

Quick Games



Number of players: Two or more

Age group: 3 years and up

Equipment needed: At least three large bouncing-balls, balloons, marbles, plastic milk carton, hula hoop(s), rope, or strong string, stopwatch

Indoor Outdoor

HANG TIME

A ball or balloon is tossed into the air and players try to keep it from touching the ground, using any part of their body, and counting each hit aloud. Add multiple balls or balloons for large groups of players. (Balloons work best when indoors)

BACK UP

Players pair-off, sitting back-to-back on the ground. They must stand up and sit back down as many times as possible by only pushing against each other's back – No turning and no hands!



ACORN DROP

Each player has five “acorns” (acorns, marbles, rocks, pennies, beads, etc.), taking turns dropping them into the milk carton from 3 feet above. If they miss, they lose that acorn but, if they make it in the carton, they collect that acorn plus all of the previously missed acorns on the ground. The game ends when one player has all the acorns or whoever has the most acorns, if the game is timed.

EYE SPY

Players take turns describing an object with a series of clues. The other players try to guess what it is, in as few clues as possible. If someone guesses correctly with the first clue, they get 5 points. Points drop by 1 for each additional clue needed. For example, if a player was describing a well handpump, they might start out saying, “I spy, with my little eye, something . . . old.” The next clue might be “... something . . . rust colored.” This could also be played as “20 Questions”.

PENGUIN RACE

Children race each other, but with a loop of rope or strong string around their ankles. Each “runner's” stride should be limited to about the length of one foot.

OBSTACLE WADDLE

Children navigate a simple obstacle course for the best time while keeping a balloon between their knees (no hands). If the balloon falls, they're out of the competition.

LAST LETTER

Players form a circle, and the first player starts with any letter, (other than “X”), and the next player adds another letter. Players continue adding letters until a word of four or more letters is formed. The player that adds the letter creating a word wins that round and begins the next round. If a player adds a letter that makes it impossible to create a word, the round ends and that player is out of the next round.

HULA HOPE

A hula hoop is placed about 25 feet away from where players stand and try to roll balls into the hoop. If a player lands a ball within the hoop, they get 10 points; if they don’t, they leave their ball where it came to rest and the next player rolls their ball. Whichever player ends up with their ball closest to the hoop gets 5 points. That ball is left there but the ball that’s not the closest is removed. If a player moves another player’s ball, that player loses 10 points. The lowest possible score is zero (No negative scores). Other safe objects like crumpled-up paper balls, tennis shoes, Frisbees, etc. can also be used.

SIMON/SIMONE SAYS

Children take turns being “Simon” (or “Simone”), who gives simple instructions to the other kids like, “*Simon says, touch the top of your head*”. The other kids must do what Simon (Simone) says, HOWEVER, if he/she doesn’t first say, “*Simone/Simon says*” before giving an instruction, players that follows that instruction are out of the game.



BLIND GUESS

One child is selected to be blindfolded while the other children each gather an object for the blindfolded child to guess what it is. If their first guess is correct, they earn 5 points. If they don’t guess correctly, they can have four more incorrect guess, earning one point less after each incorrect guess (4 points on their second guess, and so on until they’ve made five wrong guesses). Once the blindfolded child either guesses correctly, or incorrectly five times, they then try to guess the next object. This continues with each of the objects, after which, a different child is blindfolded for the next round.



NOTE:

- *Objects must be something that the child would easily recognize if not blindfolded.*
- *An object shouldn’t have a strong odor that would help to identify it.*
- *All objects **MUST BE SAFE** for children to handle.*