

LARGE GROUP GAMES

GAMES TO PLAY WITH BIG GROUPS OF KIDDOS

Earthquake & Eviction

SUPPLIES: none needed

One person begins as the "outsider" and stands alone. The rest of the members create threesomes with two people creating a house with their hands touching in the air and the other 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 threesomes 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."

Freeze Dance

SUPPLIES: music player, speakers

Designate a dance floor in a large area. When the music plays, members dance with their best dance moves. When the music stops, everyone must freeze. Members are out if they move when music is off or if they are not dancing when music plays. Variation: pick your favorite dancers to dance at the front of the group to encourage dancing and to recognize members.

Across the Sea

SUPPLIES: Blindfold, 1 chair

The goal of this game is for the caller to navigate the ship captain from one end of the "ocean" to the other. Remaining members become obstacles in the ocean (starfish, waves, fish, etc.) We have found it easier for the caller to stand on a chair so he or she can more easily see the obstacles. After the ship captain is blindfolded, the caller can be given navigation (i.e. take 3 steps right, get on all fours and crawl, duck down, etc.)

Game of Sixes

SUPPLIES: none needed

This game can be done in smaller groups or one large group. The numbers one-six will be assigned an action. For example, 1=push ups, 2=sit ups, 3=raise the roof, 4=jumping jacks, 5=whip/nae nae, 6=squats. Announce the numbers and action two times for the group. They must do their best to memorize and remember the actions. The staff or caller calls out numbers and the group(s) complete the action. This is a great game to promote fun and healthy lifestyles.

Six Corners

SUPPLIES: cones or markers, music player, speakers, dice.

Designate 6 areas in a large space. Play music while members dance. When the music stops, count down from 5. Members have 5 seconds to get to a corner. Roll a big dice. Anyone in that corner is out. Play until 5-10 members are left and announce them as winners. The number of corners will depend on the number of players. We play with around 150-200 kids and use 6 corners.

Factory

SUPPLIES: 5-10 balls per line, 10 buckets, 50 cones or markers

Set up five lines with a bucket at each end and 10 markers connecting the buckets. Members will stand at the markers. Place the balls in the starting bucket. Members must pass the balls, one by one, from the starting bucket to the end bucket. Once a ball is placed in the final bucket, the next ball may start. We usually play with 5 or 6 teams of ten in a gym or outside. Add obstacles to make it more difficult.

Choir

SUPPLIES: none needed

Members get into a choir formation. (tallest in the back, multiple rows). Two staff and/or members become the choir directors. When the music plays, the choir directors lead a performance (lip-syncing, dancing, etc.). Winners are chosen based on teamwork, participation, creativity, etc. This is a great game to promote fun and healthy lifestyles.

Around the World

SUPPLIES: multiple balls (can be various sizes to add difficulty)

Divide members into groups and have them form a circle (both sitting or standing up work). Start each group with one ball. Each member passes the ball to the right quickly and carefully. Slowly add balls to the circle. Members continue passing balls to the right. If a member drops a ball or ends up with more than one ball in hand, he or she is out. There will be times when you will need to call freeze. Everyone freezes and you adjust the circle and start again.