right arm etc

Indoor Hockey

Divide the group into 2 teams and they sit on chairs facing each other with about four yards between them. Two chairs are also placed at either end in the center of the space between the teams, these are the goals, one for each team.

Number each member of the team, one from the right and one from the left, so that the number ones are at opposite ends. Each number one holds the bat.

The leader throws in a soft ball and at the same time calls a number e.g. 3.

chic twins, able to read each others' minds. One twin leaves the room and an article is chosen by one of the group. The twin re-enters (and after some psychic concentration) begins to name articles. The other twin will answer "No" to each until the correct article is mentioned. This can be repeated with different items again and again.

'The easiest way to achieve a psychic bond is to chose an item in the room before the game begins e.g. the radiator. When the twin hears the radiator mentioned they then know it will be the 2nd item after it, e.g. "Is it the radiator?" "Is it the light?" "is it the carpet?" The carpet is the chosen article.

If the group want the first thing mentioned to be the correct article, prearrange it to be a certain thing e.g. the TV.

A variation of find-heading 1 is Black Magic. This is where the leader calling out the items always includes an item coloured black and then says the actual chosen item. This means the same item will not be repeated again and again, as with the former game.

Mind-Reading 2

This can be a direct follow-on from Mind Reading 1.

The group sit in a circle and the twin leaves the room. This time a person from the group is chosen The twin returns, to guess the group member, using the psychic bond of course.

In this trick, the twin who remains in the room mimics the way in which the chosen person is sitting and moves as they do, to tell their twin the correct person.

Mind reading 3

This can be a direct follow-on from the other Mind Reading games.

Another leader must be involved for this game to work. A cup with a handle is used along with twelve sweets (smarties etc) or other small items which can fit under the cup. The game starts with one of the leaders leaving the room while the other leader asks the children how many sweets they wish to place under the cup. Once decided the sweets are placed under the cup and the remaining sweets hidden from view.

The trick is performed by the leaders agreeing beforehand that the handle of the cup will be used to represent the hour hand on a clock i.e. 1 to 12. The leaders must agree which way the clock is facing before the game begins. The leader places the cup over the sweets and subtly places the handle at

Players bend forward and protect their goals, i.e. the gap between their own legs, with their hand. They then try to hit the ball through someone else's goals.

Each goal scored loses a point for the player. After 3 goals the player is out and the circle closes up. The last two players left win.

Another version is when everyone is standing in the circle then turn around and play 'reverse leg-goals'. Simply make them turn around and play 'reverse leg-goals'.

Lurky

A circle is drawn in the middle of a flat area and a tin (A10 size is best) is placed upside down in the middle. One player is the keeper of the tin. They shut their eyes and count to 50 while the others run and hide.

The keeper then goes to look for the others. They may make anyone they see prisoner by returning to the tin with their foot on it saying "LURKY (the person's name)". If the person they have seen or any other player can reach the tin before them and kick it out of the circle all players, including prisoners, may run away and hide again. If a player breaks cover to kick the tin, and if the keeper can reach the tin first they can take that person prisoner, by saying "LURKY(and the person's name).

The further the keeper strays from their tin the more chance they have of seeing people, but the more likelihood there is of someone kicking the tin away while they are absent.

The last person to be found, wins.

Means of Locomotion

The group sit around on a circle of chairs. The leader is in the middle. The leader runs or walks around the circle imitating a means of locomotion, ie train, car, swimming. They stop in front of a player and signal to them to follow them imitating the locomotion. This is repeated until the leader has 10 players behind them, then they shout "ALL CHANGE!" and everyone, including the leader, dives for a seat. The player without a seat must restart with a new means of locomotion.

Mind-Reading 1

For this game another leader must be involved. introduce yourselves as psy-

The three's jump up and collect their bats and try to hit the ball into their goal. The goal is one point for a team. The bat is returned to their number ones and the players return to their seats. The game continues, with the leader throwing the ball in and calling out another number and so on.

Knee Tapper

Players sit in a circle on chairs. One chair is placed in the middle. The leader is also in the middle with a tapper of loosely rolled up newspaper.

The leader walks around the circle and taps a player on the knee with the tapper. They rush to the middle and put the tapper on the chair and run for the seat of the person tapped. Meanwhile the person tapped immediately gets up and runs to the middle. They take the tapper as soon as it has been placed on the chair and try to Tap the leader with it, before the leader can sit down. If they do the leader is on again, if not, they are on and the game continues.

If the tapper falls off the chair because it was not put firmly on, the first player must return, pick it up and replace it. Meanwhile the other is hovering waiting to take it and tap them.

(NB: the game is called Knee Tapper – not hitter!!)

Jockeys

Players form pairs and the pairs stand in a circle, one member (the jockey) being on the others back.

The leader calls "RIGHT!" or "LEFT!" and as soon as they have called, the jockeys jump down from their mount, race around the circle in the stipulated direction and when they get back, dive between the legs of their mounts.

An object e.g. a tennis ball is placed in the middle of the circle. The jockey who gets it scores a point for their team and the game continues.

John Brown's Body

The group stands in a tight circle facing a clockwise direction. When they are standing tightly together the leader tells them to sit on the knees of the person behind. This must be done simultaneously.

If they manage to do this without falling over, ask them to march around the room in that position, singing a song.

Jug-Handle-He

The players pair off and link elbows and stand still in a circle.

One of the pairs drops out of the circle and becomes on. One of this pair chases the other around the circle, or in and out (the player being chased can only run around the outside of the circle).

At any time the player being chased can link elbows with any other player from the circle, thus making a 3. The third player i.e. the person on the other side of the 3 must then break away and they become the chased player.

Whenever the chaser catches up with the other player, they change roles. As before, the chased player can link up at any time.

Karaoke

If there are proper karaoke tapes, or records, these can of course be used. If not, recordings of the songs are just as much fun, or if there are musical leaders, form a band.

The holiday can be presented with the choice of songs before the activity begins, this gives them a chance to choose the "numbers" they want to perform. They can then be asked to dress up as the original singers. People can perform solo, in pairs or in groups.

Karaoke can be an evening activity or it can be incorporated into a disco night.

Keywords

This is a good walking game - the group are around the leader who chooses one word to be the keyword. The leader begins a story, the group must stay with them. When the keyword is mentioned, all the group run and hide. The leader shuts their eyes and counts from 10 down, loudly. When they open their eyes the first person they see is out

The group reassembles and the story continues, when the keyword is mentioned again the leader counts down from 9, the following time from 8 etc. The last player to be found wins.

The King of Silence

The leader is on a chair in the middle of the circle of players.

The leader tells the group that they are the King/Queen of Silence and wants new heirs to their throne, but only completely silent people will be welcomed to join them.

If they beckon to an individual in the circle, that person must get up, walk around the circle and join the King/Queen. If they hear a sound from the player, they are sent back to their seat. The game continues.

Ladders

Two groups stand in a line facing one another. Each pair is numbered. Both groups then lie down with each pair's feet touching i.e. to look like ladders.

The leader stands to the side and calls a number e.g. 5. That pair stand up and race down the middle of everyone's legs, jumping over them of course, and the back of the groups and down the centre line again to their place.

Whoever wins gets one point for their group. The leader then calls another number. After a time, two, three or even six pairs can be called to race at the same time.

Leader of the Orchestra

The group sits in a circle, one player is chosen to leave the room. While they one player is nominated leader of the orchestra. They begin to play any instrument in mime and all the others imitate them.

When everyone is playing the player is called in from the outside and they come into the middle of the circle. The leader of the orchestra begins changing instruments from time to time and the rest of the orchestra must follow, without appearing to watch them. The player in the middle must try to find out who is the leader and can be given 2 or 3 guesses, depending on the size of the circle.

Leg-goals

The players stand in a circle with feet fairly wide apart and touching the feet of the neighbour's on either side. A football is thrown into the middle.