

Passive Games

by

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Auto Trip (circle/passive)

Players sit in a circle and are assigned the names of auto parts. (ie. hood, wheel, door, etc.) The storyteller tells a story of an auto trip. As the player tells the story, the parts mentioned get up and follow him/her. When the storyteller yells "Blowout" each player scramblers for a seat. The one left out becomes the next storyteller.

Beat the Bunny (circle/passive)

Equipment: Two balls of different size. The bunny (small ball) is started first and is passed from child to child around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. Note. The farmer and the bunny can change directions if needed.

Buzz (circle/passive/backpocket)

The players start counting substituting buzz for the number seven and multiples of seven. If a player makes a mistake he must drop out or the whole group must start again. (can be done with a clap of the hands instead of the buzz)

Chicken Picks (passive)

Equipment: rubber chicken

Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (ie) mars bar, crunchy, aero etc. etc. etc.

Electricity (circle/passive)

The group sits in a circle holding hands while someone sits in the center. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbour. The person in the middle tries to figure out where the current is. If successful, he exchanges places with the immediate sender of the charge.

Fight for My Attention (drama/passive)

Two people are challenged to come up to the front of the room and the audience then chooses a topic. The two people must talk about that topic for one minute in front of the crowd, BUT they are both talking about the topic AT THE SAME TIME! The audience must then vote on which person held their attention for longer.

Ghost (passive)

Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing space and choose a spot to stand in. All players need to close their eyes. The ghosts will roam about the playing space. They will try to kill the people by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong they are out and should sit down. This is a great game if you want to quiet your camp down.

Good Morning Captain (passive)

The captain sits slightly apart from the group and is blindfolded. The leader indicates a player who says "Good Morning Captain!" The captain tries to name the speaker. If he responds "I said good morning captain!" If the captain correctly identifies the speaker he retains his position. If not the player becomes the new captain. Players should try to disguise their voices.

Ha Ha Ha (passive/cooperative)

This is a contagious laughing game. Player #1 lies on their back and places their head on the belly of player #2 (at right angles to player #1). Player #3 then places their head on the belly of player #2, and so on. **Players should end up lying in a zig zag formation.** Now the first person shouts "ha!" and the next person answers with "ha ha!".... etc. Soon everyone loses control and starts laughing hysterically. Once someone laughs they need to start again.

Hazoo (passive)

Choose someone to be “it” and divide the group into 2 parallel lines. The person who is it has to walk down the column without laughing or smiling. The rest of the people, try to make the person laugh without touching them. This game can also be done in a circle and the person in the centre can be put in the hot seat. Specific questions can be asked and if successful they become the Grand Hooza.

Hot and Cold (passive)

One person is it and leaves the group. The rest choose an object in the room and when "it" returns they help him find the object by singing a song and increasing the volume as he nears the object and decreasing when he becomes colder. (This can be used in many situations).

Hot Potato (circle/passive)

Equipment: Ball or something to pass. The potato is passed from person to person until the leader gives a signal. The person left holding the potato is eliminated. Great quick game to get people motivated again after lunch.

How do you Feel? (circle/passive)

Fill a few bags with a varying of items. (ie. chunk of bread, a piece of soap, a candle, a stick of gum, a sock, tissues, wet paper....). Be sure to have things that are difficult to distinguish. Then, sit the group in a circle. Give the bags out and ask the person to pick out an object without looking in the bag. If they pick out the wrong objects they must put it back. Then the bags are passed on to let someone else have a turn. Can be carried out with the use of blindfolds, (great for sensory awareness before a senses trail).

How many Thumbs??? (circle/passive)

Group should be divided so that they are in small groups of about five or six people. The smaller groups lie on their stomachs and put their hands in the middle of the circle with fists closed. On the count of three, everyone either sticks one thumb up or two or none, while at the same time they are saying a number. The object of the game is to predict how many thumbs are up! The winner, if any, gets a point.

Humming Game (passive)

You make a task for a person who has been asked to leave the room. When the person returns everyone hums. When the person returns everyone hums, when the person gets closer to the area where the task is to be accomplished the humming becomes more intense and if she goes away humming becomes quieter.

I Spy (backpocket/ passive)

One person says " I spy with my little eye, something that begins with". Then others try to guess what the object is and the one who guesses it takes the next turn.

Killer (backpocket/ passive)

Someone is chosen to be the picker all the other kids line up facing the wall and should close their eyes. The picker goes by and taps each of the kids. He taps each of them once but whomever he picks as the killer he is to be tapped twice. Once everyone is tapped they all turn around. (Sometimes the killer is given away here because of smiling)

Everyone begins shaking hands with one another one at a time in a normal shaking manner. If you are the killer when you shake hands with people you bend your index finger in and sort of poke the palm of the person's hand your shaking. If you feel this when you shake someone's hand then you go and shake two more hands (normal shake) and then silently fall to the ground. Eventually the killer gets everyone and then the games over and a new killer gets picked.

Lions and Tigers (circle/passive)

Players sit in a circle. Two children on the opposite sides of the circle, hold small objects, (stone, ball etc.). One is called a lion, and the other a tiger. On a signal the players pass the objects to the right as quickly as they can. The fun is in trying to get one animal to overtake the other.

Missing Child (passive)

One player stands blindfolded in the centre of the room. Have the other children stand in a circle or a line. Have the children switch places in the circle and take one person out of the room. Then unblindfold the child in the centre, and give him one minute to name the missing player. Let the person who was removed now be blindfolded.

Murder Wink (circle/passive)

Killer winks at his victim. The victim waits 5 seconds and then falls. The victim chooses his own way of falling. If a player thinks he can identify the killer, he points and says "I accuse you". If he is wrong, both players are dead.

Magic Sticks (circle / passive/campfire)

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.

Peaches (circle / passive/campfire)

The leader begins by saying, "repeat after me". Then the leader clears their throat and says: "peaches, peaches very fine peaches, the very best peaches in town." The leader tries to get the campers to repeat. The poem is not correct until the throat is cleared.

Phantom (circle / passive/campfire)

The leader begins by walking around a circle of campers saying "The phantom walks and walks and walks and walks..... The leader then stops behind a camper and says "Where's the Phantom?" The campers will guess whoever the leader is standing behind. This is the incorrect guess. Tell the campers who the Phantom really is. Repeat the above process. The correct location of the Phantom is behind the camper who speaks first. Keep the trick a secret. If the campers figure out, don't tell or change the secret.

Silly Sally (passive/campfire)

Have the campers in a circle. The leader explains that Silly Sally has a really cool club. The only way that the campers can join is if they can figure out what Sally likes and doesn't like. Sally only likes things that have double letters in them. Sally likes soccer but she doesn't like golf. Sally likes bananas but she doesn't like beans. etc

Ooh-Ahh (circle/passive)

Start with everyone in a circle holding hands. Now one of you gives a quick squeeze to the hand of the person on the right. This gets passed along to the next person and around the circle. Once the squeeze is being passed smoothly, speed up and add sound. Say "Ooh" while going to the right and "Aah" when going to the left. A player gets zapped when they squeeze the wrong hand. Both sounds can travel in opposite directions and you can play tag.

Pina (circle/passive)

Everyone is in a circle. One person takes a deep breath and begins walking around the circle tapping everyone on the head and saying "Pina." The idea is to get back to your place before taking another breath. Your success in this game will depend as much on the size of the circle as it does on the size of your lungs.

Poor Kitty (circle/passive)

The children are arranged in a circle, sitting down. One child is chosen as the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor Poor kitty". If the child laughs, then he must become the kitty and try to make others laugh.

Quaker Meeting (circle/passive)

Nobody can keep a straight face in this game! Players sit in a circle, fairly close together. The leader solemnly taps the knee of the person to his right, and each player in turn does the same. When that action gets back around to the leader, he then taps the cheek of the player to his right. And so on, with the nose, ear, eye, mouth, or until a player dissolves into laughter.

Rainmakers (circle/passive/coop)

All of the participants need to sit in a circle. This activity will create a rain storm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet. Then reverse the whole process. This will sound like a rain storm starting and then slowing down again.

Rocket Race to Mars (passive)

Same principal as pin the tail on the donkey. Instead of a donkey, you make a map. All you need is a large piece of plain paper about a meter square. A double page from a newspaper will do in a pinch. Attach the paper to a tree with tape or lay it on the ground. The paper represents a space map of the universe. The with a heavy red crayon draw a solid colour disc about 3" in diameter on the space map. This red ball will be Mars. Next draw on several other planets. Each player gets to make a spaceship. Blindfold each player, spin him around and see if he can land his ship on mars. Make sure each ship has the child's name on it so you can tell who is the closest.

Rutabaga Rutabaga! (circle/passive)

Each player is given the name of a vegetable. The main rule of this game is that you are not allowed to show your teeth at all. Your gums must always be covering them. You then must say the name of your vegetable and the name of another person's vegetable. That person then must say the same thing. If you make a mistake or show your teeth in any way at all then you are out.

Smaug's Jewels (passive/circle)

One person is chosen as Smaug standing guard over their jewels (a beanbag, handkerchief etc). Everyone else forms a circle around him and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.

Sign Your Name if You Can (passive)

Fasten a sheet of paper to a wall. Players take turns. With a pencil in hand, standing in front of the paper, he starts to swing his left leg in a circle. Doing this, he tries to write his name on the paper. And tries and tries ...

Sounds Good To Me (passive/circle)

The person who is "it" sits in the middle of the circle and is blindfolded. When the leader points to someone in the circle, that person makes a noise. If "it" guesses right, the person who made the noise is now it. *Keep all noises different*

Things (passive/backpocket)

Decide on 4 letters of the alphabet, then divide the group into 4 groups and they must write down, all the objects in the room starting with that letter.

Things Aren't What They Seem (passive)

Equipment: Several household articles - cutlery, hair pins, plastic jewellery etc.

Each child must choose an object, study and make up a story about it. The story must not be typical of the object, but must be a new and different use for it. Example, (Hairbrush) this may look like a hairbrush but what it really is a toothbrush for a giant. Since there are no giants left in the world and haven't been for some time, there are very few of these toothbrushes remaining. You can specify a time frame to get up and talk or good for around the camp fire.

Thrill of a Lifetime (cooperative/passive)

This is a fantasy game that makes the whole group work together to achieve a common goal. Each person is asked to write down their "thrill of a lifetime" on a piece of paper and place it in a bowl or a hat. Draw one or more of these papers (depending on time) and challenge the group to create this "thrill of a lifetime" within a certain time limit. This activity also uses the creative time limit.

Viking (circle/passive)

All of the players sit in a circle. One person starts as the Viking by putting their fingers at their side of their head like horns on their hat. This Viking passes the role of being a Viking by pointing their horns at someone. If you are pointed at, you become a Viking (horns and all) and the person on the right has to start paddling to the right and the person on the left has to start paddling on the left. The last person of the threesome to assume their position is out. The rest of the players slap their legs during the game in a constant rhythm.

What's Missing? (passive)

Have a tray with a number of different objects (ie. pens, crayons, scissors etc...). Have the children study it for 30 seconds, then cover it up and remove one article. Rearrange the objects, and show it to the children again. The first child to guess what is missing gets to organize the tray for the next time.

Will You Buy My Donkey? (circle/passive)

The players should be sitting in a circle. One donkey and one donkey seller should be in the centre of the circle. The donkey seller will try to sell their donkey to those in the circle. The donkey seller will choose one person and ask them, "Will you buy my donkey?" The players in the circle have to answer "no thank you" with a straight face. Then the seller will say, "My donkey can do cool things like..." The donkey has to try and do the things that it's seller says it can do. (ex. tap dance, do a somersault, sing a song...etc.) The players in the circle have to say "no thank you" without laughing. If the person laughs, they become the donkey, the donkey becomes the seller and the seller gets to join the circle.

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Yankee Doodle Cracker (passive)

This is a game for two teams of at least four players on each team, and a referee. The referee gives everyone a cracker. As soon as he blows a whistle, or, "calls on your mark, get set go!" the first person on each team eats his cracker and tries to whistle "Yankee Doodle Went to Town". As soon as he has succeeded the next person does the same. The first team to finish wins.

Ying Yang Yoo (passive)

This game should only be played by older participants. Each word has a separate action. Ying: hand on top of head, pointing in one (either left or right) direction. Yang: hand under chin pointing in one direction. Yoo: Regular pointing action. These three words may only be spoken in the correct order, it always must be Ying Yang Yoo. The first person starts and says Ying, doing the motion. If they point to the left then the person to the left must respond Yang, also doing the motion. The person that was pointed at by Yang must say Yoo and point to anyone in the circle. That person then starts again by saying Ying.

Zip Zap (passive)

“It” points to a person in the circle repeating the word "zip" or "zap" and count to five out aloud. If they say "zip" the person must reply with the name of the person on his right, "zap" he must reply with the name on his left. If he is wrong then he goes into the centre of the circle.

Zoom Schwartz Pifigliano (passive) ***for older participants

Players sit in a circle on the ground. The first person starts by looking at someone and saying Zoom. That person may then look at someone else and say Zoom. Whenever you say Zoom, you look at the person who you are Zooming. If you want to send the Zoom back to the same person, you must say Schwartz, but you may not look at the person. That person then has the option of Zooming it to a new player. However, if the player wants to get the same person back again then they must say Pifigliano. It is a pure concentration game and a lot of fun, but do not expect participants to get it the first time they play it.