

Games

for Small Groups Waiting

Here are four games or activities to play with small groups to entertain kids as they wait for their next activity:

Group Count

This game requires the group to be quiet and listen attentively to each other. Everyone must take turns saying numbers in sequence therefore counting as a group. The group, however, may not make a plan for the counting order and must take turns randomly. If two players say a number at the same time, the group must start back at one. The goal of the game is to reach ten, then a higher number as everyone gets better. By the end of the summer, groups may be able to count to 50!

Land, Sea, Air

A fun listening game played on a line. As leader, you call out a series of commands land, sea, and air in random order. The children stand with their feet together and toes behind the line. This is Land. If you call air, everyone must jump up in the air and land in the same place. If you call sea, players

must hop over the line and land (feet together) in front of the line. If you call land, they must do the opposite landing behind the line. If you they are already on Land or Sea when it is called, they may not jump. Give players a task to complete such as running to touch another line when they make a mistake.

Splat

A fun circle game. A single person stands in the middle of everyone else in a circle. This person point to someone in the circle and says splat. The person who was pointed too must duck and the two people next to that person point to each other and say splat. If anyone does not duck or say splat, s/he becomes the person in the centre.

Repeat after Me

Try some Repeat after Me songs, such as Boom-Sha-Boom. You can find several great demonstrations videos of songs on the web, including this playlist on YouTube.

<https://www.youtube.com/playlist?list=PLA90B27BD7CF2AAED>

<http://www.playworks.org/>



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SNODD

Activities

Amazing Mazes

So if after your first jump you are on a square that says, "2," you can then jump 2 squares in any direction. If the next square you land on says, "3," you jump 3 squares in any direction, and so on. Again, the goal is to make your way to the center square, by landing exactly on it.



mathgeekmama.com/sidewalk-chalk-jumping-maze-math-challenge





For more maths challenge mazes try www.mathsweek.ie/2012/puzzles/maths-mazes

(Our Scribbled Walls)

Games for Bus Trips

Name that Tune

With the radio or a portable music player, have one person be the DJ. The DJ plays the first 5 to 10 seconds of a song before cutting it off and have the rest of the group try to guess in 30 seconds or less. Once your group has made it through a set number of songs, let the person who had the most correct guesses DJ next!

Twenty Questions

With two or more players, one player becomes the answerer and others ask questions. The answerer chooses an object but doesn't reveal to the others. The questioners then take turns asking yes or no questions. The questioner who guesses the object becomes the next answerer. To make the game easier, theme the object, such as making it an animal or vegetable.

Alphabet Race

All players must be first to find something outside of the vehicle that starts with the letter "A" and call it out for all to hear. After that move on to the letter "B" and so on through the alphabet.

Sweet or Sour

This classic road trip game is so inclusive that it gets people outside of your group playing too! Simply wave at other motorists or people on the street. If they wave back, they are sweet. If not, they are sour.

Colours

Every person chooses or is assigned a colour and must look for that colour on your route. Players get points for each object they see with their assigned colour. Players must state clearly what the object is and keep track of their own points.

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Games to Play at the Park

Off the Ground Tag

Parks often have structures, benches and stumps. In the game of Off the Ground Tag, every player is safe if they are not standing on the ground, but on another object. To be fair to the tagger, however, runners cannot be off the ground for more than five seconds. Count the seconds similar to five Mississippi's, but five *name of the park*, such as "one, Deerfield Park, two Deerfield Park, three, Deerfield Park", etc.

Critter home building

Let the kids squat down and explore the world of insects. Many kids naturally want to pick up and gather pieces of nature. Let them! Bark. Twigs. Leaves. Rocks. Each item is fun to explore on its own and together can build fun little huts for critters to dwell.

Follow the Leader

Go on a nature hike to explore the park while playing Follow the Leader. Your followers must make the same motions as you. When you bend down to look, they must bend down and look too. When you jump over a twig, they must jump too. Take turns being the leader.

Capture the Flag

If you can get enough people, parks are wonderful places to play a game of Capture the Flag. The object of the game is to capture a pre-identified object from the opposite team. Each team gets to hide that object within the boundaries in advance. Teams may tag opponents and capture them, but the other team may free those captured by reaching them without being tagged and getting a free walk back to their team's home base

Iron Lung

If the kids run up to you saying I'm bored, give them the game of Iron Lung to play before sending them away to let their boredom turn into creativity. Think of this as a race. First get the kids on their marks. To get set, the kids take a deep breath -- the deepest they can. Then go! Players begin running and yelling, letting everything out of their lungs. When their breath is gone, they must stop. Then turn around and see how far they got. This is sure to make even the most energetic kids want to take a break before playing again.