

Bang!

Play: Have kids stand in a circle with one person (the Caller) in the middle. The caller yells out a name of someone standing in the circle. The two people on both sides of the person that was called point to each other (with their hand resembling a gun) and yell “bang!” Whoever says bang first, or in the event of a tie, the loudest, wins and the other person becomes the caller in the middle. The person whose name is called must duck before the people on either side of him yell bang. If that person is still up when they say bang, he becomes the caller.

Do You Like Your Neighbour?

Play: In a standing circle have one person, ‘it’, in the middle. ‘It’s’ objective is to find a spot in the circle, a “home”. ‘It’ will turn to someone in the circle and ask, “Do you like your neighbours” (Neighbours are people standing on either side of you). The selected person can answer yes or no. If he answers yes, everyone, except the selected person and the two neighbours, move and try to find a new ‘home’. The person in the middle also has to try and find a ‘home’. If he answers no, then he has to say whom he does like, for example, “no, I don’t like my neighbours, but I like people with blue eyes.” Then everyone with blue eyes and the two neighbours get up and switch places. The last person in the middle is the next ‘it’.

I’ve Never

Play: Everyone stands in a circle with a caller in the middle. The caller then calls out something that they have never done... “I’ve never been to Quebec”. Then everyone who HAS been to Quebec has to run and switch spots with someone else that has also been to Quebec while the caller also tries to find a spot in the circle. The last person in the circle is the new caller.

Shuffle Your Buns

Materials: enough chairs for everyone and enough room to make a circle with the chairs.

Play: Place all the chairs in a circle and have all the players sit down with the exception of one, who stands in the middle. That person is trying to get a seat, but the rest of the players are trying to keep the empty chair from being filled. To do this they must shuffle their buns around the circle in the same direction. The direction can be changed by someone calling out “switch directions!”, at which point they must all switch the direction they are shuffling. When the person in the middle succeeds in sitting on an empty chair, the person who failed to move on to it is the next to go into the middle to search for a new chair!

Sword in the Stone

Materials: Pool noodle

Play: Have everyone stand in a circle with one person in the middle who is holding a pool noodle. That person goes up to someone, calls their name and hit them below the knees with the pool noodle. That person then has to run the pool noodle back to the middle and get back to the empty spot before the person hit grabs it and hits him. If the original caller makes it to the empty spot, the person hit gets to be in the middle. If he gets hit with the pool noodle, he goes back to the middle and tries again to get out of the middle.

Upset the Fruit Basket

Play: Have the kids stand in a circle and label them off as three or four different kinds of fruit. (i.e. Apples, Oranges, Bananas, etc.) The caller stands in the middle of the circle and calls out one of the fruits. Everyone who is that fruit switches spots with someone else whose fruit was also called while the caller tries to get a spot. The last person in the circle to find a spot is the new caller. The caller may also call “upset the fruit basket,” where everyone has to get up and find a new spot at least two seats away from where they are sitting.