

# Moderate Games

by

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### Circle Stride Ball (circle/moderate)

Equipment: Volley ball. A circle is formed, feet apart and touching neighbours. The player inside the circle with the ball tries to throw the ball out the circle between the players legs. Players try to stop it by using their hands. If the ball goes through, then that person goes in the centre.

### Dice Count (circle/moderate)

Equipment: 1 die, a pair of oven mitts, a chocolate bar or other wrapped up treat, and a hat.

A chocolate bar is wrapped up in 5-6 layers of paper and placed in front of one of the players who are sitting in a circle. The person directly to the left of the person who has the chocolate bar starts rolling the die while the person with the chocolate bar starts to put on the hat and oven mitts. Once the oven mitts and hat are on the player starts to unwrap the chocolate bar. The unwrapping continues until the roller rolls a 6. When that happens, everything is passed to the left, and a new person starts to roll the die, and the old roller starts to put on the mitts and hat. The game continues until the chocolate bar is eaten.

## Elephant ball (moderate/circle)

All the players are in a circle with their legs spread apart and their feet touching the next person's feet. The ball must be punched around the circle until it goes through someone's legs. That person is then out. This continues until there is one person left, who would be the winner.

### Flipper Flopper (moderate)

Equipment: One coin per pair of campers, rubber chicken. Players form a circle and stand beside their partners. The rubber chicken is in the middle of the circle. One player is the flipper (with the coin) and the other is the flopper. When the leader says go, the flipper must flip the coin on the ground. If it is heads then the flopper takes two steps forward and if it is tails then the flopper takes one step backward. The first flopper to reach the chicken wins!!

## Guess Who (moderate/icebreaker)

Equipment: pieces of paper with names on them, tape. Each player needs a name taped to their back. The object of the game is to figure out who you are. Everyone goes around and asks the other players questions. The players can only answer yes or no. This game is great when a theme is incorporated. (ex. cartoon characters, book characters)

## Hand Wave (circle/moderate)

Everyone starts in a circle, on their stomachs with their heads towards the centre and their arms forward (or sitting at a large table). The players should have their right hand over their neighbour to the right and their left hand under the hand of their neighbour to the left. Arms should cross at the wrist. The object of the game is to pass the slap. The person who starts slaps the ground and the next hand slaps (not the next person). Once you have the hang of it, add the option of a double slap. This skips the next hand. When a hand is turned on it's side, start slapping the opposite way. (You can place elimination with this game)

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## Juggling (Group) (cooperative/circle/moderate)

A great name game. Players stand in a circle, hands in the air. The leader calls a person name and throws the ball to a player on the other side of the circle and puts their hand up. The second player calls someone else's name and throws the ball to a third and puts their hand up and so on. (The reason to put your hand up for the first couple of goes is so that the group can see who has not received the ball). The last player to catch the ball throws it back to the leader and the game starts over again only faster. A 2nd, 3rd, and 4th ball is added. Timed runs are great as well as starting it into a problem solver by letting the group change shapes to get the best timed run. Be Creative it's great.

## Kitty Wanna Cracker (moderate)

Campers sit in a circle with one person in the middle of the circle. The person in the middle goes up to different people and says "Kitty Wanna Cracker?". The players in the circle say "No, thank you". While this is going on, the people who the kitty has her/his back to try to catch each other's eye and change places. The kitty tries to steal the empty spots. If you are left without a spot then you become the kitty.

## Knots (moderate/circle/cooperative)

Groups of eight stand in a circle facing into the center. Shake hands with person directly across from you, then join left hands with a different person in the group. Must untangle the human knot without letting go of hands.

### Match my Feet (circle/moderate)

Form a circle of players. You stand in the middle. Start the group off with a slow clapping rhythm, such as 2 slow claps followed by 3 quick claps. Repeat this over and over. Walk around the inside of the circle to the clapping rhythm and stop in front of someone. Do a simple step with your feet in time to the beat. The person you're standing in front of must try to repeat your step. If he doesn't, move around the circle and stop in front of someone else. If he does, you take his place in the circle, and he becomes the leader. He may change the rhythm and try to "out step" another player.

## Name Train (moderate/circle/icebreaker)

The players form one circle. The leader begins to meet people by shuffling like a train across the circle, stopping when he or she comes face to face with a player. The leader will say to the player for example, "Hi, my name is Al". The person facing the leader returns with, "Hi Al, my name is John." The leader raises one arm and then the other saying "John,...John,...John, John, John, John, John." The leader turns and John now holds on to the back of Al and both shuffle out across the circle. Keep repeating until everyone has joined the circle.

## Numbers Change (moderate/circle)

The players are numbered 1,2,3,4 etc. The leader calls out two numbers. These players must change seats quickly, while the leader tries to secure a seat. He continues until he succeeds. The one left out becomes the leader. Be careful with this game and chairs, you may wish to use standing positions marked with objects.

## People to People (moderate)

This is a good way to divide individuals into groups in an interesting way. The campers should mingle while snapping and saying, "people to people". The leader will call out commands like, "back to back" or "knee to knee". The leader can also throw in group commands like, "a group that uses the same toothpaste" or "same color eyes". Get creative!

### Poison (moderate)

A soft object (eg. soccer ball or Frisbee) on the ground. Five or more players join hands, forming a circle around the pot. One player is the leader. The leader tries to push or pull the other players so that one of them knocks his foot against the pot. As soon as any player touches the pot, he is 'poison' and all the other players run away from him. The player who is poison chases them until he catches someone. Then that player becomes the leader. And another game is started.



## Pruie (moderate)

Everyone walks around with their eyes closed in a small space. When you bump into someone say "pruie?" If they say "pruie?" back to you then they are not the person you are looking for and you continue looking amongst the crowd. The referee has whispered to one person, telling him that he is the "Pruie". The pruie does not have to close their eyes and if someone bumps into them and asks "pruie?" they do not respond. This is your clue to join onto their hand and open your eyes. The fun comes when there is only one person left to find the Pruie!

## Psychic Shake (moderate)

Each player chooses a number (1,2,or 3). Each player seeks out fellow players by shaking hands right and left. The hand is squeezed the number of times which corresponds to the number the player has chosen. It is a secret code; all must be done in silence. The "spirits" should see to it that the group divides into three separate groups.

### Quack Quack (moderate)

One player is blind folded and is given a cane or stick. The other players march around him in a circle. As soon as he taps his cane loudly, everyone stops. The blindfolded player points his cane at someone and that person must say "quack quack" . The blindfolded player tries to guess who it is. If he guesses correctly the first time, he trades places with that player. If the child does not guess correctly he just continues until he does guess right.

## Queenie (moderate)

Equipment: ball.

One player is chosen to be queenie and he stands with his back towards the other players. Queenie throws the ball over his head and one of the players catches it. Then the players stand with their hands behind their backs and Queenie turns around. The players say "Queenie, queenie, who's got the ball?" Then queenie has three guesses to decide who's got the ball. If he guesses incorrectly the player with the ball becomes queenie. Otherwise he remains.

## Shoe Twister (cooperative/circle/moderate)

Everyone takes off one shoe and puts it in the centre of the circle. Everyone joins hands. On "Go", everyone gets a shoe from centre and finds the person who owns it, and puts it back on that person without letting go of hands of people beside them.

## Simon Says (moderate)

Players form a line facing the leader, who performs any action saying Simon says do this. If He doesn't say " Simon says" before an action then anyone who imitates the action is out of the game. Continue until one person is left.

Variation is to change actions eg. Simon says to touch your head while saying this you touch your knee, anyone touching their knee is out.

Stand in a line (moderate)

Players are divided into teams. They close their eyes or cannot speak. They form lines according to height, dates of birth, or alphabetically according to their first names.

## Tiddly - Button Golf (moderate)

Equipment: 9 small cat food/tuna fish cans.

Take the label off the can and put a number on it from one to nine. Large button and a small button for each player. Buttons must be flat.

Set out the cans like the 9 holes of a golf course. Keep 2 or 3 feet between the cans. Try to shoot the small button into the cans by pressing on the edge of it with the larger button. Start from the tee off spot and shoot for can number one. After you get the button in this can, take it out, put it next to the can and try for can number two.



Count one point for each shot it takes to get the button in a can. The player with the lowest score wins.

Who am I? (moderate/icebreaker)

Each person has pinned on his back a picture or name of a famous person. By asking questions to the other people that can be only answered "yes" or "no", he must figure out who is on his back.