

and ax and Bananas” The next person tries to remember everything the person before brought and adds their word to the end in alphabetical order. When the person can’t remember all the items in order they are out. The winner is the person who can remember the entire list when no one else can!



THUMB WRESTLING

Lock your right hand with your opponent’s hand with thumbs up. Move your thumbs side to side and you both chant “One! Two! Three! Four! I declare a thumb war!” and then try to pin your opponent’s thumb with your thumb without letting go of their fingers. Once pinned, your opponent has 10 seconds to wiggle free before you win!

THE TELEPHONE GAME

The telephone game is best played with a larger group. Choose a long-ish phrase to whisper quickly into the ear of the person next to you. They then whisper what they heard into the next person’s ear. You all giggle and laugh when the last person says the phrase aloud at the end and you see how much it has changed!

DON’T LAUGH COPYCAT!

As the leader you can move any way you wish, or choose exaggerated facial expressions. Everyone must copy you... without laughing! Not even a giggle. ;) Anyone who makes a peep is out of the game! What a fun challenge!

5 QUESTIONS/ WOULD YOU RATHER

The asker gets to ask five random questions to any player they wish. For example “If there was one thing you could change about me what would it be?” or “What is the best thing that ever happened to you?” It is a great way to get your kids talking and find out more about them and

vice versa. Another variation would have players asking “would you rather” questions. For example, For example, “Would you rather have arms so long they hung to the ground or three legs?” Or, “Would you rather run a marathon with a blister on your foot or a cramp in your calf?” or “Would you rather have your grandmother’s first name or her hairstyle?”

LET’S TELL A STORY

Someone starts by making up the beginning of a story and then stops. The next person picks up and starts adding to the story. It gets silly and often times we end up starting over, but it’s a great way to pass the time. And allows the players to think creatively!



ROCK, PAPER, SCISSORS

The rock is a balled fist. The paper is a flat palm. The Scissors are the pointer and middle fingers sticking sideways. Rock beats Scissors. Paper covers Rock. Scissors cut Paper. Simply say “Rock, Paper, and Scissors...Shoot” and everyone throws their choice into the centre of the circle. It’s also a good way to make a decision



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GAMES

SPONGE RELAY GAMES

Divide children into 2 teams. Use 4 buckets - place two at the starting line and two 30 or more feet away. Fill the farthest buckets with water. Players take a sponge and run to the far bucket, dip the sponge in the water and then run back to the starting line bucket and squeeze the water into the empty bucket. The first team to fill their bucket wins. (Use larger buckets to hold the water first since a lot of the water will be lost as they race back to fill their bucket.) Variation: Race backwards for a crazy twist!

SILENT CHARADES GAME

Write down objects for children to act out. Make 2 per object. Example objects: elephant, rock, fireman, princess. Place in a container - children pick one piece of paper. They must find their “match” by acting out what is on the paper without words. When they find their match they sit down next to that person.

DRAMA BAG GAME

Fill several shopping bags (or any container) with 5 different items. The items can be anything - shoe, comb, penny etc. - But fill each bag with different items.

Divide children into equal teams and give each team one bag. Teams then go to different rooms and create a skit or play which must include all items in the bag. After 15 minutes gather them all together and let them perform their skits for each other. Game Variation: The children create a song or a commercial.

SILLY RELAY RACE GAMES

Divide the children into 2 groups for these games and have them race by:

- Holding balloons between their knees
- Jumping rope singing happy birthday
- Balancing an object on head
- Holding a balloon between two of the team members heads
- Balancing a small ball on their feet
- Skipping backwards
- Bouncing a ball

Once they master the forward races, have them do them backwards!



FOIL FASHION

Aluminium foil is used to create fashions - find out who can create and design the best or most creative outfit from just foil. Fun game and girls really like making crazy looking clothes! Play on teams or let the girls design their own creations and model the outfits themselves.

Give each child 1 or 2 big rolls of foil. Pass out pieces of ribbon, string or rubber bands to help the children make the clothes stay on if you choose. Using the foil have the girls create and shape the most fabulous outfits they can. Anything can be made from the foil including skirts, shorts, blouses, pants, tank tops, sunglasses, high heels, flip flops, hats, wigs, tiaras, jewellery, rings, earrings, belts and more.

OVERSIZE GAME

Draw a large (VERY large!) game board with chalk. Make every square at least 45cm. Make it in the shape of a circle or oval (or a figure 8). Write “start” at the first square and then on each square write a command or action. Example: Square 2 = move ahead 3 spaces, Square 3 - jump up and down until your next turn, Square 4 = sing the national anthem until your next turn, Square 5 = go back 2 spaces... and so on until every square is filled.

Make 2 large oversize dice from boxes at least 30cm X 30 cm (the bigger the better!). The pieces being moved around the board are the children themselves. They roll the dice and then move themselves along the game board. The winner is the one to reach the end space first by landing on it with an exact roll.

WEAR THAT!

You will need a bag filled with crazy clothes and items to wear such as feather boas, bikinis, funny glasses, high heels, large underwear, hats, etc... the more outrageous the better.

Place all the items in a large shopping or black garbage bag. Have the players one at a time roll one dice. If the dice lands on a 1 or a 6 then they must take an item from the bag and put it on over their clothes. Keep playing until all the items are being worn. The person that has on the fewest things wins.

Variation: Instead of having the person rolling the dice choose from the bag have the person to their right choose something from the bag for them to wear.



WATER BALLOON GAMES AND ACTIVITIES

BALLOON AND DART GAME (FOR OLDER CHILDREN)

Fill up several water balloons and tack the ends to a large cork board with thumbtacks. Place the board about 10 - 15 feet from the throwing line.

Children then line up behind the throwing line and one at a time throw darts at the water balloons. To score points write point values on the water balloons with a permanent marker before hanging them up. Balloons that are filled the most will pop the easiest so make them the lowest point value.

BALLOON STOMP

Fill up lots of water balloons and place on the ground. Let the children stomp them until they are all popped.

BLINDFOLD TOSS GAME

Blindfold the players with bandanas and have them try and toss water balloons to each other.

CAPTURE THE FLAG

Have children play Capture the Flag with water balloons added in just for fun. Instead of tagging someone so they have to go to “jail” have the children tag each other with water balloons. ~~Complete directions for the Capture the Flag game.~~

CATCH AND DUCK

Divide the children into 2 teams and have them stand at least 30 feet apart. Each team gets a plastic tub filled with water balloons and an empty plastic tub. The teams take the water balloons and throw them at each other. While they are throwing water balloons they are also trying to catch the balloons that are being thrown at them.

The balloons that are caught are placed in the empty container. When there are no more the caught balloons are counted and the team with the most wins!

FEET PASS

Divide children into two teams and give each team an equal number of water balloons. Have them sit down and line up side by side on the ground. At the end of the line set up an empty container.

The object is to pass the balloons down the line using only their feet. The last person in line places the water balloons in the empty container. The team who has the most balloons at the end wins.

SWEAT PANT RELAY GAME

A really silly game and lots of fun. You'll need water balloons and two pairs of XXXL men's sweat pants - the kind with elastic at the ankles. Divide into two teams and the players choose who will wear the sweat pants.

The object of the game is to get as many water balloons across the field in the shortest amount of time only by carrying them in the sweat pants. The teams will fill up the legs of the player with the pants on and that player will have to run across the field - careful not to pop any of the balloons - and place them in a container on the other side.

Then run back for more balloons. You can also have the children change out who is wearing the pants each round.



VOLLEYBALL

Played like regular volleyball except instead of hitting the balloon over the net it is thrown underhand and the other team must catch it without breaking it. If the balloon is caught then the team throws it back over the net. If it breaks, is not caught or goes out of bounds then the other team gets a point.

WATER BALLOON BOWLING

Set up ten empty plastic bottles and try to knock them over using water balloons.

WATER BALLOONS VS. SQUIRT GUNS

Fun game for a hot day! Divide children into teams and give one team large squirt guns and one team a tub full of water balloons. Let them battle until the water balloons are gone and then switch teams ~~so teams~~ so that everyone gets a chance to play with both.

WATER BALLOON PICK UP - THE MOST IMPORTANT GAME!

After the games are over give each child a sack or container and whoever picks up the most balloon pieces gets a nice prize.

10 EFFORTLESS WAITING GAMES

HIGGY PIGGY

The idea of Higgypiggy is to create a riddle whose answer is two rhyming words. One person comes up with the question and the rest guess. For example: Q. What is a noisy thunderhead? A. A loud cloud. Q. What is hair for a hog? A. A pig wig. Get it? Got it? Good!

I'M THINKING OF AN ANIMAL, PERSON, PLACE OR THING

This is also a fun game for kids of all ages. Just choose an Animal (if the kids are older you can choose to play using famous people, places or favourite things) and then everyone asks yes or no questions about your animal and tries to guess what it is.

HOW'S YOURS

How's Yours is best played in a group of at least four people. One person leaves the group and those left agree on an item... let's say “toothbrush”. The guesser returns and takes turns asking each person “how's yours?” the players give a word or short phrase to answer the question.

I say “Bristly.” Child one says “soggy.” Child two says “green.” Child three says “chewed.” The guesser shouts out the answer as soon as she thinks of it and if she guesses on your word then you become the next guesser.

I'M GOING ON A PICNIC

This is an alphabet/memory game. Start the game by saying “I'm going on a picnic and I am bringing an Ax” (or Apple, Anaconda, Aardvark--any “A” word) The next person says “I'm going on a picnic and I am bringing