

Captain's Coming

One player is chosen as the captain. S/he calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, s/he is out. (This decision is made by the captain who is always right.)

Orders:

To the ship: run to the captain's right

To the island: run to the captain's left

Hit the deck: lay down on your stomach (or if players don't want to get dirty, they can crouch down)

Attention on deck: salute and yell, "Aye, aye captain!" -- players may not move now until the captain gives the order of, "At ease!" (ie even if the captain gives a different order such as "to the ship" the crew must continue to remain at attention until told "at ease")

Three men in a boat: the crew must form groups of three and sing "Row, row, row your boat" Anybody who is not in a group of three is out.

Clear the deck: everyone must have their feet up off the floor

Scrub the deck: everyone on their knees scrubbing

Captain's Quarters: everyone ran towards the captain.

Man-over-board: Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their partner's back. Children without a partner or pairs that are too slow are eliminated.

A Periscope: Every player falls on their back and sticks one leg in the air. The last ones are eliminated.

SHARK!!!!: Everyone must run to a designated base (multiple bases can be used). The last player to the base is eliminated.

Crow's nest: All players must find a partner. The lightest player rides on their partner's back. Those without partners or who assemble the crow's nest too slowly are eliminated.

Three maids in a row: Children form groups of three and sit in a vertical row. The players who are the odd-man-out are eliminated.

Sick turtle: Everyone falls onto their backs and wave hands and feet in the air.

Bow: Run to the front of the boat

Stern: Run to the back

Port: Run to the left side of the boat

Starboard: Run to the right side of the boat.

Row the Boat: Each player finds a partner, sits face to face, holds hands, and pretends to row a boat. Players who can't find partners or who are too slow are eliminated.

Alternative rules: If playing in a pool, all of the orders stay the same except for "hit the deck" which becomes "walk the plank." This means that crew members must bob underwater.

To make the game less competitive, players do not get "out." Instead, if the captain notices that they do not follow an order, they must stand out for a count of 20.

Crows and Cranes

Play: Divide players into two teams and have them line up three feet apart, facing each other. One team is called the Crows and the other is called the Cranes. A goal line is marked about 25 feet behind each team. When the leader calls out “Cranes”, the Cranes turn and dash back to their own goal line while the Crows chase them and try to catch them. The opposite happens when “Crows” is called. Whoever gets caught, when their team is called, becomes part of the team that caught them. The team that captures all the players wins. VARIATION: Telling a story using words that start with “Cr...” adds to the suspense of the game.

Electricity

Materials: A coin and something to grab

Play: Divide the group into two teams and have them sit facing each other, holding hands with the people beside them (in their line) with their eyes closed. The leader, at the head of the two lines where the two people at the head have their eyes open and are looking to see the coin, tosses a coin. If the coin lands heads up, then the two heads of the lines squeeze their adjacent hands, and the hand squeeze is passed down the line to the end. When the squeeze reaches the last person in line, that person must try and grab the object placed evenly between the two lines. The first person to grab the object then moves to the head of the line, and the first line to go through each player, wins.

The Elements

Play: Have the players sit in a circle. One person, ‘it’, stands in the middle. ‘It’ points to someone sitting in the circle and says one of three things; earth, air, or fire, and then counts to ten. If ‘it’ says earth, the person pointed to must name a land animal before ‘it’ counts to ten, if ‘it’ says air, the person must name a flying creature, if fire, then the person pointed to must remain silent. An unsuccessful player becomes ‘it’.

Hands Down

Play: Have all the participants lie down on their stomachs in a circle, with their hands down on the ground in front of them. Hands are crossed so that one hand is over the hands of a player beside you and one hand is under the hand the other player beside you. The leader starts by slapping his hand down on the ground. The hand to the right then slaps, and it continues around the circle, each hand slapping the ground in turn. HOWEVER, if someone slaps twice quickly, the rhythm switched direction and goes back the other way. If anyone slaps out of turn, or takes too long to respond, the hand that made the error is taken out of the game.

Handshake Murder

Play: Have everyone line up with their eyes closed. The leader then goes and taps each of them on the shoulder once, except the 'murderer', whom he taps twice, and the 'detective', whom he taps three times. Once everyone has been tapped they all turn around and begin to shake hands with one another, one at a time, in a normal shaking manner. When the 'murderer' shakes hand he bends his index finger in and sort of pokes the palm of the person he is shaking hands with. The person just 'killed' shakes two more people's (normal) hands before dying, and falling to the ground. The inspector has three guesses to find out who the 'murderer' is before everyone is killed. (It is best if the detective doesn't shake hands with anyone during the game, because once he is dead, there is no hope for anyone!)

Heads Up! Seven Up!

Seven students go in front of the class. The class lays their heads on their desks. The seven go and each touched a person. The people touched stick their thumbs up. When done, the seven say "heads up seven up" and each student gets one chance to guess which of the seven touched him. If they guess right than they change places. If they do not, the same person gets to stay up.

OR

Played inside a classroom...everyone puts their heads down on their desks and extends one thumb. The teacher chooses one person as "It." He/she goes around touching the thumbs of six people. If your thumb is touched, you go to the front of the room. When this has been accomplished, "It" yells, "Seven up!" Everyone raises their heads and has to guess which of the seven people is "It."

Hill-Ditch

Materials: a large rope

Play: Set the rope out in a large circle and have the group stand around the outside. Explain that they are standing in the ditch and that on the other side of the rope is the hill. The leader will be call out either hill or ditch and the players have to jump to whichever location is called. If someone jumps to the wrong side, then that person is eliminated. This goes on until the last person is eliminated.

Horse, Knight, and Cavalier

Play: Have the players pair up into groups of two. Have one person from each group in an inside circle and the other players in a larger circle around the inside circle. Have the inside circle walk in the opposite direction of the outside circle. The players walk around until the leader calls one of the following actions: Knight (one player gets down on one knee while the other players sits on the other knee), Horse (one player gets down on all fours while the other straddles his back – like a horse), Cavalier (one player carries the other 'damsel style'). After the action has been called the players have to find their partners and get into formation. The last pair to get into formation is eliminated. The last pair left wins. Instead of elimination you can also make the last pair to get into formation sing a song.

Human Knot

Have everyone stand in a circle reach across to take hold of two hands that belong to two separate people. Then try to untangle yourselves without letting go of each other.

In the Manner of the Word

Play: The group sits in a circle. One person, 'it', leaves the circle and goes away where he cannot see or hear the group. The rest of the group agrees on an adverb, e.g. happily, angrily, pompously, etc. 'It' returns and goes into the middle of the circle, points to a person, and says, for example, "In the manner of the word drive a car" and the person must pretend to drive a car in the manner of whichever adverb the group selected. 'It' substitutes "drive a car" for any other action. 'It' gets to ask three different people to act an action out and then has to guess what the word is.

Minefield

Materials: A larger boundary rope and land mine (set mouse traps, sponges, pylons, etc.), blindfolds, stuffed animal.

Play: Make a large circle with the rope and place the land mines throughout with the stuffed animal placed in the centre. Have the group split up into partners and stand around the edge of the minefield. Have one person from each pair blindfolded. The mission for the non-blindfolded people is to guide the blindfolded people through the minefield to the centre of the circle where they must touch the stuffed animal and return back to safety with only the use of words. The people guiding may not enter the circle but have to call out directions from the edge. If someone touches a mine he may continue but the object is to get to the centre and return without touching any.

Pippity Pop

Play: The first player says "pippity pop", the second player says "poppity pip", and so on, alternating, until a mistake is made. Anyone who gets it wrong drops out and the game continues until only one player, the winner, is left "pippity popping" alone.

Someone Moved Players

Play: Have all the players sit in a circle and then chose a person to be 'it'. 'It' leaves the circle so that he cannot hear or see them. Have one to four players move in the circle. When 'it' returns he has to figure out who moved.

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!

Swat/ Wampum

Group Size: 8-10 per small group; as many small groups as required.

Time: 5-10 mins per round; 2-3 rounds as appropriate for larger groups.

Props: one foam noodle (the kind found in the swimming section at major retailers) per small group.

Instructions:

For each small group, all participants form a circle seated on the ground with their feet extending into the middle. One person (you if there is only one small group) stands in the middle of the outstretched legs and feet with the noodle in hand. Explain as follows: "The object of this activity is to NOT be in my shoes; you want to stay seated in the circle as long as you can. When we start, one person in the seated circle will start the activity by saying the name of someone else in the circle. Can we have a volunteer?"

"Now once Sue calls the second person's name, I am going to try to tap the feet of that person (the one who's name was called out) before he can say the name of someone else. If I tap him first, i.e., before he can say someone else's name, then he will take my place in the circle, I will sit down, and I will start the process again by calling out someone else's name."

"If, on the other hand, he manages to successfully say another person's name before I tap him, then I will try to tap the person he called out before he or she can someone else's name. Is everyone clear? To repeat, your goal is to say someone else's name before I tap you. Are we ready? Start us off, Sue."

Facilitator Notes:

Expect lots of laughter!

1. The game may be played seated in chairs if participants are uncomfortable sitting on the ground. Revise the rule so that the person in the middle taps the knees of people in the circle.
2. If you have several small groups, begin play and continue until laughter dies down, usually around five minutes. Then designate individuals in each small group to move to a new group and begin again.
3. Finish the process by seeing if there is anyone in the group that can name everyone else. Applaud all attempts!

Taffy Pull

Play: Have the group divide into two. Give the first group time to tangle themselves up, locking arms, legs, and holding on as tight as possible. The second group then comes back and tries to pull them apart. Then the groups switch!

This is my Nose

Play: Participants sit in a circle and the leader begins by touching his nose and saying, "this is my nose." The other players must immediately touch another part of their bodies while repeating "this is my nose." Anyone who touches his nose or uses a different phrase gets a penalty point. The game continues with the leader touching another part of his body and describing it correctly.

VARIATION: The leader touches his nose and says, "this is my foot," at which the person on the right must touch his foot and say a different part of his body. The game continues around the circle in this fashion.

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.

What do I Have?

Object: To guess what the group has.

Game: A person from the circle leaves the room. The rest of the group chooses something like an action or noise while that person is out of the room. The person who left the room then returns and tries to guess what the group has. He can ask questions but the group can only give "Yes" or "No" answers. The game ends when the person in the middle guesses what the group action or noise is. If your group likes, you can decide on a maximum number of questions the person in the middle can ask. Or have the group decide on an action or noise that they will do/make whenever the person in the middle does or says a specific thing.

Winker

Materials: enough chairs for half the group.

Play: Place the chairs in a circle with half the players sitting, keeping one seat open, and the other half standing in a circle behind the chairs, so that each of the standing players has one chair in front of him. The one standing behind the empty chair winks at one of the seated players, who then moves to the empty seat. The people standing behind the chairs must stand looking down at the heads of those in front of them, with their hands at

their sides. This way they will not be able to see who is being winked at. When the person winked at tries to move to the empty seat the person standing behind tries to touch that person on their shoulders, if this happens the winker tries again. If the player succeeds in making it to the empty chair, the person standing behind the now vacant chair becomes the new winker.

Wink Murder

Play: All participants sit in a circle. With everyone's eyes closed, the leader chooses a 'murderer'. Everyone opens their eyes, and the game begins. The 'murderer' may 'kill' others by winking at them. After being winked at, the person "killed" waits 10 seconds and then stages a dramatic death. The object of the game is for the other players to guess who the 'murderer' is, before being 'killed'. If someone makes an incorrect guess, s/he is out of the game. If the 'murderer' 'kills' all the players before being discovered, the 'murderer' wins.

VARIATION: Choose a detective to leave the circle before choosing the 'murderer', s/he then comes back and has three guesses to figure out who the 'murderer' is before everyone gets 'killed.'