

Children's Games Directory

(May 2024) v1



Compiled by Karl Haywood

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Starter Activities

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Defend the Fort

24 January 2024 12:02

Starter Activity

You will need:

- 1 or 2 large plastic Garden Pots (Forts)
- Foam footballs (Cannon Balls)

Game Instructions:

- Players stand in a circle with the Fort in the centre.
- The person chosen to defend the Fort sits on the 'upside down plastic garden pot' in the centre.
- The object is to hit any part of the Fort while the defender seeks to block the cannon balls.
- Confusion can be created by passing the cannon ball around the circle until suddenly a player makes a shot at the Fort.
- If the shot hits the Fort, the thrower changes places with the defender.
- The game continues for a set time, or until everyone has had a go at defending the Fort, or has had at least one shot.
- Alternatively, if a larger group of children, you could have two forts with a person defending each Fort (*if additional Fort is available*).

Dodgeball

24 January 2024 12:02

Starter Activity

You will need:

Foam footballs

Players:

2 or more players

Game instructions:

All the children start at one end of the room. Every time you shout “Go”, the children must run to the other side of the room.

While the children are running the leaders and children that are out have to throw the foam ball at the children that are running. If the ball hits a child below the knee they are out and join the sidelines to help get the others out.

The winner is the person that is left at the end of the game.

You can use more than one foam football to make the game more fun!!!

Duck Duck Goose

02 April 2024 15:57

Starter Activity

Game instructions:

- In this game, kids sit down in a circle facing each other.
- One person is "it" and walks around the circle.
- As they walk around, they tap people's heads and say whether they are a "duck" or a "goose".
- Once someone is the "goose" they get up and try to chase "it" around the circle.
- The goal is to tap that person before they are able sit down in the "goose's" spot.
- If the goose is not able to do this, they become "it" for the next round and play continues.
- If they do tap the "it" person, the person tagged has to sit in the centre of the circle. Then the goose becomes it for the next round.
- The person in the middle can't leave until another person is tagged and they are replaced.

Freeze Tag

07 May 2024 00:44

Starter Activity

Game instructions:

The goal of "It" is to tag everyone else.

- Select a person to be "It."
- Once you have been tagged you must freeze in position.
- Tagged players are "frozen" and cannot move until the game is over or until a person who is not frozen touches them to "unfreeze" them.
- The player who is tagged three times becomes the "It."
- If the person who is "It" manages to "freeze" all the players at the same time so everyone is "frozen," he can choose the person who takes his place as "It."
- ***Alternative:*** You can play a shorter version of the game by making a freeze tag permanent. This may give the person that is 'It' more chance of winning!

Kingy

07 May 2024 00:48

Starter Activity

Equipment Needed: Sponge Football, Soft Tennis Ball

Game instructions:

Choose one person to be it.

Everyone else spreads out.

When the person who is 'it' has hold of the ball he must stand still, along with everyone else (*no one must move*). If the ball comes towards a player, they are allowed to try and knock it away with their fist to defend themselves.

If a person is hit by the ball (*below the shoulder*) they join the person who is 'it' to help get the other players out.

When the ball is in the air and no one has possession of it, everyone is free to move around.

The person who is 'it' is allowed to pass the ball to another person who is 'it' at any time to get closer to the players still in the game, however, everyone can move while the ball is in the air!

The last person left who hasn't been hit by the ball is the winner.

Lasers

07 May 2024 00:53

Starter Activity

You will need: Masking Tape / Cones, 2x Ropes (LED as alternative)

Preparation: Mark out the playing area using masking tape or cones

Game instructions:

- You should have leaders at each end of a rope.
- Each pair of leaders should be facing opposite each other across the playing area and so that one pair moves horizontally, and the other vertically.
- The leaders should guide the lasers (*ropes*) across the playing areas varying the height of them as they go.
- The children should avoid being caught by the lasers by either ducking under them or jumping over them.
- If a child gets caught by a laser they are out and should move to the assigned area.
- The winner is the last person remaining, or those still in the game when the time runs out.

Alternatively

Instead of children going out if caught, keep a score of how many lives each child loses during the game.

On The Lines

07 May 2024 01:29

Starter Activity

Equipment:

Tennis court or similarly marked out area with lines on the floor (Use masking tape if no lines exist).

Game instructions:

Think of trams or trains and you'll get the idea.

Use a tennis court (indoor or outdoor) or any area similarly marked out with lines.

Both players and catchers are only allowed to run along the lines.

1 or 2 players are appointed as catchers and choose a position on the lines.

All other players can take up positions anywhere else they like along the lines marking out the court or playing area.

A person is out if they get tagged, or if caught not running along the lines.

<http://www.funandgames.org/games/GameTag.htm#onlines>

The Shoe Game

07 May 2024 01:37

Starter Activity

Game instructions:

Each child takes off their shoes and puts it in a pile (the middle of the circle).

Mix up the shoes.

Call out a statement, i.e. Anyone with blue eyes, wearing trainers, has a birthday in March, or number if given one, or just say "Go" and everyone goes.

The children that the statement, number applies must run to the shoes and try and find their pair, put them on and run back to where they came from.

The person that returns to their place first is the winner.

Indoor Games

13 December 2023 12:42

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Beetle

02 April 2024 15:30

1. Give each team a piece of paper to draw their beetles on.
2. You must first throw either a 6 (BODY) to start.
3. Once you have a 6 other items can be filled in in any order, except the eyes and antennae where you need a head (5) first.
4. Where there are more than one of an item E.g. legs you only add one leg for each correct throw of the dice. 6 x 2's are needed for all of the legs.
5. Once you have completed a beetle you must shout beetle to stop the game.
6. Once beetle has been called the game stops and the points are added together for each item on the paper.
7. The total score for a full beetle is 35 points.
8. Once all points have been added the team with the highest score wins.

Bring Me

24 January 2024 12:02

You will need:

- 10 Items to find

Players:

Two or more teams

Game instructions:

- Divide the players into two teams.
- You can't fetch the item until the leader says, "Go!"
- The first person to return the correct item to the leader scores a point.
- The winning team is the one with the highest score after all the items have been found.

Captains Coming

02 April 2024 15:48

Before you begin, the children should be taught the commands which the activity involves (see below).

Children start by finding a space in the room, facing the leader. The leader then shouts "Bluebeard says" and a command and the children have to perform the activity associated with that command. If you just say the command without "Bluebeard says" and a child follows that command they have to walk the plank (they are out). The last person to follow each command also has to walk the plank.

Give points to the last person left at the end.

Commands: -

- **Port:** Run to left-hand side of hall
- **Starboard:** Run to right-hand side of hall
- **Bow:** Run to front of hall
- **Stern:** Run to back of hall
- **Scrub the Decks:** Children crouch down and pretend to clean the floor with their hands.
- **Climb the Rigging:** Children pretend to climb a rope ladder.
- **Captain's Coming:** Children salute and shout out "Aye Aye Captain"
- **Hit the Deck:** Children lie down on their stomachs as quickly as possible.
- **Bombs overhead:** Crouch on floor with hands over head.

Chair Ball

02 April 2024 15:52

Equipment Needed: 2 Chairs, Soft Football.

In this game you will have divide the children up into 2 teams playing so you will need to have a chair at each end of the playing area.

Each team should choose a player to stand on a chair that is not in their own area.

To start, one player from each team stands in the centre. The Ref throws the ball in the area and the game commences as one of the players catches the ball.

Each team has to try and throw the ball to their person stood on the chair. But, to score the ball has to be caught. Other players have to try and intercept the ball without any physical contact. When a player has the ball in their hands they cannot move, they must pass the ball or shoot as it is a team game.

You can change the people on the chairs every so often.

At half-time you can swap ends.

The winning team is the one that has scored the most when the time is up.

Chair Balloon (LED)

07 May 2024 00:40

Game: Chair Balloon (LED)

Equipment Needed: 2 Chairs, LED Balloons

Preparation:

- For this game divide the children into 2 teams (*If you have 4 teams, pair teams together*)
- Place a chair at each end of the playing area.
- Each team should choose a player to stand on a chair not in their own area.

To start 'The Ref' throws the balloon in the area and the game commences as one of the teams catches the balloon.

Each team must try and throw the balloon to the person standing on the chair. But, to score the balloon must be caught. Other players must try and intercept the balloon without any physical contact.

When a player has the balloon in their hands they cannot move, they must pass the balloon or shoot as ***it is a team game.***

You can change the people on the chairs at different times throughout the game.

At half-time, you can swap ends (*optional*).

The winning team is the one that has scored the most goals when the time is up.

Cheat

02 April 2024 15:54

What's Needed: Stopwatch, Background music

How to play:

All Players sit all over the floor, with plenty of space around each player.

One player is chosen, and this player has to go and tag someone sat down and then run in and out of each player, with the person tagged chasing the running player.

The person that is chasing has to copy the exact route taken by the running player.

If the chaser takes even the slightest different route, the rest of the players sat on the floor have to shout "cheat", and then both players sit down.

Another player is then selected to tag and run.

The chaser has to catch the runner in the time decided at the start of the game.

If the chaser catches the runner in the time given, the chaser wins.

If the chaser fails to catch the runner in the time given, the runner wins.

Flashlight Tag

07 May 2024 00:25



FLASHLIGHT TAG

Equipment: Flashlight (*not to powerful*) or Light Gun

Preparation Print Jail Cards for each player

Description:

The areas used for this game need to be dark, and all the children need to hide themselves in shadowy corners and behind pieces of furniture etc. where there is space. Before hand, look at the rooms where the game is going to be played and identify areas that you do not want children fumbling around in the dark - for instance, chairs which might fall, places where there are a lot of wires.

Then, before you begin, make it very clear which areas are out of bounds. Also, make sure leaders are not on their own at any point in the game, and that they are in sight of another leader at all times!

Give each child a jail card, and the jailer a hole punch. Choose some one to be "it". They need to stand where they can't see people hiding, and count to "?", then "it" turns on the torch, which he/she is allowed to sweep around the areas they are searching. Any child who is caught in the beam of the torch has to go to jail. On Arrival at the jail they must have their jail card hole punched to keep a record of the amount of times a person gets caught.

The jail is a designated area where people go when they are caught by the beam. If someone who is not “it”, or in jail, manages to get inside the jail area without being caught, everyone then goes free.

If during the game, any child gets to “it” and taps him/her on the shoulder before being discovered by the torch beam, that person becomes the new “it”, and is given the torch. He/she should close their eyes and count to “?” before starting to use the torch him/herself.

The torch should be quite small, because if the beam is too big for the room, then no one stands a chance of tagging “it”.

The winners are the people that get caught the least amount of times.

The aim is to have fun.

Note: Other variations of the game may be played if time.

FLASHLIGHT TAG Timebomb

Play as the original version of the game, but the objective is to find the bomb and put it in the bomb disposal unit before it goes off (*without getting caught!*)

Grab It

07 May 2024 01:46

EQUIPMENT:

7 small things the same size (stones, sticks, coke cans)

FORMATION:

Teams lined up behind chairs exactly the same distance from each other, and a marked area (or low table) in the centre with the items in it.

PLAYING THE GAME

The 7 items are placed in the centre area.

The teams are lined up behind the chairs (or the marked area) and numbered.

When a number is called that person runs to the centre and picks up one item and takes it back and places it on the chair.

The player then returns for another and another.

When there are 3 on the chair that team has won.

If there are not enough in the centre to make up the number items can be stolen from other chairs. No one can stop this theft! And remember only one item can be taken at one time!

THE WINNER(S)

The first team to have 3 things on their chair.

STRICT CONTROL TO BE ATTEMPTED AS IT'S ALMOST IMPOSSIBLE NOT TO CHEAT!

VARIATION OF GAME

The game can be made faster and longer if the leader removes an item from the centre.

High Throw

07 May 2024 01:49

EQUIPMENT:

Large ball.

FORMATION:

Circle with 1 person in centre.

Number everyone and stand them in a circle with the leader in the centre.

The leader throws the ball above their head and calls out someone's number.

That person then has to catch the ball while the others run away.

When the ball is caught the catcher shouts 'Stop!' and throws the ball to try and hit someone standing nearby.

If that person is hit they lose a 'life'.

Lives are also lost if someone moves after the catcher shouts 'stop'.

Each person has three lives, then they are out.

THE WINNER(S)

The person with the fewest lives lost.

Jump In Jump Out

07 May 2024 00:28

At A Glance

Contagiously fun energiser game for large groups.

Benefits

- Hilarious energiser
- Triggers tons of laughter
- Simple to explain, difficult to accomplish
- Circle game
- No props

Time: 1 - 2 min

People: Small group, 8 -15

Step-by-Step Instructions

1. Form a circle, holding hands, facing in to the centre.
2. Announce that you want the group to – “SAY WHAT I SAY, AND DO WHAT I SAY.”
3. Practice this skill with one of four commands – “JUMP IN,” “JUMP OUT,” “JUMP LEFT” or “JUMP RIGHT.”
4. Call out a series of ‘Jump’ commands, one after another for 20 seconds.
5. Re-form the circle, and announce that you now want the group to – “SAY THE OPPOSITE OF WHAT I SAY, AND DO WHAT I SAY.”
6. Continue with a series of ‘jump’ commands, one after another for 20 seconds, or until the circle breaks up too much.

Popular Variations

- Do The Opposite: Re-form the circle, and announce that you want the group to “SAY what I say, and DO THE OPPOSITE of what I say.” For example, if I say “Jump Left” the group is invited to say “Jump Left” as they jump to the right.
- New Commands: Add extra commands, such as “JUMP TWICE” or “JUMP HIGH” or “JUMP TWO TO THE LEFT/RIGHT.”
- Jump Anywhere: Invite people to jump anywhere they choose (while still holding hands and keeping everyone around them safe) no matter what your command is – crazy, random fun.
- Take a look at Jump Tag and Jump Clap Spin & Run to explore some more fun, jumping games.

Land, Sea Air

24 January 2024 12:02

You will need:

- A ball

Players:

Eight or more

Game instructions:

- Players stand in a circle, with the leader in the middle.
- The leader throws the ball to players in turn, saying either 'Land', 'Sea', or 'Air', and then counts to five.
- The player must name a type of animal, fish or bird, depending on which habitat was called, and return the ball before the leader counts to five.
- If unsuccessful, the player loses a 'life' or sits down.

Panic Ideas by Dave Wood, p25

Light Bomb

07 May 2024 00:57

Equipment Needed: LED Balloons, Cones, Sound Effects

Aim: Each team must defend their quadrant by keeping the LED Balloon out of it.

Preparation:

- Divide a playing area into 4 quarters using tape or cones
- Each team should be placed in one of the quarters in the room.
- Each team starts with 5 lives (*Or amount decided before game commences*).

Teams lose a life if: -

- A team has the balloon in their possession, or in their area when they hear the sound of an explosion.
- A player kicks the balloon
- A player puts a hand or a leg over the lines separating the quarters into another team's area.

Sounds to be aware of: -

- **Explosion:** Team loses a life if the balloon is in their area
- **(Optional)** Air Raid Siren/Warning Alarm: Each team swaps areas with the team opposite them.

Winning: The winning team is the last team remaining after all other teams have lost their lives

Musical Hedgehogs

07 May 2024 01:52

Equipment:

1-4 Blankets, Music

Game Instructions:

Play the music and all the players have to dance and move around.

When the music stops, 'Hedgehogs' is called out, and all the players have to curl up on the floor in a hedgehog position with their eyes closed.

Leaders then have to move around and select a player to cover over with the blanket.

When this is done that player stays hidden under the blanket, whilst the other players surround the covered player and try and guess which person they think is hidden under the blanket.

When the name is guessed right, the person hidden stands up and the music continues.

If you see a player with their eyes open when curled up, that player should be told that they are not to guess the covered player.

When players are guessing the hidden player, they must put their hands up, to put a name forward.

The person who guessed the hidden player is the winner.

Number Hockey

07 May 2024 00:59

You Will Need: Two goals, two hockey sticks, and a puck or small ball, stop watch, numbered cones, Score Sheet, Pen

Set-Up:

Set-up should be the same as the previous game, just replaces the rope with two hockey sticks and a puck.

How to play:

Children should remain in the pairs from the previous game with the same numbers.

Place the two hockey sticks in the middle of the hall facing each other, and the opposite way around to each other.

Tell each team which hockey stick to pick-up, and which end of the hall they must go run towards to score a goal. Also, give them 60 seconds (*or other agreed time*) to achieve this in.

Warning: Ask the players to keep their hockey stick below knee high when taking a swing, also make sure each player at the side-line keeps their hands and feet in at all times.

Call a number, and then both children with that number have to run and grab their hockey stick, and then try and hit the puck/ball into their goal.

As an alternative before either player can hit the puck/ball they have to hit the floor with their hockey stick and tap the other persons three times before they can swing at the puck/ball.

The person that scores a goal first in the time given wins. Give the winning team a point.

Keep repeating until everyone has had a go. At the end the team with the most points wins.

Parachute Games

07 May 2024 01:56

Popcorn:

- Use ball pit soft balls for this game select two different colours.
- Divide children into two teams on either side of the parachute, or boys against girls.
- A colour ball will be assigned to each team.
- Throw the balls onto the parachute let them roll to the centre.
- The children stand around the parachute holding it tight and then making large waves, and watch them fly off in all directions.
- The team that bounces off their colour balls first wins.

Tidy Up (based on Tidy Your Bedroom!):

- Half the group of children hold the parachute and the other half are spread around the outside of it.
- A number of soft balls are placed on the parachute, and children holding the parachute must try to shake them off (they are being "untidy").
- The group of children round the edge rush to pick up any balls and throw them back onto the parachute (they are "tidying up").
- Let each game take approximately 60 seconds before stopping to count how many balls are still on the chute, and how many are on the floor
- (Allow everyone the chance to "tidy up").
- The team with the least amount of balls win.

Volleyball:

- You will need a large soft ball for this game such as a foam football.
- Children stand in a circle holding the parachute at waist level.
- The children are divided into two teams.
- Make waves with the parachute.
- The ball is thrown into the middle, and each team must try and send the ball flying off their opponent's side in order to win a point.
- You could also use a soft toy animal instead of the ball to add more fun.

Game Variations:

After the first couple of game plays, select one child for each team to go underneath the parachute and help their team by hitting the ball over the heads of their opponents.

Beach Ball:

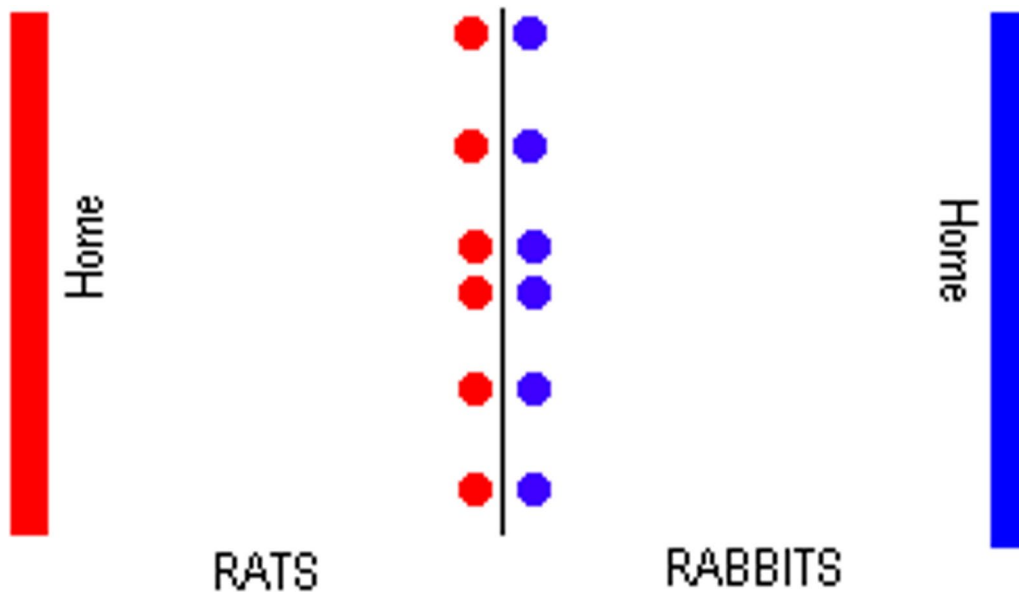
- Children stand in a circle holding the parachute at waist level.
- Place a large beach ball in the centre of the parachute.
- The adult chooses one or more players to go underneath the parachute.
- The players who are underneath the parachute try to knock the ball off whilst everyone else has to maintain their grip on the parachute edge and try to keep the ball on.

Para-swap:

- Children crouch down holding the parachute so that it is flat on the floor.
- Count to three, and on the third go lift the chute and shout out something the children might have in common, i.e. A birthday in march, blue eyes, white socks.
- These children then have to swap places under the canopy before it falls back to earth.
- They need to be told to head for gaps, keep their eyes open and try to avoid bumping into one another.
- Make sure that the those who remain around the edge allow the canopy to fall rather than pulling it down hard.

Rabbits & Rats

07 May 2024 01:33



Draw a line down the middle of the hall or pitch being used and divide the group into two teams, the 'Rabbits' and the 'Rats'.

Players from each team partner up against a player from the other team and face them across the centre line, but standing in their respective halves.

One foot of each player should be touching their opponent's at the centre line.

Explain that behind each team is a home base which if they reach they are safe from capture.

If the leader calls out 'rabbits' this team becomes the chasing team and each rabbit has to catch their respective 'rat' partner before he/she reaches their home.

If however the leader calls out 'rats' then the opposite happens and rats have to catch the rabbits.

Each time a person is caught that team scores a point.

Game ends when you like and the winning team is the team with the most points.

Variations:

Crows and Cranes

Play as in Rabbits - Rats, but in Crows and Cranes those captured change teams.

Heads or Tails?

Variation of Rabbits - Rats. Play as Rabbits - Rats, but teams are called 'Heads' or 'Tails' and the decision as to which team runs relies on the toss of a coin (useful where teams feel the person calling out is biased!)

Rock, Paper, Scissors, Catch

07 May 2024 01:01

Age Range: 7 - 11

Game instructions:

Students are split into two equal teams. They get together in their teams and decide that the team as a whole is going to play 'rock', 'paper', or 'scissors'. They then “face off” at the centre line of a gym or field and on the count of three they play their rock, paper, or scissors.

Remember, paper beats rock, rock beats scissors, and scissors beats paper.

Whoever wins then chases the other team to the end line of the field or gym and catches as many people as they can on the way. Those that are caught now join the other team.

The game continues until all the players from one team are caught. This game is suitable for all ages.

By: Amanda Frayne

<https://www.teachingideas.co.uk/games/rock-paper-scissors-catch>

Rope Wars

07 May 2024 01:05

You will need: Length of rope, numbered cones, score sheet, pen, timer

Set-up:

Place cones along each side of the game area so that the cones are facing opposite each other. The cones should be numbered so the children know where to sit when they are paired up and given a number.

The rope should be placed length ways in the centre of the playing area

How to play:

Ask the children to pair up, and then give each pair a number. Ask one team to sit going up the hall sat against the wall. Then ask the other team to do the same but going down the hall from number 1 (The cones should already be numbered to make it easier).

Place the length of rope in the middle of the hall facing length ways.

Tell each team which end of the hall they have to run to with the rope. Also, give them 60 seconds (or other agreed time) to achieve this in.

Call a number, and then both children with that number have to run and grab the rope, and try and run with it to the designated end of the hall for their team.

It will involve a bit of tug of war, but the person that reaches their end first in the time given wins. Give the winning team a point.

Keep repeating until everyone has had a go. At the end the team with the most points wins.

Star Wars (Time Bomb Xtreme)

07 May 2024 01:09

Equipment:

Foam Football, iPhone + SciFiBox App (or SFX below)

Sound Effects:

- Explosion
- Laser Fire
- Life Form Detected (Speech SFX)
- Masked Breathing (Darth Vader SFX)
- Hyper-drive / Time Travel

Preparation:

- Divide a playing area into 4 quarters
- Use masking tape/cones to mark the lines.

Divide into 4 teams, these don't necessarily have to be of equal numbers but it helps to keep them evenly balanced in talent. Each team takes a quarter of the playing area to defend, with the object of the game being to keep the ball out of their area. The games leader at random chooses one of the following actions:

- **Explosion (Sfx RailGun):** Team with the ball in their area losses one life
- **Laser Fire (Sfx various Laser Sounds):** All children hit the floor. They do not get up until the shooting stops
- **Enemy Approaching (Sfx Life Detected/Masked Breathing):** Children Freeze until the enemy is silent
- **Hyper-drive (Sfx Hyper-drive/Rocket Launch):** Children change positions with the team opposite

Each team starts with 5 lives (*less lives if you want to play more games*). Teams lose lives if: -

- The Ball is in their area when they hear the explosion
- A player kicks the ball
- A player puts a hand or a leg over into another teams area.

The winning team is the last remaining team in the game when the others have lost all their lives.

The Floor is Lava

22 April 2024 22:15

CONTENTS:

25 Coloured Foam "Safety Stones", 27 Challenge Cards, 1 spinner (with arrow and base), Instructions

OBJECT OF THE GAME:

Be the last player "alive" by not falling into the lava.

SET UP:

Attach spinner arrow to spinner card.

Before playing, nominate one player to **spin the spinner**, **read Challenge Card** and **check who's last** during player's moves.

Randomly place the 25 foam tiles around the room.

PLAYING THE GAME:

Once everything is ready, the player responsible for the spinner yells out "THE FLOOR IS LAVA!". At that moment, all players rush to stand ON the closest (free) foam tile they can find - **regardless of colour**. Then, on each turn, the "spinner" spins for the next colour. **All players** rush to jump on a tile of that colour without touching the floor. Whoever is last to reach safety has their original tile removed from the game. (eg: if Kevin is on a green tile and the "spinner" spins BLUE, all players jump to a blue tile. Should Kevin be the last to reach a blue tile, his green tile is then taken out of the game). **Follow this procedure of eliminating tiles after every spin.**

NOTES:

- If all of the tiles of a certain colour have been removed, you may re-spin if that colour is spun.
- If the same colour is spun, players may remain on the tile they are on.

FALLING IN THE LAVA!

As long as a player can successfully jump to the next colour **without touching the floor**, he/ she is safe. Whenever a player **cannot successfully reach a tile**, or **if any part of the player touches the floor**, he/she is out. Once a player is out, he/she can help to monitor the game, remove the tiles, read the cards or spin the spinner.

CHALLENGE CARDS:

Should a player land on a tile with a "?" on it, he/she must **perform the action** on the next challenge card in the deck. This action (ie: "Touch your toes") must be **performed without falling into the lava**, or this player will be out.

END OF THE GAME:

Play continues until there is only one player left.

Congratulations, he/she managed to safely stay out of the lava and is the winner!

Time Bomb XTreme

07 May 2024 01:20

Equipment:

Foam Football, Computer/Smartphone with SFX app.

Sound Effects:

- Explosion
- Machine Gun Fire
- Air Raid Siren

Preparation:

Divide a playing area into 4 quarters Use masking tape to mark the lines.

Divide into 4 teams, these don't necessarily have to be of equal numbers but it helps to keep them evenly balanced in talent. Each team takes a quarter of the room to defend with the object of the game being to keep the ball out of their area.

Each team starts with 5 lives. Teams loose lives if:

- A team has the ball in their possession or in their area when they hear the sound of an explosion.
- A player kicks the ball
- A player puts a hand or a leg over the lines separating the quarters into another team's area.

Sounds to be aware of: -

- **Explosion:** Team loses life if ball is in their area
- **Machine Gun Fire:** Everyone hits the ground while the sound of machine gun fire is heard (*the ball cannot be got during this time*)
- **Air Raid Siren:** Each team swaps areas with the team opposite them.

Other themed Time Bomb Games

If time you could also do the Last Stand (Medieval Time Bomb) or Star Wars versions. Just change the sound effects accordingly along with the actions.

Outdoor Games

13 December 2023 12:42

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[Capture the Flag](#)

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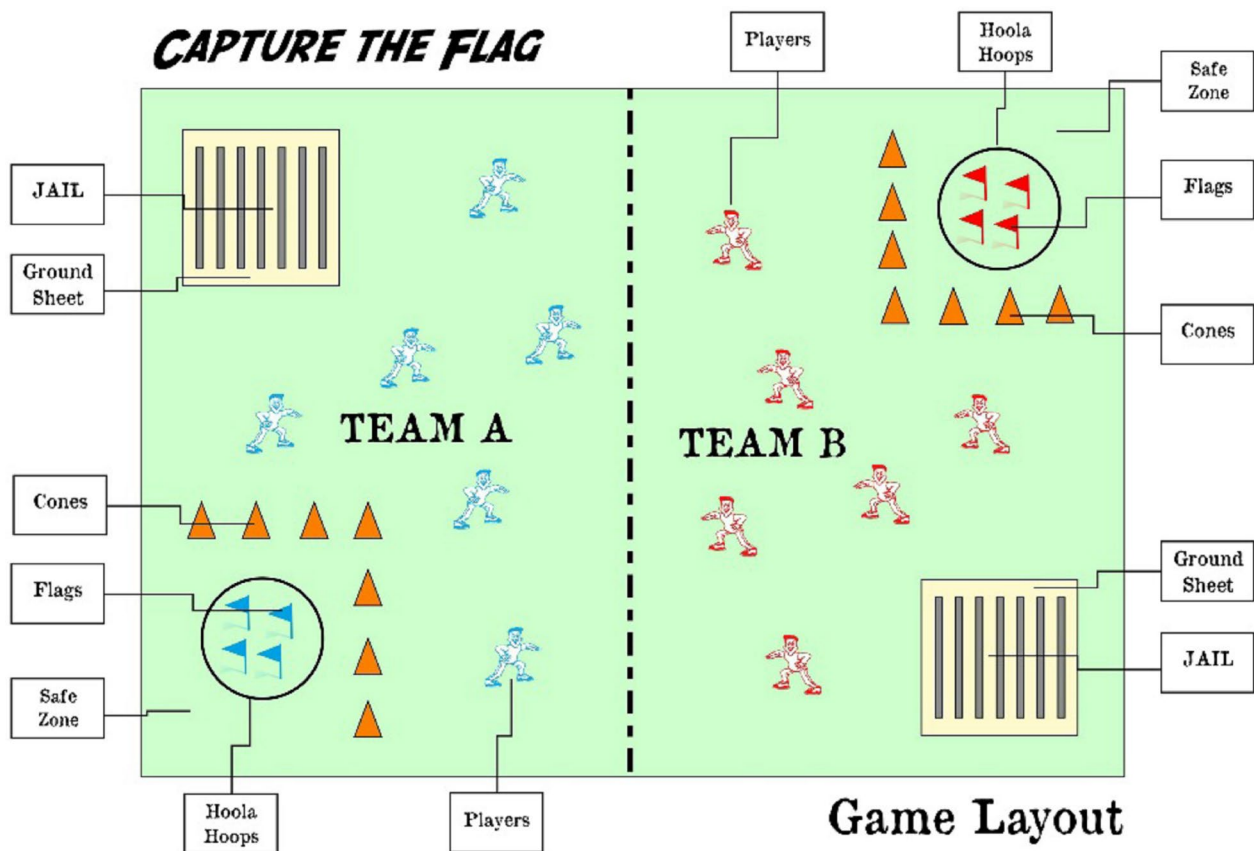
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Capture the Flag

07 May 2024 00:17



Set-Up

- Divide playing area in to two halves
- In the opposite corners of playing area, place a hula hoop inside an area of cones
- Place an equal number of flags to be captured in each hula hoop
- in the other corners at each end, place a ground sheet and peg it down
- Place a leader by each jail and safe zone to monitor that area

Game Instructions

- Divide children into two equally sized teams, and place each side of the half way line
- Give each child a combat card
- Each team will have a few minutes to decide, and organise their game plan
- When the whistle blows the game commences
- Each team has to try and capture each flag from behind enemy lines, and place it in
- the hoop in their safe zone (Base)

- Each person can only take one flag
- If you get tagged by another player, each person shows their combat card. The person
- with the highest score is still in the game, the one with the lowest goes to jail and
- get's a new card.
- A person can only be set free from jail by a leader
- If a leader is tagged they go to jail. If all leaders on a team are jailed, the prisoners
- remain in jail until the end of the game
- The game is over when a team has captured all the opponents flags, and returned
- them to their own Base. If time runs out, the team with the most captured flags wins.



Theme Games

13 December 2023 12:42

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[Beach Ball Games](#)

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[The Last Stand \(Medieval Time Bomb\)](#)

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Beach Ball Games

07 May 2024 00:38

Beach Ball Dual to the End

You will need: Large Beach Ball, numbered domes to mark the side-lines, masking tape to make end lines, background music

Before you Play

- Choose two sets of coloured domes and write the same numbers on both sets (*i.e. if you're expecting 20 children write the numbers 1 – 10 on each set of domes*).
- Using masking tape, put a line across the room at each end a few feet from the wall between the two side-lines
- Ask the children to pair up with a friend and then sit diagonally opposite them behind cones of the same number
- Invite the children to call their number out in turn before commencing the game
- Tell the children which line at the end of the room they have to get the beach ball over to win

To Play

- Place the Beach Ball in the centre of the room
- Call out a number of one of the domes
- The children with that number run to the beach ball in the centre of the room and try to roll it across the floor over their line, while the other player tries to do the same
- Players are not allowed to lift the ball off the floor, or run with it
- The first person to get the ball over the line scores a point for their team
- The Team with the most points after everyone has played is the winner

The Last Stand (Medieval Time Bomb)

07 May 2024 01:16

Equipment:

Foam Football, computer/Smartphone with SFX app, cones

Sound Effects:

- Exploding Cannonball
- Arrows Firing
- Trumpet Blast / Fanfare

Preparation:

Divide a playing area into 4 quarters using the cones

Use cones to mark the lines.

Game instructions:

Divide into 4 teams, these don't necessarily have to be of equal numbers but it helps to keep them evenly balanced in talent. Each team takes a quarter of the pitch to defend with the object of the game being to keep the ball out of their area. The leader at random chooses one of the following actions: -

- **Exploding Cannonball** (SFX): Team with ball in their area loses one life
- **Arrow Shower** (SFX/Shout): All children curl in to a ball on the floor. They do not get up until they hear the command "All Clear."
- **The Kings Coming** (Shout): Children stop and bow but must continue to stand still until the instruction "The King has gone"
- **Trumpet Blast** (SFX/Shout): Children change positions with the team opposite

Each team starts with 5 lives (*less lives if you want to play more games*). Teams lose lives if:

- A team has the ball in their possession or in their area when the leader calls stop.
- A player kicks the ball
A player puts a hand or a leg over the lines separating the quarters into another team's area.

Christmas Games

13 December 2023 12:41

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[Nativity Drawing Game](#)

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[Santa Vs Grinch Dodgeball](#)

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Nativity Drawing Game

27 December 2023 09:52

The Nativity Drawing Game is a fun Christmas party game. Enjoy a free printable for the perfect game prompt.

If you love drawing you might also like to learn [how to draw a Christmas tree](#).



Draw the Nativity Game Page

DOWNLOAD



DOWNLOAD

Nativity Drawing Game

This drawing game is easy to play with family and friends. It's a fun way to get in some quality time together while having some laughs and making memories.

How to Play

Tell players to use stick figures and simple drawings to depict the Nativity. The person with the most details wins.

Give a point for each item drawn that would be found in the nativity scene. It will be fun to see all the answers. You might see these (but don't give any drawing ideas):

- Angel
- Mary
- Joseph
- Donkey
- Manger
- Baby Jesus
- Shepherds
- Sheep
- Cow
- Star
- Wise men
- Gold
- Frankincense
- Myrrh

Game Variations

Drawing Collaboration

In this game variation, you draw one part of the nativity scene (the stable, Joseph, Mary, baby Jesus) and then pass it on to the next person who draws their own item. Once everyone has drawn something they can take turns reading what each person drew out loud! You'll be surprised at how silly this little game can get – but keep your laughter inside so you don't wake up baby Jesus!

From <<https://www.skiptomylou.org/nativity-drawing-game/>>

Santa Vs Grinch Dodgeball

07 May 2024 01:06

Starter Activity

You will need: Game area marked out with masking tape/cones, 2 of each hat for Santa and Grinch (Optional), Foam Football

Basic Dodgeball Rules

Two teams are divided by a line down the middle of the playing area. The objective is to eliminate all other members of the opposing team by throwing dodgeballs at the enemy players. If a player is hit with a dodgeball, the player is out of the game.

Optional Dodgeball Rules

If you catch a ball, the person who threw it is out.

Santa Dodgeball

One team chooses one Santa who is completely invincible from getting out of the game, however he or she is also unable to throw the balls. If Santa catches a ball, the player from their team that has been out the longest can come back into the game. When Santa is the only remaining player on the team, the team loses.

Additional Rules & Ideas

- Since Santa never goes out of the game, Santa can also become a shield for team members.
- It sounds pretty easy for Santa, however the enemy team will intentionally avoid throwing balls near him/her.

Grinch Dodgeball

One team chooses one Grinch to completely annoy the opposing team. Whenever the game moderator calls out "GRINCH," the Grinch can run to the enemy side and ruin Christmas Dodgeball for the team. The Grinch can do this by blocking balls from being thrown against their allied team, give their allied team the balls on the enemy side, and even grab the balls out of the opposing players' hands. The Grinch is invincible on the enemy side but only has 20 seconds to make chaos. The Grinch must then return to their home team as a regular player.

Additional Rules & Ideas

- If the Grinch is hit on their home team's side, the Grinch is out and cannot come back into the game.
- Emphasize before playing the game, that there is no physical contact between players.