The Official INK Games Encyclopedia

***Launch Games***

***Air Zooka***

Set up a pyramid of Styrofoam cups on a table. Children aim the air zooka at the cups and have 3 turns to try and blow all the cups down. Play multiple times.

*\*Variations: If you don’t have an air zooka, use a balloon pump, water pistol, blown up balloon or other item that can blow air manually*

***Block Swap***

Place 4 small mats on the floor in a rectangle shape. Place a prize in the centre of the shape. 2 blocks are place on opposite corners of the rectangle. 2 children have to run one block at a time to the other mat opposite them and then race for the prize in the centre.

*\*Variations: Giant pieces, three-legged race in pairs, on trolleys to slide between mats, run backwards, etc.*

***Bucket or Cup Stacks***

Get two children to race against one another to build a pyramid of buckets or cups and bring it back down again and make a neat pile the fastest. (4 buckets on the bottom row).

*\*Variations: race to get cups of your colour one at a time to build the tower, relay buckets into a tower.*

***Cranes v Crows***

Divide children into two groups- one group is the cranes and one is the crows. The leader gets the children to tiptoe closer to each other while making a “crrrrrr” sound. If the leader says “crows”, the group of crows have to tag the children in the cranes group and vice versa. Children who are tagged have to join the other team, until one team is completely tagged out.

***Cup Game***

Each child has to find a partner. Each pair is standing up and is given a cup placed between them. The leader calls out different body part instructions- touch your heads/shoulders/knees/hips etc. When the leader says “Cup”, the players must reach down and the first to grab the cup wins. Winners find new partners to verse until there is only one winner.

***Defying Gravity***

Contestants have to concurrently keep three balloons in the air.

***Hot Potato***

Pass a beanbag around a circle to music. When the music stops the person holding the “hot potato” is out.

***North South East West***

Kids run in 4 directions according to the instruction given by the leader. If the leader says “Captain’s coming” the children freeze and stand at attention.

“Climb the rigging”- children pretend to climb up and down

“Scrub the decks”- children hit the floor and pretend to scrub the floor

Eliminate children who are too slow or do not do the correct action.

***Pass the Hula Hoop***

Divide children into 2 groups which stand in a circle holding hands. Everyone must hold hands and not let go. Children have to pass a hula hoop over their heads and body without breaking the link until it has gone all the way around the circle. First team to get their hula hoop back to the start is the winner.

***Pizza Plate Game***

Choose 4 children to play. All the other children stand around in a circle. Give each child a Frisbee or plate which they must hold on the palm of their hand, like they are carrying a pizza tray. They cannot grab the edges with their fingers, hold it to their body or use two hands. Each player has to try and knock the other Frisbee/plates out of their opponent’s hands until there is only one child holding a Frisbee/ plate.

***River Bank***

Place a large rope down the centre of a room. Children line up along the rope and have to jump over the rope to either the “river” or “bank” side. If they jump the wrong way they are out of the game. The leader gets faster and faster at delivering the directions and can say the same direction in a row to trick the children playing.

***Rob the Nest***

Choose 4 children to play. Each child has a “nest” (bucket or bowl) that they must fill with “eggs” (beanbags). The children have to run into the centre of the room and grab ONE beanbag at a time and bring it back to their nest. They must continue this until all the bags are gone. Then they must “rob” the nests of the other 3 players. The leaders designate a certain number of beanbags they need to have acquired in order to be the winner, e.g. 7 bean bags in the middle, and the winner must get 4 bean bags into their nest.

*\*Variation: make it a relay for teams*

***Roll the Dice***

Hang up the numbers 1-6 in different places in the room. Children pick a number to stand under. The leader rolls a giant dice and whatever number it lands on, that group of children under the corresponding number is out.

***Smelly Sock***

Equipment: 1 clean sock, music

Instructions: children sit in a giant circle and pass the smelly sock as fast as they can, when the music stops whoever has the sock has to pretend to smell and pretend to pass out of the circle (that child is out), the game continues until one child remains.

***Stuck in the Mud***

3 kids are “it” and chase all other kids playing. If a child is tagged they must be “stuck in the mud” and cannot move. They can only move if another kid tags them. Game is played to a timer and the kids who are “it” aim to have as many other kids “stuck in the mud” as possible.

***Surf life- saving game***

5 players must lie face down, chins on hands facing away from where bean bags are placed. On go, they must race to get a bean bag. If successful, they continue to the next round, until the final round of just two players. There is always one less bean bag than players per round.

***Who’s got the keys?***

Children stand in a circle while the child who is “in” sits on a chair blindfolded with a pool noodle. Place a set of keys under the chair. A child from the circle sneaks up to steal the keys without getting tapped by the pool noodle.

***IN Service Games***

***Amoeba Race***  
Tie several crowds of people together with a rope around their perimeter (or have them link arms), and then have them race each other's group to the finish line as large "Amoebae."

***Ankle Balloon Pop***  
Give everyone a balloon and a piece of string or yarn. Have them blow up the balloon and tie it to their ankle. Then announce that they are to try to stomp out other people's balloons while keeping their own safe. Last person with a blown up balloon wins.

***Balloon Caterpillars***

You will need 12 balloons for this game (6 per team). Choose 7 players for each team. Between each player place a balloon, which must be held using only their stomachs (no hands). The team must walk together to the end of the room the fastest without losing or dropping any of their balloons. If they lose a balloon, their caterpillar has been split apart and the other team wins.

***Biff:***

Players form a circle around a chair with a balloon on it. Someone is chosen as the biffer. That player picks up the balloon, runs and “biffs” a player in the circle and races back to the chair, puts the balloon back and races back for the empty seat before being hit. The “biffed” player grabs the balloon and tries to hit the first player.

\*Make a time limit for players to move inside the circle before biffing someone to keep the game moving.

***Big Box Find***

Hide different objects in the Big Box [box is made out of strong plywood base (strong enough to hold two adults), with old perspex drum surround sides. It is filled with corn starch packing peanuts, which pose no chocking hazard. Approx. 2m x 1.5m in size] and play boys v girls (or similar) to find the objects first.

***Bridge, Stone, Tree:***

Players form teams to race against each other in a relay. Three people from each team are chosen to form a “bridge”- standing with legs apart, a “stone”- crouched down and a “tree”- standing with arms out. These three players are spaced apart for the teams to race over the “stone”, under the “bridge” and around the “tree” and back to tag the next team member. After all the team has run the “tree” races under the “bridge” and over the “stone” and joins the team. Then the “bridge” races over the “stone” to the team, and then the “stone” jumps up and races back to join the team. The first team finished wins.

***Broom Hockey***

Two players, each with a broom as a hockey sick. Place the ball in the centre of the playing area, with each player facing their goal. On go, players must try to sweep the ball into their goal.

***Bubble Hoopla***

You must attempt to blow a bubble and through a hoopla hoop 4m away to win. It may sound easy but wait until you try it. You only have 60 seconds to complete it

**Bubble Wand and Bubble Juice.**Any standard bubbles from the dollar store will do just fine. Just make sure they are not the super cheap kind that don’t even make good bubbles.

**Hoopla Hoop.** Just a standard hoopla hoop will do here. Nothing fancy.

***Buddies***

Children form pairs making two circles- inner and outer. The inner circle moves one way and the outer the opposite way to music. When the music stops the kids must race to find their partner, hold hands and sit down. Last pair down are out.

***$5 Bunny Hop***

Contestant must squat all the way down with legs and feet perfectly together. They must hold onto their toes and in one movement hop all the way across the length of a $5 note without letting go of their toes.

***Bucket Stack Bowling***

Make 2 teams of 4 players. Each player runs up and places one bucket on the ground to start a bucket stack. Build a pyramid of buckets just like in the Bucket Stack game. Choose one player in your team to put on a crash helmet and jump in the big box sliders or roller trollies. The other 3 players push their team mate down to their pyramid and bowl it over. First team to build and bowl over their pyramid wins.

***Bug Collecting***  
Buy between 2 and 4 bags of those little plastic insects and scatter them around the playing field. At “GO!” all the players try to find the bugs. Player with the most bugs at the end wins. This game could be called "Animal Safari" if you used little plastic wild animals.

***Catch The Dragon’s Tail***  
Any number of kids can play. All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of the scarf in his back pocket, belt, or waistband. The first person in lines tries to grab the scarf. When the "head" gets the "tail", he dons the scarf and becomes the new tail. The person second in line becomes the head.

***Cat Tails***  
You will need some strips of cloth (approx. 1 meter) for everyone who plays. The game is simple. Have everyone tuck the strips into the back of their pants/shorts/dress so that about 2/3 of excess strip is left hanging out behind them. (Note: this works great with young children as well.) The object of the game is to pull all the other players tails off. The last one standing with their tail is the winner. Have everyone run with their hands on their head - except when grabbing a tail.  This prevents people from blocking and makes them look pretty funny. Can also be played by teams with different coloured strips for different teams.

***Chariot Race***  
Form teams of 3 players each. Arrange your playing area with a marker at either end of the field.  Teams must link arms, side by side. The object of the game is to race around the markers in a circle - all teams in the one direction. If a team is passed by a team behind them then they are out.  If any member of the teams’ arms becomes unlinked, that team is out. The team or teams (depending on time) still in at the end of your allotted time are the winners!

***Cocoon of Doom***

Using the red and orange Ikea egg chair, have one male leader (strong) to hold down the bottom of the chair, and another to spin the contestant ten times. They must get up and instantly walk perfectly along a straight line towards a big prize!

***Colour Candy Relay***

Set up 2 tables at one end of the room. On each table place a bowl filled with 60 M&M pieces (10 for each colour) with a spoon beside it. Form 2 teams with 5 players each. Teams each form a line at the end of the room opposite their tables and each player is given a cup. At “GO!” the first player of each team runs to their table and starts transferring one of each colour M&M from the bowl to their cup using the spoon, only one piece at a time. Once a player has all 6 colours in their cup they run back to their starting line and the next player goes. The team who is first with all its players having all 6 colours in their cups back at the starting line wins.

***Colour Dash***

Each team must attempt to collect their colours of ball pit balls before the other team collects all of their colours.

Deposit all the ball pit balls in the middle of the field.

Paint a strip on your buckets to correspond to the colour of the ball pit balls

Line 3 buckets up on one side of the field, and the other three on the other side of the field.

**Game Play:**

This game consists of a big pile of ball pit balls in the middle of a field. Your group is broken up into two teams, each team is responsible for returning 3 different colours to the corresponding garbage can. For example, Team One must collect Red, Orange and Yellow, while Team Two must collect Purple, Blue and Green.

* During the first round, the garbage cans will be nicely lined up on their sides.
* In the second round, the garbage cans will be mixed from one side to the other.

***Coke Bottle Challenge***

Tie a piece of yarn around your kids' waists, and affix the yarn to a pencil. It should hang down like a little tail. Have them squat down and try to place the hanging pencil in the top of a Coke bottle. The kid with the best time is the winner. Also, all those squats are sure to tire them out.

***Colour Mummy***

Form 2 teams, each with 5 players. Teams choose one of their players to be their Mummy. The other 4 players are given paper streamers of different colours. At “GO!” the players have 1 minute to wrap their Mummy using the streamers creatively and artistically. When the time is up the leaders will choose which team’s Mummy wins.

***Colour Sweep***

Set up 2 goals at opposite sides of the room. Blow up a few balloons in 2 colours (e.g. 5 red and 5 blue) and scatter them around in the space between the 2 goals. Form 2 teams of 3 players each. Each team will have a goalie and 2 sweepers. Give a pool noodle to each player. The teams have one minute to sweep all of the balloons of their colour through their goal. When time is up, team with the most balloons through their goal wins. Form new teams and continue play.

***Dead Ants***

Players move around the room until a leader calls out “dead ants”. All players must drop to the floor on their backs with arms and legs waving in the air. Last player down is out

*\*Variation: once players are down, they must freeze. First person to move is out. You can extend the ‘freeze’ time and eliminate more players*

***Duct Tape Roll up***

The game starts with the floor littered with little toy bugs (or feathers, or confetti and the only way to pick them up is to wrap duct tape around your teammate (sticky side out) and let them roll around for 60 seconds. Whoever gets the most stuff to stick to them wins!

***Elephant March***

Eight unopened water bottles are placed in two parallel rows on the ground, precisely eight feet apart. The contestant must wear a standard pair of pantyhose over the head, with a cricket ball placed inside the end of one leg. Keeping one foot on each side of the centerline, the contestant must swing back and forth using the momentum of the cricket ball to knock down all eight bottles.

***Escape***

Players form a large circle with at least an arm’s length between each person. One player is “it” and stands in the middle of the circle. “It” must escape between two players in the circle. Players can move to the right or the left to stop “It” from escaping. When a child escapes, the two players “it” escaped between must chase “it” around the circle. Whoever is last around the circle is the next “it”.

***Face to Face:***

Players form pairs around a circle/s, with one person as “It” in the centre. “It” calls ‘face to face’, ‘back to back’, ‘hand to hand’, ‘foot to foot’ etc. and the players change position accordingly. When “It” calls ‘all change’ the players must move across the circle to find a new partner. “It” tries to get a partner at the same time, and if successful, the person left without a partner becomes “It”.

***Giant Ten Pin Bowling***

Equipment: 1 large beach ball, 10 white garbage bags with hole cut out for child’s head.

Instructions: 10 children wear garbage bags and line up in bowling formation (4 back row, then 3, then 2 and 1. Other children take turns rolling beach ball to knock over pins, if the ball touches a child they will lay down on the floor just like real bowling.

***Human Foosball***

Create 2 teams of 10 players each. In the centre of the room make a row of 4 players from each team. This row must face one another and sit cross-legged on the ground. Make a row of 3 players each behind the first row. Make another row of 2 behind the second row. And finally place a goalie behind the row of 2 players. Give each player a pool noodle. All players must remain seated for the whole game. Players must try and knock a balloon with the pool noodles until one team gets a goal.

***Hungry Hippos***

Use the 4 flat sliders and 4 washing baskets with all the ball pit balls in the centre of the room. 4 Leaders hold the legs of 4 children who lie on their stomachs on the sliders. The children hold the baskets and are pushed in and out of the circle by their leader. As they go into the circle they lower the basket and try to gather up as many ball pit balls as possible. At the end of the timer, the child with the most balls win.

***Indians and Teepees***

Players form pairs to make an inner and outer circle. The inner circle are “Indians” and the outer circle are “Teepees”. Indians sit on the ground in front of the “Teepees” who stand with their legs apart. A referee calls out either “Indians”- in which case the “Indians” must crawl under the legs of the “Teepees”, run around the circle and back under the legs of their partner to their place; or “Teepees”- in which case the “Teepees” run around the circle and back to their place. In each instance the last player back and their partner are out.

***Islands***

Players move around the room until the music stops. Players must then touch an island. When touching an island, players are not allowed to touch other players. Each time the music starts an island is removed. The ultimate goal is to see how many people can touch an island without touching each other.

\*The smaller the island- the harder the game.

***Knock the Dragon***

Build a wall with buckets. Balance dragon plush toy (Kids Church cupboard) on top of wall. Make 2 teams (boy’s v girls) and give each team 5 bean bags each. Teams take turns to try and knock the dragon off the wall. First team to knock him down wins.

***Lifesavers & Straws***  
Simple game with any number of evenly divided teams. Everyone gets a straw and places it in their mouth. Get the teams in some sort of single file line, row or circle. Start the front or beginning person with a Lifesaver candy on their straw. They must pass the lifesaver from their straw to their neighbour’s straw without using their hands. First team to pass it all the way down or around is the winner.

***Memory Game***

Collect twenty items in a group allow one minute for the players to study them. Cover or remove the items and have children write own as many of the items as they can remember (individually or in teams). The child/ren with the most items wins.

***Musical Beach Balls***

A mix of musical chairs and pin the tail on the donkey, this game is always a blast! Blindfold your contestants, make them dance a little and when the music stops they have to find a beach ball. If they don’t, they are out!

Create a playing environment that will not pose a physical threat to someone who is blindfolded. Blow up your beach balls. Prepare your blindfolds or sleeping masks (preferably with a silly face printed and glued on it).

Have each of your contestants blindfolded. Similar to musical chairs, play some music and have the contestants dance around like their life depends on it, but really, make sure they are dancing it only makes the experience that much better. They have to dance the whole time the music is playing. When the music stops they must find a beach ball which is thrown in after the music stops by the game hosts. If you start with 4 players only throw in 3 beach balls. The contestant who does not retrieve a beach ball is out. Start from the top with the music & dancing. Stop the music and let the looking begin.

***Number Hugs***

Players move around the room until the music stops and a leader calls out a number. Players must then form group hugs of that number. Anyone not in a group is out.

***Orange Hockey***

Two players. Must use the ‘orange hockey stick’ (orange in the end of a stocking) and try to put the ball into their goal

Equipment: small ball, orange hockey sticks- 8 x oranges, 2 pairs of thickish stockings cut in half- to make 4 stocking legs, 4 cone markers

*\*Variations: This can be played with almost anything, banana, pudding, socks, apples ect.*

***Orange Knees***

Form two teams of players (about 4 on each team). Set two hula hoops down about 2-3m away from the relay teams. Between the teams place a bucket full of oranges. When the leader says go, the players must take turns trying to pick up an orange between their knees, keep it between their knees and carry it down to the hula hoop and use their knees to drop the orange inside the hula hoop. No hands or feet are allowed to be used. Teams race against a timer and the team with the most oranges in their hula hoop at the end, wins.

***Pegasaurus***

All children create a circle seated. 3 children are chosen each round. They have a peg placed on their shirt below each shoulder blade and on one in the centre of their back close to the waist. On go, they must try to remove the pegs of other players without losing their own. They cannot reach around or over another player. They can only remove pegs from behind.

***Pink Elephant***

Wearing a headband with a plastic spring toy (Slinky) attached to it, flip the spring toy up onto head so that it rests in a stacked position on forehead.

***Plunger Head***  
In most hardware stores you can buy the pink plunger part separate from the stick. So get two plunger ends for every stick. Put one plunger end at each end of the stick. Tie a tennis ball by about 2 feet of string to the middle of the stick. Form two 8-member teams. Have them run a relay from a starting line to the end of the field in pairs. Each player has to put a plunger end on his forehead and together they have to wrap the tennis ball around the stick without using their hands (other than to hold the plunger to their heads). When they get it wound, they drop it, run back and tag the next pair who then has to UNWIND it in the same fashion. The team whose pairs finish first wins.

***Plunger Racing***

Using the roller boards and two plungers. Race using them as paddles. This could be as a relay for a working word, as a racing track made with masking tape or an obstacle course.

***Poison Ball***

Players must dodge the ball as it is thrown across the playing area as they run from one side of the playing area to the other. Players are out if they are hit by the ball below the knees. Once out, players help to throw the balls.

***Pumpkin Bowling***

Basically self-explanatory. Use Bowling pin set and a pumpkin.

*\*Variation: Use other fruits or random objects, pineapple, coconut etc.*

***Pull-Up***  
Boys and girls sit down in 2 long lines facing each other from opposite sides of the field except for 5 guys and 5 girls who start the game in the middle, standing. At “GO!” all kids in the center run to the people sitting and "pull-up" a person of the opposite sex by taking their hands and pulling them up to a standing position. For example a guy would go up to a girl, pull her up and then sit down and take her place. The girl then runs to the other side of the room, pulls a guy up and takes his place, and so on. This continues for one minute, the whistle blows, and everybody stops where they are. The kids left standing are counted. If there are more girls than guys, the guys get 2 points, and the game goes on. Every time a minute goes by, the whistle blows and those standing are counted. The idea is sort of a random "musical chairs," boys against the girls. The team with the most points at the end wins.

***Rapid Fire***

Contestant using only their hands must shoot rubber bands and knock a pyramid of six soft drink cans completely off a table 3 meters away.

***Rip-Off***  
Divide into two teams. One team places a 1.5 foot long strip of duct tape horizontally on their backs. The other team places a 1.5 foot long strip of duct tape vertically on their back. (You can use different coloured tape if you want and name the teams by the colours. i.e. Yellow vs. Black) Have teams separate in a large playing area. The object is to "rip off" the tape from their backs. Once their tape is removed they are out of the game. Team with more players left at the end wins.

***Starburst Toss***  
Draw a target on the ground with flour or use a hula hoop or rope. Have 3 or 4 packs or bags of Starburst or other individually-wrapped candy divided evenly among all the players. Each person throws one Starburst into the target and closest to the middle can retrieve all of them. Continue as long as you'd like.

***Stepping Stone Scissor, Paper, Rock***

Line up a team of boys against a team of girls at either end of the room. Between them set up mats or anything like “stepping stones”. The kids have to hop on each stone until they meet in the middle. When they meet, they have to play scissors paper rock and the winner must continue to hop towards the opposing team and the next team mate must hop towards them. This continues until one team makes it all the way to the opposing team’s starting line.

***Tic Tac Toe***

Make a noughts and crosses square out of masking tape on the floor (3 squares in 3 rows). Have two teams of 3 players. Each player takes a turn to race a beanbag up to the square and place a bag in one square. They race back and tag the next player in their team, who runs another beanbag up to try and get three beanbags in a row. Players can move beanbags around if they are blocked by the opposing team’s beanbags. First team to make a row of three wins.

***Tic Tac Shake***

Items needed: Headbands and a pack of Tic Tacs for each player

Directions: Attach the pack of Tic Tacs to the headband so it is secure and won’t fall off. Give each player a headband. At “GO” each player will attempt to shake all of their Tic Tacs out of the box, using only their head. Players can jump, dance, shake, and bang their heads, but they cannot use their hands.

***Tiger Foot Soccer***

2 players use the tiger feet props to play a quick game of soccer. First to score a goal wins.

***Toe Fencing***  
Form 3 to 5 pairs, with each pair watched by a leader. All the pairs lock hands and at “GO!” try to tap the top of one of their partner’s feet with their own feet. In other words, one player tries to step on the other player’s foot while their hands are clasped together. Of course, since players are also trying to avoid having their feet stepped on, they are all hopping around the floor in a frantic dance. When a player has had his foot tapped three times, the leader proclaims him out of the game, and the winning partner challenges another winner. The game continues until only one person is left.

***Ultimate Scissors, Paper, Rock***

All children in the room play. They pick a partner and play Scissors, Paper, and Rock against each other. The loser of the game has to line up behind the winner and cheers them on, as they go and play against another winner in the room. Eventually there should be 2 giant lines of children cheering on their winner, until the last round is played and there is an overall champion.

***Ups and Downs***

Two teams of two players; one player is the guard, one tries to turn the other team’s cups.

Two tables- one with cups up; one with cups down

On go, the ‘turner’ moves to the opposing team’s table. They must turn that team’s cups to direction of their own team. The guard must turn the cups back to their original direction.

At the end of a minute, the winning team is the one with the most cups in their original position

*\*Variation: play on the floor, and/or with buckets*

***What a Racquet***

Using a tennis racquet placed between the legs, the player must manoeuvre a gumball or marble across the racquet and make it come to a stop in a single designated goal zone marked on the racquet strings.

***Wheelbarrow Puzzle Race***

A wheelbarrow race at the next level. In a relay, teams must pick up a puzzle piece and wheelbarrow race it to the puzzle board and complete the puzzle. First team to complete the puzzle wins.

***Zig Zag:***

Players form teams with at least an arm’s distance between each. On “go” the first player zig-zags to the bottom of the team, then runs straight up the side and back to his place. Following team members do likewise, but will need to zig-zag to the bottom, run to the front and zig zag to their place.

***Lego***

***Chopstick Lego Race***

Equipment: 4 containers of normal sized Lego pieces, 4 empty boxes/containers, 4 pairs of chopsticks, 2 long tables

Instructions: divide children into four equal lines, first player from each team steps up to the table, they have 20 seconds on the clock to use the chopsticks to pick up and transport Lego into the box on the table near the container of Lego (may only pick up 1 piece at a time) next player repeat and so on, most Lego in the box wins.

***Lego Car Races***

Equipment: 4 -10 Lego cars

Instructions: on Go! Children race their Lego cars to see which one can go the furthest, if time permits children can design and build their own car.

***Lego Scavenger Hunt***

Equipment: 100 assorted Lego pieces hidden around the room (even blue tac to walls)

Instructions: before children arrive hide the Lego in the room, on Go! Children find as many pieces as they can.

***Lego Towers***

Equipment: if possible borrow giant Lego from night owls, if not use normal Lego

Instructions: in small groups race the minute clock to build the tallest Lego towers, must be still standing with the minute is up.

***Ball Games***

***500***

All in, everyone clusters in a group away from the single ‘thrower’. The thrower tosses the ball in the air towards everyone, as they are throwing the ball they yell a number between 50-500, “I have 200 up for grabs”. Whoever catches the ball gains those points, however if they drop the ball they lose those points. The first person to get to 500 wins and becomes the next thrower.

***Blanket Volleyball***

Set up four people teams with one person holding the corner of the blanket each. Have one team serve the volleyball by placing the volleyball in the centre of the blanket. As a team, they need to quickly lower and raise the blanket to launch the ball – the opposing team must catch the ball in their blanket and pass it back.

***Cherry – Outdoors***

Play with a baseball bat and a tennis ball. No teams, just one person up to bat and everyone else is in the outfield. The person with the bat tosses the ball up and hits it. They then place the bat on the ground in front of them. The person who gets the ball rolls it at the bat from the place where the ball was picked up. When and if the ball hits the bat it pops up into the air. If the batter does not catch the ball, the person who rolled it is then up to bat. If someone in the field catches a hit before it touches the ground, they are automatically up to bat.

***Spud – Outdoors***

All players form a circle and count off numbers (they must remember their own number). One player is chosen to be ‘it’ and is given a ball. They throw the ball high up into the air and calls out another player’s number. Everyone runs away except for the player with that number. They must run to the ball, when they receive the ball they call out loudly, “Spud”. Everyone must freeze when they hear, “spud”. Then, the player with the ball can take two steps toward any player and throw the ball at them. If that player is hit by the ball, they become it. If not, the player who called “Spud” is “it”.

***Goalies***

Players are in circle formation, facing in. Each is in wide straddle step with the side of the foot against the neighbours. The hands are on the knees.  
Two balls are used. The object of the game is to throw one of the balls between the legs of any player before they can get their hands down and stop it. Each time the ball goes between the legs of an individual, a point is scored against that individual. The players having the least points against them are the winners.  
Be sure the players catch and roll the ball rather than bat it. Players must keep their hands on their knees until a ball is thrown at them.  
*Variation: Player is in the centre with a ball and is it. The other players are in the same formation as above. One ball is used. The centre player tries to roll the ball through the legs of any player he or she chooses. They should fake their intent, using feints and changes of direction. Any player that allows the ball to go through their legs becomes it. All players start with hands on knees until the ball is thrown.*

***5 pin soccer***

A really fun, all-involved game that builds soccer skills. Place teams at opposite ends of a gym or field.  
Place five 2-liter plastic soft drink bottles in the centre of the field. A little gravel in the bottle helps it to stand up and creates more noise and excitement when hit.  
At the start signal, players kick balls from behind their line trying to knock down a pin. The player who knocks down a pin must run out and set the pin back up. Score 1 point for each pin knocked down. First to five wins.  
You can have more skilled players play less skilled by placing the lesser skilled players closer to the pins.  
It can also be played with four teams arranged in a square around the pins

***Minute to win it (Just check google for more)***

***Matchmaker:***

Contestant must pick up one of 18 plastic cups on a centre table and place the M&M'S® Brand Chocolate Candy from under that cup into 1 of 3 glasses placed around the outer rim of the stage. Object is to get 6 of each designated colour into the 3 glasses.

Equipment: 2 tables set with 18 black plastic cups with 6 x red, blue and green m&m’s underneath them. Three tables each with one plastic cup in a corresponding colour to m&ms under the black cups on centre table

***Separation Anxiety***

Contestant must separate a pile of 50 multi-coloured M&M'S® Brand Chocolate Candies into five separate containers in a set colour order.

Equipment: 4 tables, 4 x 5 coloured plastic cups matching the m&ms colours- red, green, blue, yellow, orange. 4 bowls of 50 m&m’s

***Suck It Up***

Player must use only a flexible straw in his or her mouth to suck up chocolate covered candies and transport them 1 at a time to 4 other flexible straws standing vertically. The player must then deposit and balance 1 candy on each of the 4 standing flexible straws.

Equipment: 4 tables set with 4 upright straws blue tacked in place. Bowl of m&ms and clean straws for each player each round

***Dizzy Mummy***

The player attempts to wrap himself or herself from head to toe in toilet paper by spinning in circles. We love it because it’s so easy to set up, but it’s quite difficult to pull off in just 60 seconds. Plus, it’s hilarious for all other players to watch.

What You Need:

• 1 Roll of Toilet Paper

How to Play:

1. The player completing the challenge will need a little assistance from another player.

2. The assistant will hold a roll of toilet tissue and the player will take the end in one hand.

3. When the clock starts, the player will spin in circles, attempting to cover himself or herself completely with the tissue.

Tips to Master the Challenge:

1. Have the assistant adjust the toilet tissue up and down as the player spins in an attempt to get all areas covered.

2. Make sure the room is clear of potential hazards that could trip or injure the player.

***Pairs***

***Defying Gravity***

Items needed per pair: 2 balloons

Directions: The law of gravity says what goes up must come down, but in this challenge, the players must help two balloons disobey that law of gravity for a full minute. Each pair’s task is to keep their 2 balloons afloat, drifting in the air, for 60 seconds. They may bounce the balloons in the air with any part of their body EXCEPT their hands.

***Forehead Pass the Orange***

You’ll need two oranges and an obstacle-free space to play. Everyone splits into two even teams, each needing pairs of similar height.

The first pair of each team stands at the start line. Place an orange between each pair, gripped by their foreheads. On ‘Go!’ both pairs run to the opposite wall, touch it, and then return to the start. The orange is then passed (by hand) to their next team pair to take their turn. As both pairs are running at the same time, check your room is wide enough. Players won’t be able to see where they’re going, so this stops them colliding. If the orange is dropped, the pair must start again. The winning team is the one where all pairs have completed the course.

***Island Game***

If you are familiar with party games, surely you know this one. Pairs are made and they stand on an island (newspaper page). After every song, the island gets smaller and smaller (the newspaper is torn in half). Who can dance together the longest while still standing on the newspaper without stepping off it?

***Last Straw***

Items needed for each pair: A cup, a can or bottle of soda, 2 straws

Directions: When you put your finger over the end of a straw, you create a vacuum within the straw, strong enough to keep the liquid from slipping out the other end. In this challenge each pair will use this simple scientific curiosity to transfer the soda from its current container to their cup. At “GO” the players of each pair will take turns placing their straw in the soda, covering the end of the straw with their finger, and moving the soda to the cup. The pair with the most soda in their cup at the end of 60 seconds, wins.

***Lemonade Making Contest***

Items needed for each pair: 2 lemons sliced into quarters, a cup of sugar and 2 teaspoons, 2 cups filled with water

Directions: 2 to 4 pairs and have them up front facing the audience. On a low table in front of each of the pairs, have the ingredients for lemonade: a plate with 2 lemons sliced into quarters, a cup of sugar with teaspoons, and 2 glasses of water. Announce that this is a race to make lemonade. When you say "Go," the first players of each pair must first eat a lemon quarter, take a teaspoon of sugar, drink some water, and then jump up (twist, spin.... be creative) several times (maybe to a count of 5) to mix up the ingredients, then tag their partner who proceeds to do the same. The first pair to finish all their lemon quarters is declared the winner.

***Marshmallow Pitch***

Items needed: A bag of mini marshmallows for each pair

Directions: For this game, have kids form pairs and give each pair a bag of miniature marshmallows. Each pair should designate one pitcher and one catcher. On "GO", the pitcher tosses a marshmallow into the catcher's mouth, and the catcher must eat the marshmallow. The pitcher and catcher should be about 2 metres apart. A leader counts how many successful catches are made, and the pair with the most at the end of a time limit or the first to reach twenty successful catches is the winner.

***Noodling Around Difficulty Level: 2***

Dexterity, speed, and skill are all required in this fun, family-friendly challenge that requires players to place 6 pieces of penne pasta onto a spaghetti noodle at once. It has the potential to be pretty funny, so it has the laugh factor we love, and it’s serious fun.

What You Need: 6 Pieces of Penne Pasta (any large, tubular pasta noodle will work, such as rigatoni, etc.). Several Pieces of Spaghetti Pasta

How to Play:

1. The 6 pieces of penne pasta are placed around a table (or in a line, if you prefer) and the challenge player is given a spaghetti noodle. He or she will start the game with the noodle in his or her mouth.

2. When the clock starts, the player must use only the noodle to pick up all 6 pieces of the penne pasta before the time runs out.

Tips to Master the Challenge:

1. In the rush of trying to pick up the penne pasta, angel-hair spaghetti noodles can break and take up precious time. Be sure to buy the larger spaghetti noodles to play this challenge.

2. While any tubular noodle will work in place of penne pasta, be sure to purchase larger pasta. Smaller pasta can be more difficult to pick up and may decrease your chances of winning.

3. In order to make sure the penne pasta stays on the spaghetti noodle, try giving your head a small toss back after you’ve picked up a piece of pasta to keep it from falling off.

***Say Cheese***

Throw a piece of wrapped sliced cheese onto your partner’s forehead and get it to stick!

*\*Variation: Teams of players, played in a relay, or individuals playing against each other with multiple throws. Throw your cheese slices at a target. Winning team has the highest score on the target, or most slices that stick*

***Skittles or M&Ms***

Items needed for each pair: 2 blindfolds, 12 Skittles, 12 regular M&Ms

Directions: Mix the M&Ms and Skittles together on a table in front of the players. Blindfold the players. At “GO” the players must use their sense of touch (one player to find the Skittles and the other the M&Ms) to feel the candies in front of them and to sort out the 12 M&Ms from the 12 Skittles.

***Speed Skating Relay***

Items needed for each pair: Two empty tissue boxes, 4 buckets, 12 plastic balls (3 red, 3 blue, 3 yellow)

Directions: 2 to 4 pairs. Have them stand at a starting line and take off their shoes. Give each pair 2 tissue boxes and 12 balls. Set 4 buckets in a straight line on the floor going away from each pair. Spread them out so there’s a good distance between them. Have the first players of each pair put the tissue boxes on their feet. The boxes are their skis. At “GO!” the players must “ski” to the first cup and drop three balls into that cup, one of each colour. Then they must ski back to the starting line, pass on their skis to their partner, and the second players ski to the next cup and do the same. The pair who puts 3 balls of each colour into all 4 buckets and gets back to the starting line first, wins.

***Tis-shue!***

Items needed: A box of tissues for each pair/ individual

Directions: No one likes to be sneezing all the time and having to grab for a tissue each time. In this challenge, each pair is given a box of tissues and at “GO” they must remove all the tissues, one at a time, from the box. They can use both hands if they like, but they can only pull out one tissue at a time. First with an empty box wins.

***Pool Noodles***

***Jousting***

Choose two kids to play. Both players wear a helmet and have a pool noodle “jousting stick”. Kids have to stay balanced on a line of tape placed on the ground, without coming off. Players knock each other with the pool noodles until one comes off the line.

***Jousting in Trolleys***

Variation on Jousting, contestants sit inside a bucket with wheels and get pushed along by a leader towards each other and try and hit balloons off the opposing team’s helmet.

***Noodle pass***

Two teams of 4-6 players who lie on the ground head to toe. First player places the upright pool noodle between their feet. On go, they must pass the noodle over their head to the next player who catches it with their feet and passes it on. Winning team passes the noodle the fastest.

*\*Variation: use a ball or balloon or other object.*

***Pool Noodle and Balloon Base Ball***

Have balloons on a stand and see how far they can be hit using only a pool noodle as a bat

***Pool Noodle Marble Races***

Use pool noodles that have been cut in half. Put the marble at the top end and see if they can be raced down the ditch in the centre of the noodle.

***Shaving Cream Balloon Noodles***

Fill balloons with shaving cream, attach them to the end of a pool noodle. Have children wear helmets and they have to try and pop the balloon over the opposing team.

***Star Wars***

***Alliance vs First Order***

Equipment: one long table, one ping pong ball (thermal detonator)

Instructions: divide into teams: Alliance & First Order, as many children as you can fit kneeling around the long table (even amounts from each team), ping pong ball (thermal detonator) in the centre of the table, on Go! Children use the force to blow the ping pong ball (thermal detonator) towards their opponent’s end of the table to blow them up. Repeat with new group of children.

***Collecting Khyber Crystals***

Equipment: large bucket full of bean bags or other suitable item, 4 normal sized buckets.

Instructions: divide children into four relay teams, large bucket of bean bags (Khyber Crystals) in the centre of the room. 4 teams in 4 corners of the room. On Go! First child from each team race to the large bucket and retrieve one bean bag, race back to their team and place the bean bag in their team bucket, hi-5 the next team member and so on. Team with the most Khyber Crystals (for powering lightsabres) wins.

***Help Rey find Luke***

Equipment: 6 buckets, 2 chairs, 2 blindfolds

Instructions: 3 children versing 3 children, 1 for each team sits on a chair as Luke, 1 person is blindfolded from each team and other person directs them left/right/forward/back around 3 buckets as obstacles to get to Luke first (other end of room). Or see who can get closest in a minute so more children have the opportunity to play.

***Lightsabre Training***

Equipment: 1 lightsabre or pool noodle, 1 balloon hanging from the ceiling on string, 1 blindfold.

Instructions: Replicate Luke's lightsabre training on-board the Millennium Falcon (Episode IV: A New Hope) by hanging a plastic ball/balloon on a string at around head height to represent the orb. Take turns to blindfold each child, then swing the ball back and forth on the string and see if they can 'feel the force' enough to hit it three times with their lightsabre.

***Socks***

***Name those Socks***

Instructions: Boys vs Girls, form 2 teams with equal number of players. Will require a large sheet for players to hide behind. Team 1 sits down at one side of the room while Team 2 stands forming one line facing Team 1 on the opposite side of the room. Team 2 takes off their shoes and Team 1 has 20 seconds to get a really good look at Team 2’s socks and remember which socks belong to whom, after which the leaders raise the sheet from the floor in between the 2 teams, hiding Team 2 from Team 1. Team 2 position themselves behind the sheet facing Team 1 (in no particular order) and at “GO” the leaders raise the sheet until Team 2’s feet can be seen by Team 1, who now have 30 seconds to identify the owners of the socks, Then it’s Team 2’s turn to guess. Winning team the one with most correct number of guesses.

***Slidey Sock Races***

Equipment: 8 coloured buckets or cones, spare pairs of socks, shoes off

Instructions: all children divided into 4 teams, lined up behind 4 buckets/cones, on go! Children race towards the 4 buckets/cones at the other end of room and race around their coloured cone and back to team, hi-5 next team member. Children try to stay in their own lanes, all seated when complete.

***Sock Grab***

Instructions: Boys vs Girls, everyone sits down on the floor and takes off their shoes. At “GO” each player tries to take the socks off the feet of an opposing player. EVERYONE REMAINS SITTING, NO STANDING AND NO KICKING ALLOWED!

Once a sock is grabbed, it must be removed.

The winning team is the one with the most socks remaining on their feet at the end of 1 minute.

***Messy Games***

***Balloon Squash***  
Prepare shaving cream-filled balloons (at least one for each player). Divide players into two teams. Set up the plastic tarp, and put a bucket of cream-filled balloons near the tarp. When the signal is given, a player on each team runs over to the tarp.  A leader will place a balloon on the tarp, and the player must sit on it until it pops. Then they run back and tag the next player to go.  First team to be sitting down after all their balloons are squashed wins.

***Banana Barf***

You can use as many contestants as desired but it's best with an audience cheering them on. The contestants place a pantyhose stocking over their head and face (like a bank robber) and are given a banana. They race to see who can eat the banana through the nylon first. Have a camera ready!

*\*Variation: Play using jelly/ custard instead of a banana*

***Banana Eating Caterpillars***

Wrap 2 children from shoulders to ankles (no covering faces!) in cling wrap. Lie them down carefully onto their stomachs. Children wriggle down the room to a plate with an unpeeled banana. They have to eat their banana the fastest. First child to finish wins.

*\*Variation: This can be played eating anything – biscuits, cake, lollies, jelly, fruit, etc. Be mindful of Allergies*

***Boot Smoosh***

Each team of four has a pair of gumboots.  
For each round, they nominate a player to answer a question. If they get it wrong, they can choose a can of unlabelled food which is poured into their boots. Keep going around until all questions have been asked.  
  
When the boots are full, have four cones set up in a LARGE square (or if you want larger teams, a hexagaon or some other fancy shape) with a member of the team on each corner. From here on it's a relay race where a banana must make its way around the square. The winner is first one back.

Make sure the gumboots are large

***Bread Stick Fights***

Just like a sword fight- but with bread sticks. If you break your opponent’s bread stick, you win.

***Cheerio Face Off***

Make 2 teams of 2 players. In front of each team is a plate of butter and a plate of cheerios. One player is chosen to be “painted” and their teammate has to carefully smear butter all over their face and then gently press their face into the plate of cheerios. Team with the most cheerios on their face wins.

***Coke Relay***

At one end of the room is a 2 litre bottle of Coke (one for each team), at the other is an empty pitcher (also one for each team). The goal is to get the most Coke into the pitcher in the time limit. Each kid has to get as much Coke as he can in his mouth (using a straw) then run to the other end and spit it in the pitcher.

***Doughnut Chow Down***

Set up a horizontal pole (held up by two leaders) with doughnuts attached by string to the pole at various levels. Contestants have to eat the doughnuts in the fastest amount of time without their hands, sitting on their knees.

***Face the Cookie***

Contestants, using only their faces, must move an Oreo cookie from their forehead to their mouth.

***Feet Games***

Children must find and extract the 10 olives/ marbles from a bucket of custard/ oatmeal/ slime using only their feet and place them in a bowl

Equipment: (Tarps/ sheets,) chairs x 4, buckets x 4 filled with custard/ oatmeal/ slime, 40x olives, 4 bowls, wipes, water, towels, paper towel, sauce, cherries, chairs, tarp, table

*\*Variations: This could be a combination of anything! They could pass worms along their team with their feet, make lamingtons with their feet, and ice cake with their feet – the list could go on! Be creative!*

***Goldfish Gauntlet***

This game is great when done in front of a crowd.  
Select four people from the crowd to be your players. Get the players to take their shoes and socks off, and stand on the short end of the tarpaulin. (At this stage, the goldfish and peaches should remain hidden).  
Then get someone to bring out the goldfish, and tell the players that you will be putting the goldfish out onto the tarpaulin, and their aim is to walk across the tarpaulin without squashing any of them! Now blindfold them.  
Instead of putting the goldfish out, spread the sliced peaches all over the tarpaulin. While this is happening, it's best to tip off the crowd (Maybe with signs so the players can't hear) and get them to play along... making "ooooh!" sounds whenever the players step on peaches.   
Once that's done, get the players to run across the tarpaulin one at a time. The fastest player wins a prize!  
This is great fun to watch. Especially when the players freak out, thinking they've stepped on a goldfish. It's also a great way to get the crowd involved.

***Ice Cream Sundaes:***

Two teams of two players. One player lies on the ground holding a cup over their face. The other player must stand on a chair and make an ice-cream sundae in the cup.

If players are up for some fun, the player who has had the sundae made over their face, can then feed the sundae to their team mate. But remember nothing is ever without mess!

Equipment: garbage bags, goggles, hair covers, cups, spoons, ice-cream, chocolates

***Jelly Catapult***

Make three bowls of jelly. This will be your ammo throughout the game. Dress 3 kids into garbage bags, shower caps and goggles. Line them up on a tarp, opposite a table with 3 simple catapults and scoops of jelly.

Aim and fire! Reload from bowl and continue until all jelly is gone. Ensure that all other kids are not going to be hit with jelly, so do not make the distance between the catapult and the players too great.

## *Jelly Slurp & Spit*

Have a huge bowl of Jello up front and 2 small clear bowls or cups on two tables at a starting line about 3 meters from the bowl of Jelly. Form 2 teams of 3-5  players each. Each player gets a straw.  The object is to see which team can get the most Jelly into their jar/cup by slurping it out of the mother bowl, running back to the starting line, and spitting it into their jar/cup.  Give them a certain amount of time (2 minutes), then compare jars/cups to see who has the most.

***Lick and Stick***

All good birthdays have jelly babies- or life savers or skittles.

Goal of the game is to lick and stick as many to your face as you can in one minute.

***Marshmallow Drops***

Prepare beforehand by spreading out plastic on your stage area. Find a place where everyone can see someone laying down.

Get several pairs of students to come up front. Have one partner lay down on the plastic and the other around the edge of the plastic. Have the "dropper" stand over the head of the partner with a small cup of chocolate syrup. The "dropper," standing straight up (no bending to get a better aim), dunks marshmallows into the chocolate syrup and with his or her arm straight out, drops it into the mouth of the person on the floor. Points are awarded by the number of marshmallows eaten.

***No Hands Food Eating Competition***

Get food- something like jelly or cake and get children to eat the food without their hands. You can put lollies inside for them to get out of the jelly to create more of a competition.

## *Pass the Sand*

For this game you’ll need a bag of soft sand and two big buckets or small plastic tubs. Fill each container with sand then form 2 teams and line them up. Have the first person in each line grab a handful of sand from the container. They must pass the sand to the next player, who passes it to the next, and so on down the line. When the sand reaches the last player, he/she pours what is left of it onto a plate. The team with the most sand on their plate at the end of 2-3 minutes wins the game.

*\*Variations: tinned spaghetti, jelly, porridge etc*

***Pudding Fling***  
Make a "Bulls Eye" hole in a large (door size) piece of cardboard or plywood (think refrigerator box). Provide sunglasses/goggles for the ones who volunteer to stick their heads in the "Bulls Eye" to protect their eyes. Have a mixing bowl full of pudding for kids to throw from. They will fling a handful of pudding at their target.

***Snowball War***

Divide into 2 teams and line each team up with its players side by side, arm’s length apart facing their own Territory Line. There should be at least a 2-3 meter space between the 2 Territory Lines. Each player is given TWO snowballs to hold and a garbage bag to put on. Pick one player from each team to play "Scissors, Rock, Paper" to see who goes, or fires, first. What this means is one team readies to "fire" while the other team has their backs turned. A leader then yells "FIRE." If anyone on the firing team wants to fire (optional) they can throw one or both of their snowballs at the other team. Anyone hit has to sit down where they get hit. No one from this team has to throw anything. Then the tables are turned. The other team gets a chance to shoot. The first team has to turn around and the whole process is repeated.  This mimics the war patterns of the old days.  "Hey you shoot at me and IF I don't die, I'll shoot back at you." Then it's full on! The leader yells “CHARGE!” Both teams run at each other and try to hit the other players with their snowballs while trying to make it across the enemy's Territory Line. The object of the game is NOT to eliminate everyone on the other team by hitting them with a snowball, the object is to get at least one team member across the enemy's territory line.  First team that has someone across the enemy's Line wins. If anyone argues with the leader about who the winner is he/she is subjected to a barrage of snowballs.

***Sock And Bop***

For this game, you need old pantyhose and flour. Have all the kids line up at a starting line. Then have “boppers” (leaders) on the field in 2 lines facing each other to create a “run-through” line or gauntlet, each leader with a flour- stuffed leg of pantyhose. A leader will shout "Everyone with purple on! (or any color)" and those people must then run to the other side of the field. The leaders try to hit them with the 'flour hose' and those hit are out and must sit at the sidelines. The winner is the last one standing. Safety Note: ONLY bop in the torso area - NEVER bop below the waist, in the face, or around the neck! By the way, the "boppers" don't have to be leaders if you have kids mature enough to handle a flour filled pantyhose. Also, instead of a gauntlet the boppers can be placed randomly around the playing field.

***Toast***

Form 4 x 2 player teams and give each a piece of toast and some jam or chocolate spread. The aim is for the first person to spread on the jam/ chocolate - using only their noses. The second person on each team has the job of eating the toast. The first team to finish is the winner!

Equipment: (Tarps/ sheets), tables x 4, chocolate spread/ jam, toast and plates, wipes, paper towels

***Water Balance***

Get 4 kids to lie down on their backs in a small circle with their legs sticking up in the air. So their feet should be touching at the top, making a kind of table. Put the full bucket of water on here.  
The aim is for all of the kids to remove their shoes in the given time limit... so this will mean keeping the balance of the bucket, while one or two players take a foot away and remove the shoe.

**Bible Challenges**

***ABCD***

Bible quiz with two players at one end of the room and multiple choice ‘tokens’ at the opposite end of the room. (we use small lengths of plumbing pipe with ABCD marked on them respectively)

Once the question and multiple choice answers are given, players must race for the correct token.

*\*Variation: players race on roller trolleys, slide on bathmats or any other creative way you can think of for them to race for the answer*

***Bears and Rabbits***

Just like Zonk, but children can only choose one bush to uncover a bear or a rabbit.

Blue rabbit- 500 points

Red rabbit- 1000 points

Gold rabbit- 2000 points

Bear- eats all points gained (including in past rounds)

***Books of the Bible in order***

Put the children into 2 teams. Each team has to order either all the Old Testament books correctly, New Testament books correctly or ALL 66 books correctly.

***Bible life saver game***

2 Kids are laying on the stomachs, feet flat and hands under chin, facing away from answers.

Have different bible character’s name on pieces of paper, including the answer, at the end of the room.

Ask a question about a bible story. e.g. "what bible character survived a great flood?" The kids need to jump up and run to grab the correct answer first.

Winner stays on and a new player comes up. Boys can verse boys/ girls verse girls.

***Charades***

Boy’s v girls. Each round a boy or a girl has to choose a bible character/story to act out silently. Their team must try and guess to earn a point. Team at the end of the game with the most points wins.

***Celebrity Heads***

Choose 4 players. Each player sits on a chair on the stage with a chosen Bible hero on a piece of paper on their forehead. They must ask only “yes” and “no” questions to their team to try and work out which character they have been given.

***Dinosaur Chomp***

Just like Zonk- If children get a “chomp” their points from that round are “chomped” up and lost.

***Forehead Pass the Orange***

You’ll need a bag of oranges. Write on two sets a section of the books of the bible- one book on each orange. e.g. Deuteronomy, Joshua, Judges, Ruth, 1 Samuel. Everyone splits into two even teams, each needing pairs of similar height.

The first pair of each team stands at the start line. Place an orange between each pair, gripped by their foreheads. On ‘Go!’ both pairs run to the opposite wall, touch it, place the orange down and then return to the start. The next pair can begin their turn. *If the orange is dropped, the pair must start again. The winning team is the one where all pairs have completed the course.* Once all oranges are at the end of the room the teams need run reorganise the oranges into the correct order.

***Match the Bible Characters***

Make pairs of Bible characters who go together, e.g. Cain & Abel, Mary & Joseph, Jonah & giant fish etc. Children have to try and match the correct pairs together the fastest.

***New or Old:***

Designate one side of the room to be “old” and the other to be “new”. As you shout out books of the Bible, have the children run to the side of the room depending on whether they think the book is in the New or the Old Testament.

***Over the Head Pictionary***

Children try and draw a Bible story on a piece of butcher’s paper by using a texta over their heads and not looking at the paper. Their team has to guess what the story is.

***Pictionary***

Children have to draw a Bible character or story and have their team try and guess the story the fastest. Each team has the same story, and the first team to guess gets the point.

***Two Truths & a Lie***

Tell two truths and one lie about a well-known Bible hero or story. Children have to guess which one is the lie to earn a point.

***Race to Revelation***

Write the NT books of the bible on two sets of Styrofoam cups. Mix the cups up on the floor (away from each other so each team has their own set). Two boys and two girls have to stack the cups back into the correct order all the way to revelation in a minute timer. Leaders can help guide the children and the children can use their Bible contents page to help. If the stack is not complete on both sides at the end of a minute, two new players are chosen for each team, the timer is reset and the stack is continued until one team is the winner. Leaders to check the order is accurate.

***Zonk***

Review game. Make 2 teams. Each team is asked a question and if answered correctly, a player from that team comes up to the Zonk board. They can pull off as many circles as they like to gain as many points as possible. They may also stop at any time to “bank” their points. All points that are “banked” are safe for the whole game. If, however, they pull of a Zonk circle while gaining their points, all unbanked points that round are lost.

***Family Games***

***Best bedtime story: A game for adults/ kids***

Three players. Kids’ team will use the random props provided to act out the bedtime story. Players must buzz in when they can guess correctly. Best of 5 wins. Bedtime stories

* Little Red Riding Hood
* Goldilocks & Three bears
* Cinderella
* Wombat
* Where the Wild things are

***Cheesecake Challenge: For parent/kids x 4***

Challenge between a parent and their child to be the fastest to eat a slice of cheesecake- no hands allowed. All cake must be eaten and then plate placed on top of the player’s head to indicate they are finished.

***Day in the life of DAD: For Mums x 4***

Mums must get into their flannel shirt and overalls, shovel their mulch into a wheel barrow. Take the barrow up a plank of wood to the stage. Drink a can of SOLO, drop kick the football and race for the one remote at the end of the COLA to be the winning Mum.

***Day in the life of MUM: For Dads x 4***

Dad’s must get their baby and put on its nappy. Baby cannot be put down after this point. They must answer the phone- which also cannot be put down after this point. Apply make-up, fold socks, eat peas and then get into their nightie. They must then race for the one pillow at the end of the COLA to be the winning Dad

***Does my bottom look big in this? For Dads and a child x 4***

Child must put on long johns. Dads must stuff as many sponges into the long johns as possible in 1min. Winner is the team with the most sponges

***Great Aussie Barbeque Eating Challenge***

Have as many stations set up as we wish (four generally works best) as follows

Three courses for each station

Course 1 - Cabanossi and cheese with crackers

Course 2 - Sausage with sauce (bread if appropriate)

Course 3 - Individual Pavlovas

Also, there is a cup of orange juice/Coke/lemonade/cordial/water per station. Each participant has to eat and drink all items on station without using their hands. The quickest to complete their food and drink will win.

***Masterchef??***

Give the families a bunch of ingredients (best to combine a few standard ingredients such as flour, pasta, tomato paste etc with a few wacky ones such as pickled gherkins, olive paste, food dye, mustard etc). No real rules to the game, just whoever comes back at the end of the night with the most edible/most creative/most innovative meal/best all rounder wins. For this you need a panel (half the fun is watching the panel have to taste each concoction...). Have judging criteria based on presentation, edibility etc.

***Pillow fight challenge:***

Players must stand heel to toe on the line marked on the stage and try to force their opponent off using their pillow. No hits around the head allowed. Contestants will be given goggles to protect eyes. The minute a foot comes off the line, the contestant is out.

***Sleeping bag crawl: A game for kids or adults.***

Players must put on their PJs, get into their sleeping bag and race to get their teddy back to the start the fastest- players must crawl like caterpillars.

***Christmas Games***

***Blind Artist games***

Christmas tree tear – players must tear a Christmas tree from paper behind their back

Paper on your head drawing- players must draw the subject they are given with the paper on top of their head. Ideas to draw include: snowman, Rudolf, Santa, Christmas tree, star, stable, baby Jesus, Wise Men, camel, donkey, candy cane, sheep

***Candy cane stack***

How many candy canes can one child hang on another child in 1 minute? Prize for the most.

***Christmas hockey***

Using plum puddings in Christmas stockings as hockey sticks, 2 players must face off and try and hit the singular plum pudding through their goal (use the small puddings and unwrap them)

***Christmas Master Chef***

teams (parents and kids) are given 3 random ingredients and 3 minutes to create their own Christmas delicacy. Eating is optional! Make it fun. Hide random ingredients in a bag. Let players pick one ingredient each from the bag

***Christmas pairs***

Simple game of matching pairs. Played by two kids on separate boards. Prize for the first child to find all their pairs. Can be simple for young children, more complex for older kids.

***Christmas Pictionary***

***Christmas Santa eating relay***

Each team is lined up opposite their bowl of Christmas Santas (or other chocolates) To play they must put on a large pair of mittens, run to their bowl, unwrap their chocolate santa and eat it before tagging the next player in their team. First team to eat all their santas wins.

***Christmas tree decorating***

One-two children dressing another child as the tree- prize for the best looking tree.

***Christmas Trifle***

Child on Chair makes a trifle into the cup held over the face of their partner who is lying on the ground. Trifle consists of sponge roll, custard, jelly and a cherry. Once the trifle is made,if there are no allergies, the trifle maker is fed the trifle over the head of the other player. (Players lie with the tops of their heads touching. Players will goggles and other protective gear)

***Frozen Christmas T-shirts***

Gather several Christmas Shirts and wet, fold and freeze them. First child to get their t-shirt on is the winner

***Fruit mince pie fly***

Players must use their “splatapault” to launch their fruit mince pies. Can they hit the bullseye?

***Gift wrapping***

the fastest or the best wrapping

Difficult objects the best- balls are fun!

Wrap your partner

Wrap object one handed

Wrap object with gloves on

Siamese twins- two children, one using their left hand, one using their right hand, other hand around each other’s waist

***Right Carol, wrong lyrics***

This is a game for older children/ adults. One player must sing a well known Christmas carol using the word of a random publication. Team must guess what the carol is

***Santa beard relay***

A relay race. Each team member must put Vaseline on their face then run to their team’s bowl of cotton balls and put their face in to get as many cotton balls stuck on as possible. Winning team has the most balls

*Variation*:children must paint each others’ faces with strawberry jam/ marshmallow fluff and stick on marshmallows

***What will Santa eat?***

Fastest eating of the cookie and milk

***Wreath target***

How many Christmas bean bags/ soft toys can you get through the wreath?

***Ups and Downs***

Using Christmas cups