

Blue Ribbon

Games and Activities



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INTRODUCTION

Following is a collection of 4-H Club and Camp tested games and activities. I hope you will use them in your 4-H Club and have as much fun with them as I have had collecting and creating them.

Games, like folk tales are living creations. They change and evolve as the leadership, group, and occasion changes. Feel free to change the names to fit special situations. After playing a game several times you may discover “a better way to play,” if so, feel free to change how the game is played. That is the way new games are created. Remember the goal is fun and fellowship in the 4-H club. **Rod Buchele**

HINTS FOR LEADERSHIP

1. Know the rules and procedures. Be able to present the game and its rules with little if any referring back to the book. If possible, practice the game with a small group before leading it for the club as a whole. If you can't practice it then go over the game several times so you can present it with little need to refer to the book.
2. Have any equipment you will need assembled and at hand before starting the game introduction.
3. Get everyone's attention before starting.
4. Use demonstrations if possible. Showing is more effective than just telling.
5. When selecting the activity keep in mind the age and sex of the members and the facilities available. Select activities that are appropriate for your group and the location of the meeting.
6. If you are planning more than one game, include in your plan the transitions between games and the formations necessary for each game. You may wish to group games with like formations together to cut down on the confusion of formation changing.
7. Stop at the top. Stop the activity when the excitement and fun level is at or just over the peak. This will let you use the activity again. If you run it too long you will have “run it to death”.
8. Be the leader, know your activity, present it clearly and enthusiastically and expect everyone to follow and have fun. Enthusiasm is contagious - It is your best asset.

PRE-MEETING ACTIVITIES

SIGNATURE HUNT

Each person is given a 3"x5" card (or piece of paper) and asked to print their name down the left side. The person then circulates searching for people to sign his card next to the letter their name begins with. See sample to the right.

Ralph Smith

R
Albert

L
Phil
H

S
Mike

I
Tom
H

WHO AM I

As people come in, pin or tape to their backs pieces of paper with the names of well-known persons. They then circulate and ask each one they meet a question until they can guess the identity of the name on their back. The questions must be ones that can be answered by yes or no. After the name has been guessed the name is then pinned on in front. Examples of questions are, "Am I male?", "Am I a senator?", "Am I still living?", "Do I live in Florida?", Replies may be only yes or no.

Variation: WHAT AM I? Use names of things that fit a theme, such as Christmas, Halloween, 4-H projects or Star Trek etc.

HUMAN BINGO

As each person arrives, he is given a sheet of paper divided into 25 squares. Each person then attempts to get the remaining squares filled with signatures of other persons present.

After everyone has had sufficient time to fill their sheets, the sheets are used as in Bingo. The leader may use a master list of everyone present or may have each person introduce themselves. Players check off on their sheet each person as the name is mentioned and calls Bingo when he has checked off every person on a vertical, horizontal, or diagonal line. Winners may be awarded some humorous prize. Use a sheet of 16 squares for a small group.

4-H FIND AND SIGN

A sample follows. This can be used even with a group that knows each other.

4-H FUN QUESTIONS

A sample follows. These questions and answers can be used for a group building activity. Use a sharing circle.

4-H FRIENDS LIKE ME

A sample follows. These questions and answers can be used for a group building activity. Use a sharing circle.

4-H FIND AND SIGN

FIND PEOPLE WHO FIT THE STATEMENTS AND HAVE THEM SIGN YOUR PAPER.

1. SOMEONE WHO HAS RED HAIR _____
2. SOMEONE WHO HAS GREEN EYES _____
3. SOMEONE WHO IS THE SAME AGE (AS YOU) _____
4. SOME ONE WHOSE TELEPHONE _____
NUMBER ENDS WITH A 4
5. SOMEONE WHO HAS BEEN IN 4-H BEFORE _____
6. SOMEONE WHO HAS NEVER BEEN IN 4-H _____
7. SOMEONE WHO IS 4 FEET 4 INCHES TALL _____
8. SOMEONE WHO HAS GREEN ON _____
9. SOMEONE WHO HAS WHITE ON _____
10. SOMEONE WHOSE BIRTHDAY IS THE _____
SAME MONTH AS YOURS
11. SOMEONE YOU DON'T KNOW _____
12. SOMEONE WEARING A 4-H CLOVER _____
13. SOMEONE WHO GOES TO YOUR SCHOOL _____
14. SOMEONE WHO CAN'T SIGN YOUR PAPER _____
ANYWHERE ELSE
15. SOMEONE NOT FROM YOUR SCHOOL _____

4-H FUN QUESTIONS

1. WHAT IS YOUR HEIGHT (IN INCHES)? _____
2. HAVE YOU EVER HAD STITCHES? _____ (IF YES, HOW MANY?) _____
3. DO YOU WEAR SEAT BELTS MOST OF THE TIME? _____
4. NAME A COLOR YOU DISLIKE A LOT. _____
5. WHICH HOUSEHOLD CHORE DO YOU DISLIKE THE MOST? _____

6. NAME SOMETHING YOU WORRY ABOUT. _____
7. NAME ONE OR TWO HOBBIES OF YOURS. _____

8. WHAT IS YOUR FAVORITE HOME-COOKED MEAL? _____

9. WHAT DO YOU LIKE ABOUT LIVING IN YOUR FAMILY? _____

10. IF YOU COULD GO ANYWHERE IN THE WORLD FOR A VACATION, WHERE
WOULD YOU GO? _____

4-H FRIENDS LIKE ME

Find others who can sign your
sheet on this side.

Fill out this side yourself.

_____ Same hair color as me _____

_____ Same eye color as me _____

_____ Same height as me _____

_____ Same age as me _____

_____ Same birth month as me _____

_____ Same weight as me _____
(or within 10 pounds)

_____ Same favorite subject in _____
school as me

_____ Same favorite food as me _____

_____ Same favorite color as me _____

_____ Same position in family as _____
me (oldest, middle, or youngest)

C I R C L E

ZIP, ZAP, ZOOP

This is a mixer and get acquainted game. Form a group of 10 to 20 and make a circle. There is a person in the center, "It", who wants to get out of the center. He goes to one of the people on the outside of the circle, points and says one of the following, ZIP, ZAP, or ZOOP, then counts as loud to 10 as fast as possible.

The person on the outside must respond. If "It" said ZIP, the person on the outside must give the name of the person on his right. If "It" said ZAP, the person on the outside must give the name of the person on his left. If ZOOP, he gives his own name.

If the response is correct and before the count of 10, the "It" person moves on the another person and tries again. If the answer is wrong or not before 10, the two players exchange places and the new "It" goes to a new person and the game starts all over again. To move things quickly there may be more than one person in the center.

CHINESE PUZZLE

Form groups of 10 to 12. The group sends someone out of the circle to be "It". While "It" is away from the circle, the group selects one person as the leader and joins hands to form a line following the leader. The leader marches across the circle with everyone following with hands clasped. The leader ducks in and out under the arms of the players until everyone is intertwined and tangled up. Then "It" comes back and tries to untangle the players without disengaging the clasp of anyone's hands.

ELEPHANT-RABBIT-BANDIT

Players are standing in a small circle, (10 to 20 people) with one person in the middle as "It". "It" walks up to someone in the circle and says one of the following; "ELEPHANT, RABBIT, OR BANDIT". The person at whom "It" is pointing and the people on each side must respond as follows. If the command is ELEPHANT the person pointed to puts his hands up to his nose imitating an elephant's trunk. The people on either side of him must form the ears by making a circle using their hands and arms and attaching the ears to the elephant. If the command is RABBIT, the person pointed to cups hands behind self (to form cottontail) and the people on either side place their elbow on his shoulders, hand extended to form l-o-n-g ears. If the command is BANDIT, the person pointed to puts his hands in the air and the two neighbors hold him up with finger guns pointed at his side. In all formations the last person to get in the correct position is new "It" person. To make the game move faster, place extra people in the middle.

KNOTS

Form a group of eight to ten, make a circle shoulder to shoulder. On signal of leader, put right hands in the air, on next signal reach across the circle to clasp the right hand of another person. Do not joint hands with the one next to you. Repeat the procedure with the left hands making sure that you join hands with a different person (than you have joined right hands with). The group now tries to untangle itself. Leadership should develop from the group, however a group "leader" could be appointed by the game leader.

MOVE LEFT

Form a circle with group sitting in chairs.
Object: To move around the circle (to left) one chair at a time back to starting point.
Action: The leader calls out orders such as: everyone with brown shoes move 1 left; those wearing glasses; those with a wrist watch; all under 30 move 1 left, etc. as the list can be endless. Move to one chair at a time. If chair is occupied, sit on person's lap. Several players may be sitting on each others laps on the same chair. Players move only when leader gives directions. Leaders should try to mix it up and keep giving directions so game will not lag. Also allows for laughs.

OCEAN WAVE (Laplanders)

The players arrange their chairs close together in a circle. One player then goes into the center, which leaves one vacant chair. The center player calls "Shift right (or left)" and changes the call whenever he wishes. The players in the circle try to keep all the chairs occupied while shifting as directed. In the meantime, the center player tries to get a seat. Whoever is at fault when he succeeds, exchanges places with him. Have good strong chairs.

ALL KEYED UP

All players are seated in a circle either in chairs or on the floor. One player is "It". He carries a bunch of keys or similar objects as he walks around the circle. The second player is grabbed by his hand and is led around the circle. The second player grabs the hand of the third player and so on. All continue to walk around the circle until the leader suddenly drops the keys. The players scramble for the chairs and the one left standing is the new "It" and starts the game all over.

SEWING UP THE GAPS

Players stand in a circle without touching each other. One player is selected to chase (the needle and the thread), another to be chased (the knot). While the leader counts to ten, the "needle and thread" run back and forth between the other players "sewing up the gaps". Every time he passes between two players, they join hands, after which neither player may pass between or touch another over this boundary. At the count of ten, the "knot" starts after the needle and thread, trying to catch him before he sews up the gaps.

GIVE AND TAKE

Players are seated in a circle with a box or a stool in the center. On this stool is placed a beater, a rolled up newspaper works well. The player who is "It" stands in the center, takes the beater, taps any person in the circle on the knee, and places the beater back on the stool. The player tapped recovers the beater and tries to hit "It" before he can sit in the vacant seat. If he succeeds, he places the beater on the stool and sits down before "It" can tap him again. If he does not succeed, he takes the place of "It".

NUMBER CHANGE

Have the players seated in a circle with "It" in the center. All are numbered 1, 2, 3, or 4.

"It" calls out two numbers. Players whose numbers have been called must exchange seats, during which time "It" tries to take one of the seats. The player without a seat is the new "It".

CATCH THE WAND

Tell the players to form a circle. Have one person stand in the center of the circle with his right forefinger holding the top of a cane, perpendicular to the floor. He numbers all the players.

Whenever he calls a number, the person whose number is called must run forward and catch the cane before it falls to the floor. If he fails, he runs takes the place of the center player and the center player returns to the circle. If the wand is caught, the center player tries again with a new number. The players keep the same number for the whole game.

SPIN THE PLATE

Form a circle and number off. One person is in center ("It"). "It" spins a plate (must be on hard flat floor - plate should be plastic or metal.) After spinning the plate, "It" calls out a number. The person whose number is called must go out and catch the plate before it stops spinning. Person only gets one try at it. Can use two hands (but to make it harder only allow one handed catches). If plate is caught, "It" stays the same and tries again. If plate is not caught, person missing is new "It". After they get the hang of it, call out two numbers. If one catches the plate the other is the new "It", if one tries and misses the plate, that person is the new "It".

ODD OR EVEN

Players sitting in a circle. One player, "It" is in the center. All players number off (including "It"). "It" calls two or more numbers. The players whose numbers are called must change places. "It" tries to steal one of the chairs. The one left without the chair is the new "It". "It" can also call out ODD or EVEN. Then all the odds or evens must change places. Players keep their same number for the game.

HOW DO YOU LIKE YOUR

NEIGHBORS?

Form a circle with the group in chairs, 10 to 20 people. One person is "It" and stands in the center. He walks up to someone in the circle and asks "How do you like your neighbors?" The person asked responds in one of two ways. "I like them fine" or "I don't like them." If the answer is "I like them fine" then everyone else in the circle except for the person asked and his neighbors must move and find a new chair. "It" tries to get a seat during this. If the answer is "I don't like them," the person names two others in the circle that he would like to have as his neighbors. The two neighbors and the two named people must change places. Again the "It" person tries to get a seat. The person left standing after all the changes is the new "It" and starts the game over again by going to a new person and asking "How do you like your neighbors?"

FIND THE LEADER

Group should be in a circle either standing or seated. Someone is chosen to be "It" and stands in the center of the circle. While "It" closes her eyes a leader is chosen from the circle of players. This leader starts an action and all the others must follow the action of the leader. As soon as the action is going "It" may open her eyes. Once this has occurred, the leader tries to change actions as often as possible without being caught. "It" tries to guess who is the action leader. "It" gets as many guesses as necessary. Actions such as winking eyes, wiggling feet, or fingers, clapping hands, or jumping up and down are frequently used.

When the leader is caught, that person becomes "It". The person who was in the center joins the circle and will pick the new leader while the new "It" has his eyes closed.

LIGHTHOUSE

All players stand in a small circle, holding hands. One player is designated as the “Lighthouse” and another as the “Powerhouse.” Another player is “It” and stands in the center of the circle. When his back is turned, the “Powerhouse” send out an “Impulse” by squeezing the hand of one of his neighbors. That person either sends on the “Impulse” sending it along or returns it, as so on around the ring. The “Lighthouse” will say “blink” when the “impulse” reaches him, and as he passes it on. It’s up to the player in the center who is “It” to find out who is passing on the current. If he can catch someone, that person must be “It” in his place.

BATTY ANATOMY-THIS IS MY NOSE

Form a circle, group may be sitting or standing. There is an “It” person in the center who wants to get out of the center. “It” points to one in the circle, as he does this points to a part of his body and says “this is my(nose) but he does not correctly name what he is pointing at. The person pointed to must respond by pointing to the part that “It” named and calling it what “It” pointed to. The response must come before “It” can count to ten. If the response is correct and in time, “It” goes on to a new person. If not the person on the outside becomes the new “It”. Example: “It” points to his knee and says “this is my nose.” The circle person points to his nose and says “this is my knee.”

WET WASHRAG TOSS

Players are seated in circle -one is in center, the “It”. The players in circle have a damp washcloth which they toss around the circle (or across). “It” person tries to touch the person who has the cloth. Person caught with the cloth becomes new “It”.

CHOO CHOO

All players stand in circle facing the center of the room. Four or more players are chosen team leaders and come to the center. When the signal is given to start, each leader approaches a person in the large circle and introduces himself. The person approached then tells his name. The leader repeats the other’s name in a loud voice five times in rhythm, at same time sliding first the right, then the left foot forward, alternately. Thus, if the name were Mary, it would be like this:

Mary Mary Mary Mary Mary
R L R L R

The last three slides are done quickly. The leader then turns around in place and the person approached puts his hands on the other’s waist and hangs on. The two of them now form a train which “choo choos” across the room to another player. When the third person has given his name, the other two slide their feet and repeat it five times as above. The players then let go of each other, turn around in place, put their hands on the waist of the person now in front of them. The third person is now the tail and the second person is the leader. They “choo choo” off to find another player.

ROMEO AND JULIET

Have the players stand in a close circle with hands joined, and a boy and girl inside the circle. Blindfold the boy.

The boy calls out, “Juliet”, and she must answer, “Yes, Romeo” each time he calls her name. When Romeo succeeds in tagging Juliet, she chooses a new Romeo, he chooses a new Juliet, and the game continues.

Variations: Blindfold both the boy and the girl.

R E L A Y

SPOON AND STRING RELAY

For older teenagers and adults who aren't too "hung up".

Form lines with team members one behind another, 10-15 per team. You will need a tablespoon and a ball of string for each line. The person at the head of each line is given the tablespoon which is tied to the end of the ball of string. At the starting signal, he must insert the spoon up his pant leg, and work it up and out the neck of his shirt. The person next to him then drops the spoon down the neck of his shirt, down and out the bottom of his pants leg and on to the next person. When it reached the end of the line, it is then pulled back all the way through. First team to finish wins.

Note: Check the type of audience you are working with very closely.

QUARTER DROP RELAY

Teams lined up behind a leader (first one in line). Leader is given a quarter. He places this between his knees. Upon the start signal the leaders walk to a cup, glass or paper cup approximately 10 feet away (one for each team). If quarter is lost from between knees, person starts over. He then tries to drop the quarter into the cup. If he does and it stays in the cup his team scores one point. If not - no points. Leader takes quarter back to next person in line who then repeats stunt.

Attempts to score points stop when first team is done. Score at that point determines winner.

STOOP AND STRETCH RELAY

Relay teams lined up one behind the other, about two feet apart. The player in the front of each line has a bean bag (ball, shoe, etc) which he passes over his head and drops. Using both hands, the second player picks it up, reaches over his head, and drops the bag behind him. The bag continues down the line until the last player picks it up. He comes to the front of the line and starts the bag back down the line. Each player in turn comes to the front, and the relay is over when the team has returned to its original position.

PASS AND SQUAT

Divide the group into teams. Teams line up one behind another. Appoint a leader (thrower) for each team. The thrower stands 6 to 10 feet in front of his team, facing them. Give each team a ball. The leader tosses the ball to the first person in line. The first person throws the ball back to the leader and squats down. Leader throws ball to second person (over the head of the first player), etc. until the entire team is down.

With a large group end the game when one team is all down. With a small group have the last person in line come out to be the new thrower, send the old thrower to the front of the line while the rest of the line is standing up and continue play until everyone has been the thrower. First team to work all the way through their line is the winner.

THE GROWING LINE RELAY

Teams lined up one behind another behind the starting point. Starting and turning points are established about 15 feet apart. The first player (the most energetic) runs to and around the turning point (could be around a tree) and back to the group where he takes a second person by the hand. He repeats the trip with the second player in tow. When the two reach the team again, the second player takes the hand of a third person. This is repeated until on the last trip, the entire group will run around the turning point and finish over the starting line.

Note: Stress SAFETY, make sure groups have plenty of space between them. This is a very active game.

ISLAND RELAY

Teams are lined up behind leader (first person). Leader is given two sheets of newspaper. He is told he has to cross a dangerous river and has only the islands to use to get across (islands are his newspapers). He must lay the papers down, step, pick one up, move it, step, pick one up, move it, etc. until past a point about 10 feet - then back to his group where next person crosses river. First team done is winner.

Cannot just shuffle along the papers. Caution - have extra sheets of paper as they tear easily.

OVER AND UNDER RELAY

Team members are lined up one behind the other about two feet apart. The first person in each line (team) is given a ball, bean bag, old shoe, etc. Upon the start signal the first person passes the object over his head to the second person, who takes it and passes it through his legs to the third person, who passes it back over his head and so on to the end of the line with each person alternating the way they pass the object back to the next person in line. The last person in line runs to the front of the line and passes the object back over his head and so on until everyone has had their turn at the front of the line. Relay is won by the first team to complete the cycle and have the original first person bring the object back to the front of the line.

G R O U P

SQUIRRELS IN A TREE

Form several small rings of 3 to 5 persons (trees) with 1 person (squirrel) in center of each ring and 1 “squirrel” without a “tree” and one person designated as the “hound”.

The hound chases the squirrel, the squirrel may either enter a tree or is tagged by the hound. If it enters a tree, the squirrel already in the tree must leave, and the hound chases the new squirrel. If the squirrel is caught, it becomes the hound and chases the old hound who is now a squirrel.

Notes: Stress the importance of SAFETY.

STAGECOACH UPSET

Each player in the group is assigned some part of a stagecoach such as a “wheel”, “driver”, “bandit”, “horses”, and so on. The person who is “It” begins to tell a tale about a stagecoach trip, mentioning along the way various parts of the stagecoach (from the list of assigned parts). Whenever a part is mentioned, that person gets up, turns around and sits down. He tries to do this quickly so that “It” won’t get his seat.

When the one telling the story says “Stagecoach Upset”, everyone changes seats and “It” sits down somewhere and the one left out will have to continue the story from where “It” left out.

ELBOW TAG

Couples hook elbows. Two players are “It”, one boy and one girl. The boy chases the girl. The girl hooks on any boy’s elbow, forcing the girl on his other elbow to be “It”. This continues until a girl is caught - then she chases a boy.

CHINESE GET-UP

Pair the group off. Have the partners sit down back-to-back and then lock elbows. The object is to try to stand up in this same position. The first pair up wins. You can have the pairs join up to form groups of four and try this again. The groups of four can join to form groups of eight to try this also.

STAMPEDE

Arrange chairs in two’s around the room, with two fewer chairs than players. Players sit in pairs holding hands. One pair wanders around with a stick, stopping in front of any pair they wish to have follow them. When there are several pairs following, the leader couple begins all sorts of motions that the others must imitate. When they shout “stampede”, all players must try to find pairs of seats without letting go of hands. The players left out or who let go of hands, are “It” the next time.

MAGIC BALL

Divide the group into three or four teams and place them all in one group behind a line which represents one side of a river. Leader throws ball into midst of group; person who catches it may cross the river in safety; they then throw the ball back across the “river” to the group, attempting to get it to one of his own team, who then crosses with the magic ball.

The team which succeeds in getting all of its members across first wins the game. If ball goes out of bounds or into the river it is recovered by the leader and put into play as at first.

D R A M A

POP EYE, BETTY BOOP AND THE BIG BAD WOLF

Divide the group into three smaller groups and assign each a part as follows:

Pop Eye: Feel muscles and say, “Well, blow me down”.

Betty Boop: Smile coyly, place right index finger against cheek and say, “Boop Boop a Doop”.

Big Bad Wolf: Make clawing motions with hands and say, “Wooo-o-f!”

Now tell the story of Little Red Riding Hood, using these characters. As each group is mentioned, the group stands up, shouts the proper response, and sits down.

“Once upon a time there was a charming young lady named Betty who was loved by a sailor called Pop Eye. Betty lived near a great forest in which there roamed a big bad Wolf. One day Betty decided to visit her grandmother who lived in the heart of the forest. Pop Eye urged Betty not to go into the forest where the Wolf lived, but Betty would have her own way and would not let Pop Eye accompany her. “I’m not afraid of the big bad Wolf”, said Betty as she started out with her basket on her arm.

When she entered the forest and saw the eyes of the Wolf gleaming at her from behind a tree, she was sorry Pop Eye was not with her. The Wolf followed Betty, step by step, getting closer and closer. But behind the Wolf came Pop Eye.

Just as the Wolf was about to spring on Betty, Pop Eye killed him with his trusty club and saved Betty’s life. “Pop Eye, my hero, you’ve killed the Wolf and saved my life”, said Betty as she fell fainting in his arms.

Thus ends the story of Pop Eye, Betty Boop, and the big bad Wolf.”

Similar stories may be told about other well-known characters.

ROLE PLAYING

Give younger children a nursery rhyme or fairy tale - or let them pick out one. Ask each person to take a character and work as a group to plan to act out the tale.

Get groups of 5 to 12 - give each group a paper sack containing 5 to 7 articles. Ask the groups then to work together to plan a short play using the articles in the bag. Stress originality - just looking for a fun play, not a “gimmick skit”.

SITUATION ROLE PLAYING

Set up a situation. Let group assign characters and determine how situation should go. Then act it out.

BROWN BAG DRAMATICS

ETCETERA

BRONCHO TAG

One player is chosen as chaser; the other players form groups of three, each of which stands in a file three deep, numbers two and three each with an arm around the waist of the player in front thus forming a “broncho”. The chaser tries to attach himself similarly to the rear player of any group - that is, to become the tail of the broncho. If he succeeds, the head of the broncho becomes chaser.

The chief sport of the game is in the efforts of the broncho to avoid having a new tail. He does this by switching and dodging to keep his head always toward the chaser. Note - if a large group, have a number of chasers.

STREETS AND ALLEYS (maze tag)

Form 4 to 8 lines with 6 to 8 people in each line. Have players stretch out their arms so they can hold hands. Then have them take a one-fourth turn and connect their hands again. This will give proper spacing. Select two player to be It - they can be called the Cop and the Robber. Have all players join hands in rows - the leader will start the game by blowing a whistle (or by other means). The Cop will be at the end of a row and the Robber on the opposite end. When the whistle blows the first time, the Cop starts to chase the Robber. From this time on, every time the whistle blows, the participants forming the lines will take a one-fourth to the right, join hands forming streets in another direction. The Cop or Robber cannot go under, over, or break through the line at any time. When caught, new Cops and Robbers are picked. The leader can manipulate through streets and alleys so as to be advantageous to the Cop to terminate the chase.

UP JENKINS - DOWN JENKINS

The players sit on opposite sides of the table, a team on each side. Each team selects a captain. Teams should not be larger than six or seven.

An object (coin, button, washer) is given to one team. The members of that group put their hands beneath the table and pass the object back and forth among them. At the command of “Up Jenkins”, given by the captain of the opposite team, the team’s players who were passing the object, close their fists and raise their hands above the table, resting their elbows on the table top.

This same captain then give the signal “Down Jenkins”. The players who have their elbows resting on the table then lower their hands to table and as their hands hit the table they must open their hands, palms down and flat against the table.

The captain and only the captain, with help from the other members of his team, tries to guess which hand has the object under it. He only gets one guess. (Note: The more in unison and the harder the table is slapped, the harder it will be to detect the location of the object). There are different ways of scoring. One method is that the team scores a point for each unsuccessful guess by the opposing captain. Another is to give the guessing team a point for each correct guess. A third way is to do both, which means a point is scored by some one every turn.

When the object is found, the opposing team then repeats procedure. Change captains every turn so every one gets a turn to be the team captain.

ROMANCES

Give each player a pencil and paper. Ask everyone to write their answers to the items you call for. Then read the items in the first column.

When the items have been written, starting with question one have the first player read their answer to the question. After the answer has been read, then you read the question. Then go to the second player and second question. You can also play this by reading the question first and having the players take turns reading their answers. Again one answer per question.

The list may be varied or enlarged.

- | | |
|---------------------|--|
| 1. A name | What is your boy or girl friend's name? |
| 2. A distant place | Where did you meet? |
| 3. An age | How old is she (he)? |
| 4. A length of time | How long have you been engaged? |
| 5. A reason | Why did you propose? |
| 6. A number | How many other proposals have you received? |
| 7. Yes or No | Is he or she conceited? |
| 8. A color | What color are her (his) eyes? |
| 9. A size | What size shoes? |
| 10. A sum of money | How much money will you have for spending money? |
| 11. A habit | What is your worst fault? |
| 12. A virtue | What is our redeeming virtue? |
| 13. A song | What will they play for a wedding march? |
| 14. A nearby place | Where will the honeymoon be spent? |
| 15. A motto | What will be the guiding principal of your life? |

A NEW KIND OF SCAVENGER HUNT

This one will make you think!

FIND THE FOLLOWING, AND BRING BACK TO THE GROUP MEETING POINT.

Mouthful of substance on part oxygen and two parts hydrogen.

Dead leaf from a hardwood tree.

Piece of a living thing that makes sugar out of sunlight.

Empty Wrigley's gum wrapper.

Non-biodegradable piece of litter.

Pocketful of leaves dead for at least 3 years.

Live beast with its skeleton on the outside.

Dead leaf at least 30 times long as it is wide.

Jar full of clear, gaseous, life-giving substance.

Drawing of something which recycles nature's wastes.

Empty Coke or beer can.

Handful of rocks no larger than 1/64 inch in diameter.

Home made by plants for insect larvae.

Description of symbiotic relationship.

Top predator.

Plant seed adapted for dispersal by wind.

Animal (alive to be let go) with 4 wings

Animal that crawls but will change into one that flies.

Tourist flower.

LIST MAY BE MODIFIED TO FIT YOUR AREA. ITEMS CAN BE DELETED TO MAKE A SHORTER LIST.

S T U N T

MAGIC WRITING

A magic wand or a broomstick is all the equipment needed for this game of intrigue, except for a gift of “gab”. One player, in cahoots with the leader, goes out of the room. Those left in the room will decide on a word such as come which the leader will write in magic on the floor when his accomplice returns. The secret of the game, well camouflaged by scribbling on the floor, is that the leader taps on the floor to represent the vowels - one tap for “a”, two taps for “e”, and so on. He makes statements beginning with the consonants needed to spell the word chosen. Thus he might spell “come” by saying, “Can you see from there?”, then scribble a bit, tap out four taps, then say, “Most people would get this by now”, then tap twice.

JIMMY-JIMMY, JOHN-JOHN

Two people stand side by side holding the same broom horizontally. The rest of the people sit in a group facing them. They are told that this is a black magic game since one person thinks of someone in the group and “transfers his thoughts through the broom” to the other person. They go through a routine where the first person says, “Jimmy” any number of times while twisting the broom. Then the second person says “John” any number of times while twisting the broom perhaps the other way. The trick is that they are thinking of the person who talks first during the routine. Continue their “Jimmy-Jimmy, John-John” routine until after someone says something. Then the two say at the same time the person they were thinking of. The people in the group are supposed to try to figure out the trick and encouraged to go up and try it if they think they know.

SMELLING THE BROOM

Two people need to be “in the know”. One goes out of the room. The other is left holding the broom. He asks for someone to touch a spot on the broom handle which the person who has left the room will be able to detect by smelling. The secret is, that the person holding the broom will move his toes slightly, when the spot which was touched is passed over, as the “sniffer” sniffs the whole broom. The broom holder should ham up the introduction of the “magic.” The broom “sniffer” should also make a show of it.

LOVER’S KNOT

Provide a forty-inch piece of string for each player. Divide the players into couples as they arrive. Have a few assistants to help tie couples together. Handcuff the girl by tying and end of her string to each wrist. Then tie one end of her partner’s string to his right wrist, loop the other end around her string, and tie it to his left wrist. The couple is linked together. In this game, the partners must get apart without breaking or untying the string. The trick is simply for a person to slip the loop of his string between the wrist and the string of his partner, from the bottom (elbow side rather than finger side) and slide over the hand. This leaves the string tied as before, but the partners are separated.