

ON THE SPOT FUN

"Play builds the kind of Free and easy, try-it out, Do-it-yourself character that our future needs." James L. Hymes Jr.

"The F Word (free time) is not the answer. Use these ideas instead...but only if you care about children and their well-being"-Brandy Harris

Energizers	Silent or Quiet Games	Educational	Get to Know You
<p>BOATING - Play this in pairs. 2 people sit on the floor with their legs straight and the soles of their feet touching. They lean forward and grasp hands. Keeping their legs as straight as possible. Each person then tries to pull the other person to her feet.</p>	<p>DROP IT - Play in pairs. Partners face each other. One holds an object in each had, outstretched at shoulder level and the suddenly drops one of the objects. The other person has to catch it before it touches the ground. No Talking.</p>	<p>A.B.C. GUIDES - The first person says, "A Guide is...and adds a word beginning with A that describes what a Guide/Scout is (or should be). The next person repeats this and adds another word beginning with B. The third person repeats the A and B words and adds a word beginning with C. continue through the alphabet. Each time remembering the words that have gone before. (similar to in my grandfather's trunk)</p>	<p>FIND YOUR SHOE - Each person puts one shoe in the middle. In turn each person is then blindfolded, and has to find their won shoe, with instructions shouted out by the rest of the group. When the person finds his or her shoe, he or she shares about how that shoe represents their personality.</p>
<p>CATCH THE HANKY - Play in pairs. One of each pair stands in a space with feet slightly apart, and holding a clean hanky, which they must wave about their head and change from hand to hand without moving their feet. The partner dodges about and tries to catch the hanky. They then change places.</p>	<p>GUESS THE STEPS - Everyone estimates how many heel-to-toe steps they will need to take to cross the room. Then see who is nearest to their own estimate.</p>	<p>ADD TO IT - Sit or stand in a circle. One person makes an action, the next person repeats the action and adds one of her own. The third person does the first two actions and adds another of her own etc. When someone forgets an action the next person starts a new sequence off.</p>	<p>GETTING TO KNOW YOU - Each person tells the rest of the group about themselves for 2 minutes e.g. their favorites, family, pets, school, hobbies, likes and dislikes etc. Then write each person's name on a slip of a paper and fold. Everyone then picks one piece of paper and writes down as much as they can remember about the person named on the slip of paper.</p>
<p>I WENT TO THE SHOPS - The first person starts by saying 'I went to the shop and bought a toothbrush' and mimes the action. The second person repeats this with the mime then adds another object and mimes it. The third person repeats the first two mimes and adds another and so on.</p>	<p>LETTER HUNT - Choose a letter from the alphabet. Each person has 3 minutes to find and bring back as many objects as possible beginning with the chosen letter. Score 2 points for any object that no one else has, 1 point for objects other have. Bonus points for silence.</p>	<p>ALPHABET STORY - Make up a story with each word beginning with each letter of the alphabet (in the right order) e.g. 'Anne Brown Came Down Every Friday...etc.</p>	<p>NAME SENTENCE - Think of a sentence using each letter of your full name as the first letter of each word. All the letters must be in the right order and your sentence must make sense.</p>
<p>RISING CIRCLES - The group sits in a circle, everyone cross-legged with their arms round each other's shoulders. At a signal, they all try to stand up without breaking hold.</p>	<p>SAUSAGES - One person is the questioner. She asks each girl in turn a question. Whatever the question the answer must be 'SAUSAGES'. The aim of the questioner is to get everyone out by making them laugh. The last person in becomes the next questioner.</p>	<p>BUZZ! - Patrol sits in a circle. They start counting out loud in turn, but whenever a 2 occurs in a number, they just say 'Buzz' e.g. 14 = Ten Buzz, 24 = twenty buzz, etc. Later when any multiple of 4 occurs e.g. 8, player just say '2 times Buzz'. When you have mastered this, you could try adding "WHIZZ" for 5 and multiples of 5</p>	<p>DEFYING GRAVITY! – The group must keep balloons in the air without them touching the ground. Each time someone hots a balloon he or she must say something about themselves.</p>

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<p>TWO FEET, TWO HANDS - Play this in groups of 3. The challenge is for the group to get themselves from one end of the room to the other, with only one pair of hands and one pair of feet touching the floor.</p>	<p>SILENT K - Each person writes down as many words as they can that begin with a silent 'K'. Give points for words that no one else has got.</p>	<p>DANGER MIMES - Each person takes it in turn to mime a danger in the home e.g. leaving a frying pan unattended, putting too many plugs into one socket, not wiping up a spill on the kitchen floor etc. The others have to guess the danger.</p>	<p>ALPHABETIZED LINES – Give the group 2 minutes to get in an alphabetical using their first names. You can change this up by using different variables such as height, age, etc.</p>
<p>BEAT MACHINE – One person starts a beat using their mouth or hands. When the leader points to another person, they must add to the beat.</p>	<p>WATCH MY LIPS - Try to say something without moving your lips and see if the others can tell what you are saying.</p>	<p>LETTER CHALLENGE - One person calls out a letter and second person has 30 seconds to say as many words as they can think of, starting with that letter. Others keep count and check that no word is repeated. Second person then challenges the next person with another letter until everyone has had a go.</p>	<p>2 TRUTHS AND A LIE – The group forms a circle. One by one a person shares two truths and one lie about themselves. Other group members guess the lie.</p>
<p>EARTHQUAKE OR EVICTION - One person begins as the “outsider” and stands alone. The rest of the people create threesomes with two people creating a house with their hands touching in the air and one person “living” or standing inside the house. The lone member calls either “earthquake” or “eviction.” If the caller says “eviction” everyone living in the house must find a new one. If the caller says “earthquake” all of the houses collapse and new ones must be made (a two member house and an inhabitant). In both instances the lone caller tries to become an inhabitant of a home or a member of the house structure. The new lone person calls earthquake or eviction.</p>	<p>MEMORY ISLAND - Place paper in a grid form to create a box (5x5)-this box is considered the island. Put members on one side of the island. Their objective is to get to the other side of the island by hopping on one piece of paper at a time. The island creator (the Group Leader) draws a diagram of the island on another piece of paper and keeps it hidden from the members. The leader creates a path from one end of the island to the other. Members begin making their way across the island. Each step must be next to the previous (diagonal, left, right) if they step on the wrong paper, they must go to the end of the line, observe others, and try again when it is his or her turn. Members must pay attention to others as they try to get across the island trying to get the correct path. Once all members are on the other side of the island, you can choose to end or return to the start point.</p>	<p>HUMAN SLIDESHOW – Assign one person to be the emcee and the others to be slides. Have the group choose a fairly simple, universal activity to act out such as making dinner or playing soccer. Once the topic is decided, the slides write down a list of 5 to 7 slides to depict without discussing it with the emcee. With the emcee watching, the other players act out a scene from their list. The emcee uses his or her imagination to describe what is happening, when the narration is complete, the emcee says “click” and the slides change to their next scene. The audience tries to guess the topic the slides are acting out.</p>	<p>TWO HANDS KIM - Each person puts a small object in each hand. All show them and everyone looks at them for one minute. Then close hands. Leader then asks questions to each person in turn e.g. "What has Jane got in her right hand?" or "Who had a pencil sharpener?"</p>
<p>JAN-KEN-PON - Play this in pairs. 2 people face each other with hands behind them. Together they say 'Jan-Ken-Pon' which is Japanese for stone, paper or scissors. As they say it, they must bring one hand forward to represent either 'stone' (clenched fist), 'paper' (open palm) or 'scissors' (first two fingers out). Decide who is the winner - stone beats scissors (blunts them), scissors beat paper (cuts it) and paper beats stone (wraps it). 1 point for the winner each time.</p>	<p>NURSERY RHYME MIMES - Each person in turn mimes a nursery rhyme, and the others try to guess which one it is.</p>	<p>BLOWING IN THE WIND - Put markers round the room to show 8 points of the compass. Decide which is north and write 'N' on the marker; do not label the other markers. One person is chosen as the 'Wind' and the rest are 'Yachts'. The 'Wind' calls out a direction and the 'Yachts' have to sail in the direction to which they are being blown i.e. in the OPPOSITE direction to the direction called out.</p>	<p>SPOT THE DIFFERENCE - One person goes out and changes one aspect of her appearance. The others then have to identify what has been changed e.g. earring taken out pin turned upside down etc.</p>