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Turning Spectators Into Participants

Roger Fields

*It's not the art of the performance,
but the art of the participation (Leonard Sweet)*

Bob was bored. Sitting in his house with his three kids on New Years Day, he wondered what there was to do on a day like today for someone who doesn't watch football. Bob decided to do something crazy. He started a neighborhood parade. He invited all his neighbors to join the parade with one rule: nobody was allowed to watch the parade. He invited them to march in the parade but asked them to close their windows if they decided not to participate. The parade became such a hit that it is now famous after almost 20 years. The rule is still intact: everybody marches; nobody watches. Bob involved everyone.

To me, this illustrates God's style. The Bible is His journal about how He involves people. Throughout the Bible ordinary people participated in His purposes. And that caused all kinds of problems. That's the story of the Bible.

This is what surprises me. God went to amazing lengths to include people in His purposes. Except for creation, He rarely did anything by Himself. It seems to me it would have been much easier for God to do most tasks on His own. Instead, he involved people in everything He did. And it always got messy. Always.

Right from the start, God put Adam in the Garden of Eden and gave him a job: naming the animals. God could have named the animals Himself or delegated the task to a low level angel. But no, Adam got that gig. He was a participant in managing the garden, or at least until he got evicted.

Just like with Adam, God regularly turned spectators into participants. Nobody got the luxury of sitting back and watching God do stuff.

- When He wanted to save a few folks on earth before the flood, He tagged Noah to build a barge. That only took about 100 years.
- When He wanted to start a special nation, He picked Abraham to begin a family that would launch it. Sarah got a kick out of that crazy idea.
- When He wanted to get His people out of Egypt, He drafted Moses at the burning bush to pry the people away from Pharaoh. Moses dug his heels in and resisted taking on such a risky project. God persisted until Mo got in the game.
- When He wanted to kill Goliath, He sent David into the valley to kill him with a slingshot. Why didn't God simply give Goliath a heart attack? It would have been easier.
- When He wanted to reach the people of Nineveh, He sent Jonah. That worked out well. *wink
- When He wanted to send His Son to earth, He could have beamed Jesus down somewhere in the dessert. Instead He involved Mary and Joseph to birth Him into the world. That created all kinds of problems for the young couple.
- When Jesus wanted to impact Samaria, He rattled a woman at a well with knowledge of her past, and she went into town telling everyone about Him.
- When He wanted to start churches, He knocked Saul of Tarsus off his horse on his way to Damascus and shaped him into a church-planting machine.

The list is endless. All through the Bible, God relentlessly involved people. He turned them from spectators into participants.

Flash forward 2000 years.

Today everyone is a spectator. People come to church and watch the performance. They listen to the music. They listen to the pastor. A few of them serve in a church department. Most sit.

Teaching styles reflect this. We teach: kids listen. We show a video: kids watch. We have turned faith into a spectator sport. Adults who attend church do not want to do anything but sit. Why? Maybe it's because we trained them that way in children's ministry. Kids are sitters. Adults are sitters. Everyone is a sitter.

But it doesn't need to be this way.

If nothing else, our teaching methods should get kids involved. It should turn spectators into participants.

The good news is that kids WANT to participate. They want to do something. The four most powerful words a kid can hear from you is "I need a volunteer." Most kids want to raise their hand and do something, anything. Anything...but sit.

So the great news is that kids are already wired to connect with the most effective—and most Biblical—teaching method on the planet: participation. Kids love to participate; participation creates learning. Perfect.

**Tell me and I will forget.
Show me and I might remember.
Involve me and I will get it.**

But how do you do that? How do you get kids involved in a learning experience? How do you turn them into participants?

That's what Kidz Blitz is about. We hope this book helps you do just that.

game zaniak	
routine	zany
fun to play	fun to play and watch
athletic	active
predictable	unpredictable
outcome based	participation based
normal	funny
big kids win	anyone can win
familiar	curious

zaniak

Tips and Tricks

1. Divide the room into two sides. Give each side a team name. Dividing the room with a center aisle or rope down the middle is helpful/important/critical. It just works much better that way.
2. Don't play games that take any real athletic ability. That's why we didn't include any. That way if/when you lose, nobody cares. Really, does anyone think it's a big deal when you are last to shake a cotton ball off your nose stuck there with Vaseline?
3. Make the game urgent. Time it. Make it frantic. Use a stopwatch, a clock, hourglass, something.
4. Explain it carefully. Nobody gets excited about a game they don't understand. Explain the rules. Make it clear.
5. Choose kids wisely. If a small kid can play it, pick him. If a shy kid never raises her hand, ask her if she wants to play. Don't choose the same kids over and over.
6. Give points to the winning team. Points are free so you can give away lots of them. "This next game is worth 25,000 points!"
7. Crank the music. Play something fast. Use upbeat Christian music or one of Kidz Blitz' parodies of classic rock.
8. Start the music first. Start the music BEFORE you start the game. Let the music draw you into the game. Hearing the music gets your heart pumping so you're ready to start.
9. Don't make winning any bigger than it already is. It's already a big deal so you can tamp it down a little by saying, "By a little bit I guess this one goes to the Blue team!" That's better than, "Wow! It looks like the Blue team has smashed the Green team again!!!"
10. Announce by name the kids who are playing. Make a bigger deal out of playing than winning. "This is Bobbie! Bobbie is ten years old and has a dog named 'Chewy.' Let's give it up for Bobbie!"



Zaniak



YUMMY

7

OREO BLITZ

HOW TO WIN

catch
the most
cookies in
your mouth
in one
minute

Just add:
•4 kids or
•2 teams of 3
kids each

You will need a box of oreos
and a container to put
them in.

SUPPLIES

DIRECTIONS

Twist all the Oreo cookies apart. Place the halves with the filling in a pan. Select four kids, two teams of two. Designate a kid on each team to be a "catcher" and the other to be a "masher."

The masher presses the Oreo onto the forehead of the catcher giving it a light twist to adhere it to the catcher's forehead. The catcher sticks his/her tongue out and tries to catch the cookie as it falls. The masher then sticks another cookie on the catcher's forehead. The first catcher to eat the most oreos in 1 minute wins.

Variation: This can be made into a team game. Create 2 teams of 3 kids each. When the first eater has successfully eaten, the feeder then sits down, and a third team member feeds him. This continues until the first eater gets to the position where he is now the feeder and feeds the last member of the team.

LICORICE RACE

HOW TO WIN

be the first to eat the whole marshmallow

You will need shoestring licorice and large marshmallows.

SUPPLIES

DIRECTIONS

Slide two marshmallows onto the center of a piece of licorice. Each player puts an end of the licorice in his/her mouth. At the same time, without using their hands, the players eat the licorice until one player gets to a marshmallow. Whoever eats their marshmallow first wins the game.

Suggestion: Choose siblings to play this game.



Just add:
•2 kids

40 INCH DASH

HOW TO WIN

reach the
marshmallow
first

You will need string and
large marshmallows.

SUPPLIES

DIRECTIONS

Cut 3 40-inch pieces of string. Tie a marshmallow to the end of each string.

Select 3 kids to come up front. Give each kid a marshmallow string. On a "go", each person puts the loose end of the string in his mouth and "eats" his way to the marshmallow. The first person to get the marshmallow in his mouth is the winner.

Just add:
•3 kids



BUBBLE BLOW UP

HOW TO WIN

be the first to blow a bubble

Just add:
•3 kids

You will need Blow Pop suckers.

SUPPLIES

DIRECTIONS

Call 3 volunteers up front. Give them each a Blow Pop sucker. The first one to unwrap it, eat the Blow Pop, get the gum and blow a bubble wins.



CHEWING GUM BLITZ

HOW TO WIN

be the first to blow a bubble

Just add:
•any number of kids

You will need bubble gum, work gloves and shopping bags.

SUPPLIES

DIRECTIONS

Use as many players as you have supplies for.

Place individual sticks of wrapped gum inside the shopping bags. Give each volunteer a pair of work gloves and a bag. The idea is to put on the gloves, pull a piece of gum out of the bag, unwrap it, chew it and blow a bubble.

Variation: You can make teams of two so that one team mate must pass the gloves to her partner after she's done.



XTREME LEMONADE

HOW TO WIN

be the first to make lemonade

Just add:
•4 kids

You will need lemons, sugar & cups of water.

SUPPLIES

DIRECTIONS

Call 4 volunteers up front and have them sit down on stools, facing the audience. On a low table in front of each of the volunteers, have the ingredients for lemonade: a 1/4 of a lemon, a teaspoon of sugar, and a glass of water.

Announce that this is a race to make lemonade. On "go," they must first eat the lemon, then the sugar, then drink the water, keeping all items in their mouths. Then they have to jump up (twist, spin... be creative) and sit down to mix up the ingredients in their mouth. Once they have mixed it, have them spit it back into the glass. The first to do this is declared the winner.

BANANA BLUFF

HOW TO WIN

just for fun

Just add:
•2 kids
•1 good sport

You will need 3 bananas and 3 blindfolds.

SUPPLIES

DIRECTIONS

Choose an older kid (who can handle being slightly embarrassed) to be your “good sport”. Place a peeled banana in front of each volunteer. Blindfold each player making sure to blindfold the oldest player last. QUIETLY remove the blindfolds from the other two players while casually explaining the rules:

1. keep hands behind back,
2. eat banana without using hands

Try to keep the seated kids from revealing the secret. After saying, “Go!” cheer on all three players as if they are all playing. The look on the older player’s face is priceless when he removes his blindfold and finds the other two bananas neatly eaten.

GRAHAM STACK

HOW TO WIN

stack
the most
graham
crackers

Just add:
•4 kids

You will need a box of
graham crackers.

SUPPLIES

DIRECTIONS

Choose two kids to be stackers. Let them each choose a volunteer to help them. Tell the volunteers to lay down on the floor. The stackers then see how many crackers can be stacked in a pile on each forehead. The person with the highest stack wins. Usually laughing knocks the stack over early.



COOKIE CHALLENGE

HOW TO WIN

be the first to eat all the cookies from your bowl

Just add:
•8 kids

You will need cookies, index cards, masking tape & 2 bowls.

SUPPLIES

DIRECTIONS

Place some cookies in 2 bowls. Make two teams of four kids each. Place each team in front of a bowl, and give each kid a 3"x5" index card. Mark off a line on the floor about ten feet away with a piece of masking tape. The first kid on each team places the end of the card in their mouth and a cookie on the card. They carry the cookie across the line and back. If they drop the cookie they must start over. When they get back they try to tilt the card up so that the cookie slides into their mouths. It is alright if the cookie lands on the floor instead of a mouth. The next player on that team still begins. See which team can:

1. get the cookies back to base
2. eat the most cookies by tilting the cookie into their mouth.

ALPHA-BLITZ

HOW TO WIN

form the alphabet first with pieces of cereal

Just add:
•2 kids

You will need a box of "Alphabits" cereal.

SUPPLIES

DIRECTIONS

Pour the Alphabits in a bowl.

Challenge two kids to place letters in a row making a complete alphabet if possible. Give them one minute.

Sometimes certain letters are hard to identify. Choose an impartial judge to make the ruling after the time is up.



CANDY BAR CHOP UP

HOW TO WIN

be a
candy bar
expert

Just add:
•kids

You will need plates,
spoons and several popular
candy bars (snickers, baby ruth,
hershey, reese's cup, milky way etc.).

SUPPLIES

DIRECTIONS

Chop up several candy bars in a food chopper one at a time so that they are beyond recognition. Put them into separate, numbered bowls. Put a spoon in each bowl and give each kid a spoon and plate. Tell the kids that they can sample each of the candy bars making sure they understand to first put a sample of the candy on their plate with the spoon that is in the bowl. This eliminates kids "double dipping" into the candy bar mess. Have the kids write down on a piece of paper what kind of candy or candy bar they taste. The one with the most correct answers wins!



CEREAL RACE

HOW TO WIN

be the first team to eat all the cereal without using any hands

Just add:
•4 kids

You will need bowls, cereal & spoons.

SUPPLIES

DIRECTIONS

Place a table with 2 bowls of cereal on one side of the room or stage. Form 2 teams of 2 players each. Choose 2 of the players to be "feeders" and stand beside the table. Give them each a spoon. Have the remaining two players stand on the opposite side of the room across from their partner. These 2 are the "eaters." On "go" the feeders must carry a spoonful of cereal to their teammate by holding the spoon handle in their teeth. When they get to the other side, they will feed the cereal to their partner and repeat until the cereal is done. The first pair to finish their cereal wins!

PRETZEL RACE

HOW TO WIN

get your
pretzel
down the
line first

Just add:
•2 teams

You will need a box of
straws and twisted pretzels.

SUPPLIES

DIRECTIONS

First, divide your group into two teams. Line up each team facing forward, and give each player one straw. The player at the beginning of each line will also get a pretzel. (This will only work with a twisted pretzel, not pretzel sticks!)

Before beginning, instruct everyone to put the straws into their mouths and the line leader to hang their pretzel on his/her straw.

On "go" the kids will pass the pretzel down the line using only the straws, no hands allowed! If the pretzel falls on the floor, it must go back to the beginning of the line to begin again.

The first team to pass it down to the end of the line wins.

POPCORN CATCHER

HOW TO WIN

eat the most popcorn by catching it in your mouth

Just add:
•4-6 kids

You will need a big bag of popcorn.

SUPPLIES

DIRECTIONS

This game is simple and fun. Pick a person to be "it". Have the person sit in a chair at the other side of the room. Instruct the other players to throw popcorn at the "it" player. "It" must try to catch as much popcorn in his mouth as he can. See how much popcorn he can catch in 3 minutes. Rotate players and begin again. The player who eats the most popcorn wins.

WATERMELON BLITZ

HOW TO WIN

be the team with the most watermelon seeds

Just add:
•6 kids

You will need one watermelon with seeds, cut up. You will also need a large bowl, 2 small bowls and a table.

SUPPLIES

DIRECTIONS

Chop up a watermelon that has seeds and put the pieces in a big bowl on a table. No rinds. Place a smaller bowl on each side of the large bowl. Select two teams of three kids each.

The first kid on each team places a piece of watermelon in his mouth and runs around the room chewing the watermelon. Have the kids run in the opposite direction of each other. When they return to their bowls they will spit out the seeds. The next kid does the same.

After the third kid on each team has finished spitting out seeds, count the number of seeds in each bowl. Make fun of the fact they also spit out some watermelon and probably swallowed some seeds.

CANDY BAR MELTDOWN

HOW TO WIN

guess
the most
candy
bars
correctly

Just add:
•the whole
group

You will need 20 different
brands of candy bars, paper
plates, paper, and pencils.

SUPPLIES

DIRECTIONS

Buy 20 different brands of chocolate bars (Snickers, Baby Ruth, Milky Way, Twix etc.) and put a sizeable piece of each on separate paper plates. Number each plate with a marker from 1 to 20 and make sure that you keep track of which candy bar is put on each numbered plate. Make a list such as #1 Snickers, #2 Mr. Goodbar, #3 Kitkat, etc. Put each plate in the microwave and wait until the candy bar is melted or well softened. Some will melt better than others, therefore you may have to do some squashing with your finger to make them a bit less recognizable. But don't melt them or squash them too much since it may make them completely unrecognizable. You want to give your kids a fighting chance here.

Put all the plates on a table with paper and pencils and have the kids write down their guesses. Then read off the answers and have them mark their correct guesses. The kid with the most correct answers wins.

PEANUT BLITZ

HOW TO WIN

shell the most peanuts in 60 seconds

Just add:
•the whole group

You will need 2 small bowls and 2 large bags of unshelled peanuts.

SUPPLIES

DIRECTIONS

This is not a game to use if anyone in your group has peanut allergies!

Buy a couple of large bags of peanuts in the shell. Set two small bowls on a table and select two kids to stand behind the table facing the group. Dump a bag of peanuts in front of them. See how many peanuts they can shell and place into their bowl in 60 seconds. Only fully intact peanuts count, no halves. Let them eat their peanuts after you count them. Repeat several times. Kids who like peanuts will be enthusiastic about playing this game.

M&M RACE

HOW TO WIN

transfer the most M&M's out of one bowl and into another bowl

Just add:
•3 players

You will need a box of straws, 3 bowls, 3 cups and a big bag of M&M's.

SUPPLIES

DIRECTIONS

Place two bowls and a straw on a table in front of each player. Fill one of each player's cups with M&Ms. See who can transfer the M&Ms from one cup to the other by sucking on the straw.

Make sure the diameter of the straw is smaller than the M&M's so no one chokes.



APPLE ON A ROPE

HOW TO WIN

eat the apple first without using your hands

Just add:
•teams of 2

You will need twine and apples.

SUPPLIES

DIRECTIONS

Prepare for the game by setting up the apples on twine. Do this by poking a hole through the apple, stringing a piece of twine about 3' in length through the apple, and knotting it several times at the end to prevent the apple from falling off.

For this game there are only two players on a team, one to hold the apple and the other to eat the apple. The apple holder will hold one end of the rope in the air while the apple dangles. The apple eater will eat the apple while their hands are behind their back. The first team done eating the apple down to the core is the winner. It might be helpful to have a judge to decide when a team is down to the core.

**With this game use CAUTION because players could choke if they inhale the apple. Encourage them to concentrate on eating the apple and not laughing. This game is better for older players.
**Some players have a hard time getting the first bite into the apple, and the trick is to hit the apple with the force of your teeth. Careful, don't play this game if you have loose teeth.

BOLOGNA ARTISTS

HOW TO WIN

create
the best
snowflake
out of
bologna

Just add:
•4 kids

You will need thick
sliced bologna.

SUPPLIES

DIRECTIONS

Remember cutting out “snowflakes” from folded paper in kindergarten? Well this challenge takes on that same idea only using a piece of bologna instead of paper and using only your teeth instead of scissors!

Invite 4 “artists” to come up front. Each artist is given a thick piece of bologna. (You can ask a butcher to cut the pieces of bologna thicker for you - it keeps the final design held together better.) Give each artist 1 minute to create a snowflake design out of their piece of bologna using only their teeth.

After the time is up, let the crowd vote on the best bologna-flake. (It’s really funny to watch the expressions of the artists while they are working, especially the ones who don’t like bologna!)

HO-HO GULP

HOW TO WIN

be the first to finish your Ho-Ho's and milk

Just add:
•4-6 kids

You will need Ho-Ho desserts and milk.

SUPPLIES

DIRECTIONS

Before beginning this game, place a sheet of plastic on the floor for easy clean up.

Give each volunteer 2 packages of Ho-Ho's and a glass of milk. Tell them that this is simply a race to see who can finish first. Then yell, "GO!"



CANDY BAR BLITZ

HOW TO WIN

open and eat an overwrapped candy bar with a knife and fork

Just add:
•2 kids

You will need 2 candy bars, 2 metal forks, 2 metal table knives, newspaper, wrapping paper.

SUPPLIES

DIRECTIONS

Wrap two candy bars in about ten layers of newspaper and wrapping paper. Wrap them both the SAME.. Set them on a table up front.

Select two players to face each other on opposite sides of the table. Give each a knife and fork. Place a wrapped candy bar in front of each of them.

On "GO" let them unwrap the candy bar. The first one to unwrap and eat the candy bar using ONLY the knife and fork wins.

NO HANDS ALLOWED!

MILK JUG BLITZ

HOW TO WIN

drop the most marshmallows from your forehead into a milk jug

Just add:
•8 kids

You will need 4 milk jugs, rope and 4 bags of large marshmallows.

SUPPLIES

DIRECTIONS

Cut the neck off of each milk jug so that the hole is about three inches wide. Use a piece of rope to tie a milk jug around each of the four dropper's waists so that the jugs are in front.

Select eight players (four "placers" and four "droppers.")

Pair up each dropper with a placer. On "GO" the dropper tips his head back, and the placer places a marshmallow on the forehead of the dropper. The dropper will then tilt his/her head forward to drop the marshmallow in the jug. See who can drop the most marshmallows into their jug in one minute.





RACIN' RELAYS

INCH WORM

HOW TO WIN

be the first team to inchworm their way to the finish line

Just add:
•8 kids

You will need 2 bed sheets.

SUPPLIES

DIRECTIONS

Select two teams of four kids each. Have one half of each team go to the opposite side of the room for a relay race. Hand a bed sheet to the first person in line from each team. On the word "go," the first person must roll themselves up in the bed sheet like a "caterpillar" and then "inchworm" crawl to their teammates across the room. There they must unroll (the receiving team may assist!) and the next person in line rolls up and inches back to the other side. Continue the relay until each person has crossed to the other side.

Great fun!

CEREAL BLITZ

HOW TO WIN

pass the most cereal from the front of your line to the end without using any hands!

Just add:
•10 kids

You will need a box of cereal, plastic spoons and 4 bowls.

SUPPLIES

DIRECTIONS

Select two teams of five kids each and line them up relay style. Provide a plastic spoon for each person. Instruct the players that they must hold their spoons with the handle in their mouth. Then give the first person in each team a bowl of cereal and the last person on each team an empty bowl. The idea of the game is to pass the dry cereal from the front of the line to the empty bowl in the back using the spoons which must remain in their mouths. The team that has the most cereal in the "empty" bowl after a designated time wins!

FRUIT LOOP RACE

HOW TO WIN

be the first team to get all of your Fruit Loops to the end of the course by blowing them

Just add:
•teams of 2 or 5

You will need several pieces of 10 foot long string and a box of Fruit Loops.

SUPPLIES

DIRECTIONS

Tie a 10 foot long piece of string to a chair or some other firm anchor point. Pull the string taut. Slide 10 Fruit Loops onto the string and tie the remaining loose end to another chair. Move all the Fruit Loops to one end. This will make one race course. Form teams of 2 or 5 and use as many courses as needed for the number of teams.

Each team member will alternately blow one fruit loop from one end of the string to the other. The next team member cannot start until the previous team member has his Fruit Loop to the other end. Beware, team members will become short of breath quickly especially if there are only two of them. The first team to get all the Fruit Loops to the other end wins. The losers have to eat the Fruit Loops which will have spit all over them.

HINT: short bursts of air usually move the Fruit Loops better than continual blowing.

TISSUE TOTE

HOW TO WIN

pass all five tissues from the front of the line to the back using only the straws

Just add:
•10 kids

You will need a box of straws and a box of tissues.

SUPPLIES

DIRECTIONS

Select two teams of five kids. Make two lines of five kids each. Space each kid about one foot apart. Give each kid a straw. Give the first kid in each line five tissues.

The players must pass the tissues one at a time from the start of the line to the end using only the straws. They will have to suck in air from the straws so that the tissue sticks to it. Any dropped tissues must start over.

The winning team is the first to tote all five tissues from the beginning of the line to the end.

SPOON PASS

HOW TO WIN

be the fastest team to thread the spoon through everyone's clothing and back again

Just add:
•12-16 kids

You will need 2 metal spoons, string and 2 cups of ice water.

SUPPLIES

DIRECTIONS

Make a team of boys and a team of girls. Each team should have 6 to 8 players. Have each team line up relay style. Give the first person on each team a spoon with A LOT of string tied to the end of it.

On your signal, the first player will begin passing the spoon by threading it **DOWN** his/her own shirt and pants. The next person will thread it **UP** their own shirt and pants, and so on. The last person in the line will use the spoon to stir a glass of ice water for 10 seconds. Then the team must "unthread" their spoon by passing it back the same way it came. The first team to finish wins.

SPONGE BOB SQUARE FEET

HOW TO WIN

be the team that carries the ball around the course and back first

Just add:
•10 kids

You will need 4 shoe boxes, duct tape, 2 chairs, 2 spoons and 2 rubber balls.

SUPPLIES

DIRECTIONS

Cut a 4 1/2 inch circular hole in the lid of each shoe box to make 2 pairs of big square shoes. Tape the lid securely to the box using duct tape or electrical tape. You might want to spray paint the boxes a bright color for added flair.

Form two teams of five kids each. Line them up and place the square shoes on the kids at the front of the lines. Set 2 chairs directly across the room from the lined-up teams. Hand each of the front kids a spoon with a rubber ball on the spoon. On "go" the front kids will walk/run/stomp and circle the chair while holding the ball on the spoon. If the kid drops the ball, he must start over. When the kid returns to the line the next kid puts on the shoes, holds the spoon and circles the chair. The first team to have all five kids complete the lap wins.



BOX STACKIN' BLITZ

HOW TO WIN

be the first team to stack all of their boxes

Just add:
• 2 even numbered teams

You will need socks and boxes of various sizes (have as many boxes as you have players)

SUPPLIES

DIRECTIONS

Before playing, decorate the boxes. For example, wrap them in funky wrapping paper or paint them with bright colors and crazy designs.

Create two teams with even numbers of participants. Split those teams in two and have each half stand at opposite ends of the room.

Give each child a pair of socks (for their hands) and a box. The child in the front of the line should have the smallest box and the boxes should get larger the further back in line they go. One by one, have the kids run with their boxes across the room to their teammate and place their box at the feet of the first in line. They then go to the back of the line. The child in the front then stacks her box on top. (Stack the boxes so the smallest one is on the bottom). She picks up the boxes and runs across the room to the front of the other line and repeats. If a pile of boxes is dropped, then the child must re-stack and start again from his original spot. The first team to successfully hand off all their boxes wins.

VARIATIONS: To challenge older kids, place obstacles in their paths for difficulty.

HAND SQUEEZE BLITZ

HOW TO WIN

be the first team to grab the object

Just add:
•2 teams

You will need a coin and a small object.

SUPPLIES

DIRECTIONS

Players form two teams. The teams sit on the floor forming two lines that face each other. At the head of the lines, a "referee" sits between the two lines with a coin. At the end of the line, a small ball or other item sits in the middle of the last two players. Team members hold the hands of the person next to them.

The referee flips the coin so that only the first team member on each team can see. If it lands on tails, neither leader should do anything. If it lands on heads, the first person in line squeezes the hand of the next person in line, who then squeezes the hand of the person next to them and so on. When the last person's hand is squeezed, they jump up to grab the object in front of them. It is a race to be the first to grab the item in the middle.

The winning team gets to rotate their players down one. The game is over when a team has rotated all their players through the line.

VARIATION: To make this game even more interesting, use a wet bar of soap set on a dish as the object to grab.

ICE CUBE BLITZ

HOW TO WIN

be the first team to get all their icecubes into the bowl at the finish line

Just add:
•2 teams

You will need 40 ice cubes, bowls, 2 tables and a box of tooth picks.

SUPPLIES

DIRECTIONS

Choose two teams. Form a starting line with a table and a finish line about 10 feet away with the 2nd table. Each group of players lines up at the starting line. The first person in each group is given two toothpicks. Each team has two bowls, one filled with ice cubes (one ice cube for each player) and an empty one which is placed at the finish line.

On "go" each player tries to pick up the ice cubes with the toothpicks and races to the bowl at the finish line. If a player drops the ice cube, they must pick it up off the floor with the toothpicks and continue to the finish line. After each player drops his cube in the finishing bowl, he races back and tags the next player to go.



COASTER SQUEEZE

HOW TO WIN

be the first team to have all its members finish the course carrying a coaster between their knees

Just add:
•teams of 3-4 kids

You will need 12-15 drink coasters.

SUPPLIES

DIRECTIONS

This is a relay race with 3 or 4 on each team. Hand the first person on each team a drink coaster. On "go," they will squeeze the flat side of a drink coaster with their knees and run to the goal, handing the coaster to the next in line when they return. They won't be able to run very fast so, as opposed to most racing games, you can easily do this game inside. You can use more than one coaster to make the relay slightly harder to do. This game is simple but fun to watch.

CRAZY WAITER

HOW TO WIN

be the first team to have each of its members weave the egg through the line and say "Here's your egg, sir."

Just add:
•2 teams

You will need 2 platters and 2 ping pong balls.

SUPPLIES

DIRECTIONS

Create two teams, and ask them to stand in 2 lines. Put a ping pong ball onto each platter, and give the plate to the leader of each line.

On the word go, their job is to run like crazy, weaving in and out of each player down the line, while balancing the ball on the plate. Once the child gets to the back of the line, he then runs up to the front again, without weaving, and gives the platter to the next player.

Don't forget, when handing over the platter, the waiter must say the words, "Here's your egg, Sir!" While the new waiter begins weaving, the old waiter returns to the end of the line. If the ball falls off the plate, the player must return to the front and restart.

First team to complete the challenge wins.

PASS THE HAT

HOW TO WIN

be the first team to pass the hat to the end of the line without using any hands

Just add:
•2 teams

You will need 2 old hats of any style.

SUPPLIES

DIRECTIONS

Form 2 teams and have them line up relay style. Give the first person in each line a hat. Players pass the hat down the line without using their hands. The first group that successfully passes the hat to the end of the line wins.



TUNNEL BLITZ

HOW TO WIN

be the first team to tunnel their way to the leader

Just add:
• 2 teams

You will need nothing for this game.

SUPPLIES

DIRECTIONS

Line up 2 teams, single file, equal distances from the leader who stands arms outstretched toward the teams.

Players spread feet wide apart with the exception of the last team member who must crawl through the tunnel formed by the legs. Once at the front, he stands up and the next team member crawls through the tunnel. This continues until one of the teams can touch the outstretched hand of the leader.

To avoid cheating, team members must be able to touch the shoulders of the person in front.

PASS THE FACE

HOW TO WIN

be the first team to pass the right crazy face to the front

Just add:
•2 teams
•1 judge

You will need nothing for this game.

SUPPLIES

DIRECTIONS

Kids stand in two straight lines facing the back of the person's head in front of them. All players must face one direction.

The person in the back starts by tapping the person's shoulder who is in front of him. That person turns around and the person behind him makes a crazy face. The person the face was passed to must then tap the shoulder of the person in front of her and make the exact same face. It gets passed all the way to the front, and of course, the face is totally different by the time it gets to the front.

After everyone has passed the face, the person in front shows everyone the face. The group leader judges which team made the face closest to the original face.

KNOT BLITZ

HOW TO WIN

be the first team to get all the knots out of their rope

Just add:
•2 teams

You will need (2) 24-inch ropes.

SUPPLIES

DIRECTIONS

Divide into two teams and line up. Give the first player on each team a 24-inch length of rope.

On the signal, the first player in each line ties a knot (any kind) in one end of the rope and hands the rope to the second player. The second player then ties a knot near the first, and so on down the line. There should be one knot for each player on the team.

After all the knots are tied and the number checked, it goes down the line again with each player untying a knot. First team to finish wins.

Explain the game allowing each team about two minutes to strategize before beginning.

NERF RELAY CHALLENGE

HOW TO WIN

be the first team to move the nerf ball down the line

Just add:
•2 teams

You will need 2 nerf balls, bowls and paper.

SUPPLIES

DIRECTIONS

You'll need one slip of paper for each player. Before the game, write the following phrases on slips of paper.

1. You cannot use your hands.
2. You cannot use your hands or feet.
3. You cannot use your hands and cannot let the ball touch the ground at any time.
4. You can use only your left hand and must stand on only one foot.

If you have lots of players then use the same phrases more than once or create your own.

Place the strips of paper in a hat or bowl. Divide the players into two equal teams and have each team stand in a line. Have the players reach in the hat or bowl and draw one paper out. Then explain that both teams will need to figure out how to pass a Nerf ball from one end of the team to the other while abiding by the rules on the slips of paper. Give the teams one minute to show each other their slips of paper and develop a plan. Then when both teams are ready, say "go!"

The first team to complete the task wins!

QUARTER RELAY

HOW TO WIN

be the fastest team to successfully drop all their quarters in the director's hand

Just add:
•8 kids

You will need 8 quarters.

SUPPLIES

DIRECTIONS

Create 2 teams of 4 kids each. Have each team form a line on one side of the stage facing the director. Give each kid a quarter to place on his/her nose. One by one, have each kid walk to the director and drop their quarter in his hand. If the quarter drops to the floor, the player goes back to the starting position and tries again. The first team to drop four quarters in the director's hand is the winner.



Zaniak



PLUNGER MANIA

MARSHMALLOW WHIRL

HOW TO WIN

wrap the string around the plunger handle the fastest

Just add:
•teams of 2

You will need 2 plungers, large marshmallows and string.

SUPPLIES

DIRECTIONS

Remove the rubber end from one plunger and push it on to the end of the other plunger. (Surely we don't have to tell you this, but use new plungers!) You should now have a plunger with rubber on both ends.

Cut about 2 feet of string. Tie one end to the middle of the stick and the other to a marshmallow.

Place two kids facing each other with the plunger pressed against each of their foreheads. Instruct them to wrap the string around the stick by moving it in a circular motion using only their heads. The marshmallow will circle the stick and wrap the string around it.

Time them. See who can beat the record.

PLUNGER BOWLING

HOW TO WIN

knock the most plunger pins down with the toilet paper

Just add:
•one player at a time

You will need 6-10 plungers and 2 rolls of toilet paper.

SUPPLIES

DIRECTIONS

At one end of the room or stage, set up the ten (six will work also) plungers like bowling pins. Like you would a bowling ball, roll a roll of toilet paper toward the pins. Score like you would for bowling except play only three frames. Repeat with new players.

IMPORTANT: Toilet paper must be right out of the pack so that the end is still stuck to the roll.



TP CATCH

HOW TO WIN

catch the most toilet paper with a plunger

Just add:
•5 kids

You will need 2 plungers and 12 rolls of toilet paper.

SUPPLIES

DIRECTIONS

Select two kids to hold plungers by the handle with the suction cup up. Select two more kids to toss rolls of toilet paper from about eight feet away. See how many they can catch in one minute. It isn't easy, but it can be done. To keep the game moving fast, have the 5th kid retrieve the rolls and toss them back into play.

IMPORTANT: Toilet paper must be right out of the pack so that the end is still stuck to the roll.



SCOOT AND PLUNGE

HOW TO WIN

be the fastest team to complete the relay

Just add:
•8 kids

You will need 2 skateboards, 2 plungers and 2 buckets.

SUPPLIES

DIRECTIONS

Form two teams of 4 each. Mark off 2 lines about 20 feet apart. Line up 2 from each team behind the lines, relay style. Hand one player from each team a skateboard, a (new) plunger and a bucket.

On go, the first player on each team sits cross-legged and backwards on their skateboard with the bucket over his/her head. Using only the plunger they must scoot themselves to their teammate across the room. When they reach their teammate, the player jumps up, takes the bucket off his head, puts the plunger in the bucket and plunges 5 times before handing over their equipment to the next player. That player then repeats the process.

Fastest team to complete the relay wins.

POPCORN PLUNGE

HOW TO WIN

have the most popcorn on your plate at the end of the race

Just add:
• 2 kids

You will need popped popcorn, 2 plungers and 2 strong plastic plates.

SUPPLIES

DIRECTIONS

Select two players. Suction the plunger to the bottom of the plate. Give each player equal amounts of popcorn. Pile the popcorn onto the plate.

Using the plunger to hold up their plates, players must walk quickly or run around the room without spilling their popcorn. The player with the most amount of popcorn still on their plate in the end is the winner.

For more excitement, have players run through an obstacle course.





JUMP ROPE RUMBLE

NOTE: In jump rope games it is important to allow some latitude. In some of the games it becomes nearly impossible to "jump" over the rope. In this case all you can do is swing the rope over your head to the floor and step over it. This method IS completely acceptable.

OREO EXPRESS

HOW TO WIN

jump rope the most times with an Oreo stuck to your head

Just add:
•2 kids or more

You will need 2 jump ropes and Oreos.

SUPPLIES

DIRECTIONS

Before you begin, separate the wafers of an Oreo. Select two kids (boys or girls) of equal size. Give them each a jump rope. Instruct the kids to stick the half with the cream to their forehead. Push and twist.

Count how many times they can jump rope in one minute without the cookies falling off. Allow others to challenge the record.



TENNIS BALL AGONY

HOW TO WIN

jump the most times with out dropping the tennis balls

Just add:
•8-12 kids

You will need 2 jump ropes and 10 tennis balls.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope. Give them a tennis ball to hold while they jump rope. Count how many times they can jump rope in one minute without dropping the ball.

Repeat with different kids and increase to two tennis balls. Continue as desired by adding one tennis ball each round.

Tennis balls can be held under the chin, in hands with the rope and even between the knees.

Then challenge a kid to jump rope with a tennis ball under each arm. It is nearly impossible to do unless you swing the rope backwards. It's a little uncomfortable, and it sure is funny for those watching.

SLOW MOTION

HOW TO WIN

jump the most times while holding a ping pong ball in a ladle

Just add:
•2 kids at a time

You will need 2 jump ropes, 2 ladles and 2 ping pong balls.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope and a serving ladle (big curved spoon with a cup at the end). Instruct them to put the handle in their mouth. Place a ping pong ball in the cup of the ladle. Count how many times they can jump rope in one minute without dropping the ball. If a kid drops the ball they can pick it up and continue until the minute expires. You will witness some of the slowest rope jumping you have ever seen.

Select new kids to challenge the record.

BIG BOOT JUMP

HOW TO WIN

jump the most times while wearing big galoshes

Just add:
• 2 kids or more

You will need 2 jump ropes and 2 pairs of adult galoshes.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope. Then put a pair of galoshes on each kid over their shoes. Count how many times they can jump rope in one minute while wearing the galoshes.

Select new kids to challenge the record.



MEXICAN JUMPING ROPE

HOW TO WIN

jump the most times while wearing a sombrero

Just add:
•2 kids

You will need 2 jump ropes and 2 sombreros.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope. Place a sombrero (or any type of large hat) on each of their heads. Your local party store should have sombreros. If the hat is big enough to fall over their eyes it will make the challenge even more fun.

Count how many times they can jump rope in one minute with the hat on.

Select new kids to challenge the record.

BAGGY JUMP

HOW TO WIN

jump the most times while wearing oversized clothes

Just add:
•2 kids for each round

You will need 2 jump ropes, 2 pairs of XXL athletic pants and 2 XXL sweat shirts.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope. Put them in some oversized clothes or XXL sweat suits. Count how many times they can jump rope in a minute. The smaller the kid the more fun it is to watch.

Select new kids to challenge the record.



FROG JUMP

HOW TO WIN

jump the most times while wearing flippers

Just add:
•2 kids and more

You will need 2 jump ropes and 2 pairs of flippers.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope. Put a pair of flippers on each kid. Count how many times they can jump rope in a minute.

Select new kids to challenge the record.



CRACKER JUMP

HOW TO WIN

jump the most times without breaking the crackers

Just add:
•2 kids

You will need 2 jump ropes and a box of crackers.

SUPPLIES

DIRECTIONS

Select 2 kids. Give them each a jump rope and four crackers. Challenge them to jump rope twenty times while trying not to break the crackers. They can hold the crackers in their hands, mouth, under arms or most anywhere else except in their pockets.

Select new kids to challenge the record, but this time, give them six crackers each.

BALLOON JUMP

HOW TO WIN

jump the most times while holding a balloon between your knees and not popping it

Just add:
•2 kids and more

You will need 2 jump ropes and 2 balloons.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope and an inflated balloon. Have the kids hold the balloons between their knees. Count how many times they can jump the rope in one minute while holding the balloon but without popping the balloon.

Select new kids to challenge the record.



JUMPING BALLOON BLOW

HOW TO WIN

blow up the biggest balloon while jumping rope

Just add:
• 2 kids

You will need 2 jump ropes and a bag of balloons.

SUPPLIES

DIRECTIONS

Select two kids of equal size. Give them each a jump rope and a balloon. Challenge them to jump rope twenty times while attempting to blow up a balloon. Let them stretch out the balloon before they begin. If the balloon flies out of their mouth, pick it up and let them continue. Compare the balloons to see whose is the biggest.

Select new kids to challenge the record.

APPLE JUMPING GANG

HOW TO WIN

jump the most times while holding an apple in your mouth

Just add:
•2 kids

You will need 2 jump ropes and a bag of apples.

SUPPLIES

DIRECTIONS

Select two kids and give each a jump rope. Then give them an apple and instruct them to bite into it so that they can hold it in their mouths. Count how many times they can jump rope in one minute while holding the apple in their mouth. If the apple falls out, the jumping stops.

We don't recommend putting an apple that has fallen on the floor back in a child's mouth. That would, of course, be about the time the parent would walk in. You can either give them a new apple or stop the counting once the apple has fallen.

Select new kids to challenge the record.

ULTIMATE JUMP ROPE

ROPE

HOW TO WIN

jump the most times while wearing a sombrero and flippers and holding a balloon and tennis ball

Just add:
•2 kids

You will need 2 jump ropes, 2 sombreros, 2 pairs of flippers, 2 balloons, and 2 tennis balls.

SUPPLIES

DIRECTIONS

This is the mother of all jump rope challenges. Select two kids. Put the sombreros on their heads. Put the flippers on their feet. Put a tennis ball under their chins. And put a balloon between their knees. If you can jump rope in this condition, you can do anything. If it proves to be too difficult for the kids you chose, then remove the tennis ball. Count how many times they can jump in one minute.

Select new kids to challenge the record.





THE YUCK FACTOR

MARSHMALLOW LAUNCH

HOW TO WIN

blow a marshmallow out your nose the farthest

Just add:
•any number of kids

You will need miniature marshmallows and tape.

SUPPLIES

DIRECTIONS

Each player is given a small marshmallow. Have one person at a time put a small marshmallow in one nostril and plug the other one. Then have them blow it as far as they can. Mark the distance with a piece of tape with the "shooter's" name on it. The one who blows their marshmallow the farthest is the winner.

It's (s)not a pretty picture!

2-LITER SHOVE

HOW TO WIN

be the first team to smash all their food into the bottle

Just add:
•same number of kids as smoochy food bags

You will need brown paper bags, smoochy foods, big plastic soda bottles, table and dish pan and sanitary wipes for hands.

SUPPLIES

DIRECTIONS

Before you begin the game, place several smoochy foods in brown paper bags, one bag for each team. Place the empty soda bottles in the dish pans on the table. Line the kids up in 2 or more team lines. Place them a few feet from the table, and have each team send one person at a time up to the table where the paper bags and soda bottles are.

Without looking in their assigned bags, they are to pull out one smoochy item. As fast as they can, they will smooch whatever they pull out of the bag into the tiny opening of the plastic soda bottle. When they are finished, with the approval of the table judge, they are to run back to the line and switch with another team mate. The first team done is the winner.

The nastier and messier the product the more fun it is. Don't be afraid to make your own creation (butter mixed with flower and chocolate). Stay away from opening cans for safety's sake. Here are examples of items to use: cat food, peaches, sticks of butter, bananas, grapes, pudding cups, ice cream cups (cold), marshmallows and sardines. Put items in zip lock bags within the brown paper bag.

BABY FOOD ROULETTE

HOW TO WIN

be the last person still sitting

Just add:
•any number of volunteers

You will need 6 jars of baby food (different kinds) and spoons.

SUPPLIES

DIRECTIONS

Choose any number of volunteers. Don't tell them what they will be doing.

Have 6 jars of baby food in a bag or box so the players can't see them. Have the players stand in a circle and pass a spoon while music plays (like hot potato).

When the music stops, have the player holding the spoon blindly pick out a jar of baby food and take a big bite. The grosser the flavor the better.

If they don't take a bite then that person is then out.

Continue the game with a new spoon each time until there is only one person left in the game.

TOUGH GUY CONTEST

HOW TO WIN

peel and
eat your
lemon
the
fastest

Just add:
•4 kids

You will need 4 pairs of
work gloves, 4 lemons and
4 knives.

SUPPLIES

DIRECTIONS

Select four older kids. Bring them up to the front and give each one a lemon and a pair of work gloves. The winner of the contest will be the player who can peel the lemon while wearing the gloves and then eat it, with as little facial expression as possible. Give them a time limit of 5 minutes.

In order to avoid choking accidents, you may want to divide up the competition. Time the first part, peeling with the gloves. THEN announce the eating part! Get the cameras out for this one. The more the players try to disguise their looks, the funnier it will get.

CHEWY SCULPTURE

HOW TO WIN

create the best sculpture out of chewed gum

Just add:
•16-20 kids

You will need bubble gum and 2 cookie sheets.

SUPPLIES

DIRECTIONS

Select 2 groups of 8-10 kids each. Ask for a volunteer from each team to be a sculptor. Don't tell the sculptors what material they will be sculpting with until after they have volunteered. The rest of the teammates will be chewers. Give each sculptor a cookie sheet to work on.

On go, the chewers will chew gum as quickly as possible, handing their chewed gum to their sculptor as soon as the gum becomes soft. They immediately begin chewing another piece and again hand it over as soon as it becomes soft. Meanwhile, the sculptor has a designated amount of time (5-10 minutes is good) to create something out of the chewed gum. The rest of the group can vote on the best sculpture when time is up. We suggest giving a prize, such as a pack of gum, to the two brave sculptors.



BOLOGNA TOSS

HOW TO WIN

be the first team to eat all their bologna

Just add:
•4-6 kids

You will need bologna.

SUPPLIES

DIRECTIONS

Pick 2 or 3 groups of 2 kids each. Hand each team a piece of bologna. Make teammates stand 8 feet apart. Have the first person on each team toss the bologna to his/her teammate. They must catch it, take a bite from it, take one step backward and then toss it back to their teammate. Before they start to play, tell them a bite should be about the size of a quarter.

If a person on the team drops the bologna, they have to pick it up, wipe it off, and continue. The first team to eat all of their bologna wins.



SPIT-WAD DERBY

HOW TO WIN

stick the most spit wads on your teammates glasses

Just add:
•10 kids

You will need 2 pairs of sunglasses or goggles, straws and paper.

SUPPLIES

DIRECTIONS

Ask for 2 brave volunteers. Give each of them a pair of sunglasses or goggles and ask them to put them on. Next call up 8 more volunteers and give each of them a straw and a piece of paper. Assign 4 kids and one kid with sunglasses to each team. Space the sunglassed kids about 10 feet away from their team mates.

On "go" the kids with straws will make spit wads as quickly as possible and shoot them toward their team mate's sunglasses. Whoever has the most spit wads stuck to their sunglasses when 2 minutes expires wins.

POPSICLE SURPRISE

HOW TO WIN

be the first to guess the popsicle flavors

Just add:
•3 kids

You will need ice cube trays, popsicle ingredients, toothpicks and blindfolds.

SUPPLIES

DIRECTIONS

Ahead of time, prepare various flavor popsicles using ice cube trays and tooth picks. Use both expected flavors and some surprises. Some suggestions are: sodas, juices, mustard, chili, milk and BBQ sauce. Make 3 of each flavor.

When you are ready to play, ask for 3 volunteers to do some popsicle testing. Bring them up front and blind fold them. Hand each "tester" one flavor of popsicle. On "go" see who can guess the flavor first. Repeat with the remaining flavors. You can offer a prize to the winning player.



DOG FLING

HOW TO WIN

be the team who catches the most hot dogs

Just add:
•6 kids

You will need 3 dozen hot dogs, (3) 32oz cups and string.

SUPPLIES

DIRECTIONS

To prepare, attach the string to the cups so that they can be hung around a kid's neck with the cup at about mid-chest.

Choose 6 volunteers to come up front making 3 teams of 2 each. Place the cup-necklace around the necks of one person on each team and line them up on one side of the stage. Next give the remaining 3 kids the hot dogs and have them stand across from their team member.

On "go" the kids with the hot dogs toss them at their partners while the partners try to catch the hot dogs in their cups. The team with the most caught dogs at the end wins.

MARSHMALLOW FACE

HOW TO WIN

be the team with the most candy stuck on your teammate's face

Just add:
•2 teams

You will need several bags of large marshmallows or Life Saver candies.

SUPPLIES

DIRECTIONS

Form two teams. Select a "Cloud," a person representing the team by having marshmallows stuck to his/her face, from each team. Then select three "Lickers," people selected to lick marshmallows and apply them to the Cloud's face, from each team.

On "GO" the Lickers begin to stick marshmallows to the Cloud's face. Play ends when the first marshmallow drops to the floor.

The winning team is the one with the most marshmallows still sticking to the Cloud.

VARIATION: You can use Life Saver candies instead of marshmallows.



THE GREAT HULA HOOP MARATHON

Hula Hoop games are great fun and challenging. They also provide an opportunity for younger kids to shine.

CAUTION: We recommend that adults resist the temptation to try these Hula Hoop games.

HULA KNOT

HOW TO WIN

tie the most knots while keeping the hula hoop going

Just add:
•2 kids

You will need 2 hula hoops and 2 pieces of rope (4 feet long).

SUPPLIES

DIRECTIONS

Give two kids a hula hoop and a piece of rope. Challenge them to tie as many knots in the rope as possible while hula hooping.

If they drop the hula hoop, they must start hula hooping again before continuing to tie knots in the rope. The hula hoop must be in motion before tying any knots. Count the knots at the end of 2 minutes to determine a winner.



HULA CRACKER

HOW TO WIN

eat the most crackers while hula hooping

Just add:
•4 kids and more

You will need 2 hula hoops and a box of crackers.

SUPPLIES

DIRECTIONS

Select two kids to hula hoop. Then select an assistant for each. Explain that the assistant will hand the Hula Hooper crackers to eat while he/she is hula hooping. The one who eats the most crackers in the given amount of time, wins.

You can award a bonus point to either Hula Hooper who can whistle any recognizable tune.

Challenge two more kids to beat the Hula Cracker record.



HULA JELL-O EXPRESS

HOW TO WIN

eat your
jello while
hula
hooping

Just add:
•2 kids and
more

You will need 2 hula hoops,
JELL-O cups and spoons.

SUPPLIES

DIRECTIONS

Challenge two kids at a time to see how long it takes them to eat a cup of Jell-O while Hula Hooping. Spilling the Jell-O, results in disqualification. The first player to eat all their Jell-O wins. This is fun to watch.

Challenge two more kids to beat the record time.



PIN THE HOOPER

HOW TO WIN

pin the most clothes pins on your body while hula hooping

Just add:
• 2 kids and more

You will need 2 hula hoops and a bag of clothes pins.

SUPPLIES

DIRECTIONS

Select two kids to hula hoop. Have each child grab one hand full of clothes pins from the bag. Instruct them to attach the clothes pins to their own clothing while hula hooping. They cannot pin them on their arms, fingers, etc., only on their clothes. Time them.

Try it again with two new kids. This time allow them to grab clothes pins in each hand. Repeat the game.



SIBERIAN HULA HOOP

HOW TO WIN

be the first to move the rubber band under your lip while hula hooping

Just add:
•2 kids

You will need 2 hula hoops and several large rubber bands.

SUPPLIES

DIRECTIONS

Select two kids. Place a large rubber band around each of their heads so that the rubber band passes under the nose and above the top lip. Challenge each child to use only facial contortions to move the rubber band from above the top lip to below the bottom lip while hula hooping. Set a 90 second time limit.

IMPORTANT: Before you start the game, make sure the rubber band is adjusted around the back of the head so that it is parallel to the ground. If the rubber band is positioned too far down on the back of the head, it will pull downward and make it too easy to move below the bottom lip.

HULA BALLOON BATTLE

HOW TO WIN

blow up the biggest balloon while hula hooping

Just add:
•2 kids and more

You will need 2 hula hoops and a bag of 12" balloons.

SUPPLIES

DIRECTIONS

Select two kids. Give each kid a hula hoop and challenge them to blow up a balloon while hula hooping. They may only blow up the balloon if the hula hoop is in motion. See who can blow up the biggest balloon.

Tie a knot in the biggest balloon and see if anyone can beat it by inflating a larger balloon.



HULA SHOUT

HOW TO WIN

shout the most things you are thankful for while hula hooping

Just add:
•4 kids

You will need 2 hula hoops.

SUPPLIES

DIRECTIONS

Select two kids. Give each a hula hoop and instruct him/her to shout out things they are thankful for. Select someone as a counter for each hula hooper. The counter will count the things that the hula hooper shouts out. Nothing can be counted twice. Set a time limit of 1 minute.



HULA POPCORN CATCH

HOW TO WIN

catch the most popcorn in your mouth while hula hooping

Just add:
•4 kids

You will need 2 hula hoops and 2 bags of popcorn.

SUPPLIES

DIRECTIONS

Select four kids. Two will be hula hoopers and two will be popcorn pitchers. Once the kids begin to hula hoop, the pitchers will toss popcorn at their mouths. The teams get one point for each piece of popcorn that goes into the hula hooper's mouth. The pitchers cannot throw unless the hula hoop is in motion.

Is this hard? Yes. Is it impossible? No. Is it fun to watch? Yep.

HULA DRESSING

HOW TO WIN

hula hoop
while
wearing
big
clothing

Just add:
•4 kids

You will need 2 hula hoops
and large bright clothing
items (16-20 items).

SUPPLIES

DIRECTIONS

Select two kids. Give each a hula hoop. Put the clothing in a pile between the kids. Give them 20 seconds to put on any one item of clothing, and then hula hoop like there is no tomorrow. Judge who did the best.

What they choose to put on will make a difference. This is a great illustration about how choices matter. It is harder to hula hoop wearing loose clothing.

Repeat using two items. Repeat using three items.

2 HEADED HOOPSTER

HOW TO WIN

hula hoop
the most
times
with two
players in
the same
sweatsuit

Just add:
•4 kids

You will need 2 hula hoops
and 2 sets of XXL sweats.

SUPPLIES

DIRECTIONS

Select four players, two teams of two.

Have two players get into the same sweatsuit. Let them decide how they want to get into the suits. (Teams should be of the same gender.)

Give each team a hula hoop.

Begin the music, and see how many times they can rotate the hoop around them.

VARIATION: Have the kids try to jump rope instead of hula hoop.



HULA STUFF

HOW TO WIN

stuff the most kids into a hula hoop

Just add:
•4 kids

You will need 4 large hula hoops.

SUPPLIES

DIRECTIONS

Select four team captains, and position them in front of the room. Place a hula hoop around each of them.

On "GO" let them select players to come up front and join their team by trying to get inside of the hula hoop.

This game does not need a time limit. It will become clear when each team is at their capacity. The team with the most players inside the hoop wins.

Watching the players get out of the hoop is just as much fun.



HULA BLITZ

HOW TO WIN

be the first team to cross the finish line in a hula hoop

Just add:

- 4 girls
- 4 boys

You will need 2 hula hoops.

SUPPLIES

DIRECTIONS

Set up a starting line and a finish line about 40 feet apart.

Select four girls and four boys. Position each team in a hula hoop, and place them behind the starting line.

On "GO" they try to move as quickly as possible to the finish line. The first team there wins.





BALLOON BLOWOUT

BALLOON BATTLE

HOW TO WIN

pop everyone else's balloon before yours gets popped

Just add:
•any amount of kids

You will need balloons and string.

SUPPLIES

DIRECTIONS

Arrange all the players in a large circle or scattered around the room, each with a balloon hanging from a string tied to the back of his waist. The strings should be long enough that the balloons hang on the floor. On the signal, have each player try to pop all of the other balloons by stomping on them. When a kid's balloon bursts, he leaves the game. The game continues until only one player is left.

Explain how people sometimes try to stomp on our faith, but if we keep moving toward God it is harder to get stomped. If we stand still and never move forward in our relationship with the Lord, we make it easy for our faith to get squashed.

BALLOON CATCH

HOW TO WIN

be the first to catch 3 balloons in your bag

Just add:
•any number of kids

You will need a bag of 12" balloons and 4 grocery bags.

SUPPLIES

DIRECTIONS

Have four people blow up large balloons but do not tie them. Have them attempt to "throw" them across the room to a catcher holding a grocery bag 8-10 feet away. The deflating balloon will go wildly in different directions. The first to catch 3 balloons wins.

This game can be done with teams or as individual competitors.



WACKY BALLOON

HOW TO WIN

keep your balloon in the air the longest

Just add:
•8 kids

You will need 2 balloons and 2 pennies.

SUPPLIES

DIRECTIONS

Place a penny in each balloon, blow them up and tie off the end. Pick two teams of four kids each. Arrange each team in a circular formation, holding hands and facing each other.

Toss a balloon in the air in the middle of the circle. See which team can keep their balloon in the air the longest. They may use their heads, legs, feet, elbows, but not hands. The penny will make the balloon move wildly. The team whose balloon touches the ground is out.

You can also try it with a marble inside the balloons.

BALLOON PICK-UP

HOW TO WIN

be the team with the most balloons stuck on your goal

Just add:
•any number of kids

You will need balloons, masking tape and clothespins.

SUPPLIES

DIRECTIONS

Blow up many small balloons. Place them at one end of the room. At the other end of the room, divide a wall into different sections for goals. (Each team will have a section). Take strips of masking tape and link each end together in an "O" shape (sticky side out). Put a lot of strips on the wall within the goal areas. Each goal must have the same amount of masking tape. Give each team member a clothespin.

Instruct the kids to pick up the balloons with the clothespins in their mouths without using their hands. The object of the game is to get the most balloons stuck on your team's goal at the other end of the room. If the balloon is dropped anywhere along the way, that person has to keep trying to pick it up with the clothespin. Whichever team has the most balloons on the tape in their goal area when all the balloons are off the floor WINS!

Helpful hint: since players cannot use their hands at all, they can use their knees to hold the balloons in place when picking up the balloon with their clothespin. But, you don't have to give them this helpful hint.

BALLOON ATM

HOW TO WIN

win the most money by getting the balloon when the music stops and then popping it

Just add:
•any number of kids

You will need balloons, coins and play money.

SUPPLIES

DIRECTIONS

Blow up eight balloons and put a coin of different value in each one. You can also use rolled up play money.

Have your group of kids sit in a circle. Pass 4 balloons around at the same time in Hot Potato fashion while music plays. When the music stops, the person who has a balloon gets to pop it and keep the coin or play money.

Small kids will need help popping the balloons. With a larger group, you can use more balloons.



BALLOON SQUEEZE

HOW TO WIN

hold the most balloons

Just add:
•any number of kids

You will need 20-30 balloons.

SUPPLIES

DIRECTIONS

Inflate 20-30 balloons and see who can hold the most. Players can use hands, feet, chin, etc. They cannot put them in their clothes.

Repeat allowing the player to use only one hand. This game is simple and fun to watch.



BALLOON PUMPING

HOW TO WIN

pop your balloon first by pumping it up

Just add:
•any number of kids

You will need balloons and 2 balloon pumps or manual air pumps.

SUPPLIES

DIRECTIONS

Attach a balloon to the nozzle of each pump. Get the kids to pump up the balloons until the balloon bursts. The first to burst wins.

OPTIONAL. To make it even better, put a little bit of cream or glitter on the balloons, so when they pop they make a mess.



BALLOON-ATHLON

HOW TO WIN

be the first to get in a sweat suit and blow up a balloon while wearing gloves

Just add:
• 2 kids

You will need a bag of balloons, 2 XXL sweat suits and 2 pairs of rubber gloves.

SUPPLIES

DIRECTIONS

Get some very large sweat suits, the larger the better. Place a balloon, sweat suits, and a pair of rubber gloves in a pile, one on top of the other. Create a second pile with the remaining items.

Choose 2 players and instruct them to first, put on the gloves; second, put on the sweats; and last, blow up the balloon. The object of the game is to be the fastest in completing these steps in order.



FORK PASS

HOW TO WIN

be the first team to pass their balloons down the line without popping them

Just add:
•10 kids

You will need balloons and 10 metal forks.

SUPPLIES

DIRECTIONS

Before the game, blow up 10 balloons so that they are tight and about to pop.

Select two teams of 5 kids each. Form two rows and give each kid a pair of metal forks. Place 5 balloons in a basket or bag at the front of each line. On “go” the players pass the balloons down the rows using only the forks. If a balloon is dropped the players can pick it up using only the forks and continue passing it down the line. The team that passes the most balloons the fastest and without popping them wins.

Have some spare balloons for another round.

BALLOON NOSE POP

HOW TO WIN

blow up your balloon until it pops using only your nose

Just add:
•3 kids

You will need a bag of 9" balloons.

SUPPLIES

DIRECTIONS

Select three volunteers to compete against each other. Give each player a balloon.

On go, the first to blow up their balloon until it pops wins. The key is they can only use their noses to blow up the balloons.





STICKY SIDE OUT

BALLOON FACE-OFF

HOW TO WIN

be the first team to pass a balloon down the line using only your face

Just add:
•8 kids

You will need 5 rolls of wide double-stick tape and balloons.

SUPPLIES

DIRECTIONS

Make 2 teams of 4. Cover each person's face with the double sided tape (1 strip down nose, across forehead, on cheeks, down chin, etc.), and place a large, yet not completely filled, balloon on the face of the first person in each line.

The object of the game is to pass the balloon down the line using your face instead of your hands. If the balloon falls to the floor, have the next person kneel down and press their face into the balloon to pick it back up. Keep the crowds cheering!

BALLOON MASTER

HOW TO WIN

attach
the most
balloons
to your
teammate

Just add:
•10 kids

You will need masking tape
and 60 balloons.

SUPPLIES

DIRECTIONS

Choose 2 five-person teams. Give each team a roll of masking tape and 30 balloons.

On "Go!" have members of each team roll the masking tape (sticky side out) around one of their teammates below the neckline. Next, have kids blow up their balloons as quickly as they can and stick as many as possible to the taped-up team member. You can end the game here and award the Balloon Master to the one with the most balloons attached in the time allotted.

Or, you can set up an obstacle course. When the balloons have been attached, have the player go through and back to their team. Balloons that fall off during the race can't be re-attached. The team whose player has the most balloons still attached is the Balloon Master.

DUCT HEAD

HOW TO WIN

pick up
the most
peanuts
with your
taped head

Just add:
•4 kids

You will need duct tape,
several nylon stockings
and packing peanuts.

SUPPLIES

DIRECTIONS

Pick two teams of two kids each. Pick one kid from each team to be the “duct head.” Place the nylon stocking over their heads and down to their noses. Wrap a strip of duct tape around their head sticky side out. Wrap it over their eyes. The stocking will keep it from sticking to their hair.

Dump a pile of packing peanuts on the floor and spread them out evenly. Direct the “duct head” to move his head around the floor and pick up the peanuts using the tape. His teammate will tell him where to go to pick up the peanuts. Allow one minute. Count the peanuts as you remove them from the “duct head.”

VARIATION: This game can also be done with cotton balls.

LEONARDO DUCTVINCI

HOW TO WIN

creat
the best
duct tape

Just add:
•all the kids

You will need rolls of duct
tape.

SUPPLIES

DIRECTIONS

Divide your group of kids into two teams. For larger groups you can have more teams. Give each team a roll of duct tape. Give the teams 15 minutes to create ANYTHING out of the tape.

At the end of 15 minutes judge each team's creations. The team with the most creative construction wins.

FLY ON THE WALL

HOW TO WIN

tape your teammate to the wall, and make him stick!

Just add:
•teams of 4-6

You will need rolls of duct tape and cushions.

SUPPLIES

DIRECTIONS

Group your players into teams of 4-6 and give each a roll of duct tape and a cushion.

Each team must choose their lightest person then stand them on a chair, holding a cushion to their chest and facing a wall. Each team must tape their person to the wall using the duct tape! They get 5 minutes to do this.

Now take all the chairs away and see who stays on the wall the longest to win the competition. Be ready to catch the person as they come down.

Great fun! Be careful to choose walls that will not be damaged by the duct tape.

STRONG FOUNDATION

HOW TO WIN

create the strongest shoe holder

Just add:
•6-8 kids

You will need 50 sheets of white paper, 10 sheets of construction paper (any color), a small handful of toothpicks (around 30-40), a roll of scotch tape or duct tape, 3 pages of newspaper and 4 wire coated hangers.

SUPPLIES

DIRECTIONS

This is a fifteen-minute game. Make two teams of 3-4 kids each. Place the teams at a table with the listed supplies.

On "GO" each team must build a structure on the table that is at least one foot high and holds at least 2 shoes. The idea is for your structure to hold as many shoes as possible. One by one, place shoes from the kids on the structures to see how many shoes each structure can hold without collapsing. The construction that can support the most shoes is the winner.

COTTON & NERF BLITZ

HOW TO WIN

stick the most nerf balls and cotton balls on your target

Just add:
•6 kids

You will need duct tape, cotton balls and 12 nerf balls.

SUPPLIES

DIRECTIONS

Choose two teams of three kids, with one kid being designated as the "target." You will also need a score keeper for each team. Have an adult leader wrap each "target" in the duct tape, sticky side out.

The idea is for the kids on the team to take the available Nerf and cotton balls and toss them at their duct taped target. When a Nerf hits and holds, have an adult pluck it off and toss it back to the team. The cotton balls can stay on. Nerf balls are two points and cotton balls are worth three. The team with the most Nerfs and cotton balls stuck on their target wins.



DUCT HUNT

HOW TO WIN

to see which player comes back with the most found objects

Just add:
•6 kids

You will need duct tape and a list of various objects.

SUPPLIES

DIRECTIONS

Select several players. Wrap duct tape around their heads with sticky side OUT.

Give the players a list of objects to hunt for in the room.

Within a certain time limit, have players hunt for objects on their list. Objects must stick to the duct tape.

The player with the most objects stuck to their head at the end of the designated time wins.

Suggested list of objects: \$1, paper clip, hair bow, sock, candy, chewed gum, broken crayon, penny, etc.

Zaniak



ALL PLAY

TOWER OF FLOUR

HOW TO WIN

be the team that keeps their penny on top of their tower of flour

Just add:
•all the kids

You will need 12oz cups, pennies, butter knives and bags of flour.

SUPPLIES

DIRECTIONS

Arrange several stations around the room. At each station take a 12 oz cup, and put a penny on the bottom. Then pack it tight with flour. Place a piece of paper on top of the full cup of flour, and flip it upside down on a table. Carefully remove the cup without disturbing the flour. You should now have a tower of flour with a penny on top.

Separate your group into teams and place one team at each station. One person at a time will take a turn. Give the first player a butter knife. The object of the game is to take turns cutting away at the flour without disturbing the penny. The team that keeps their penny in place the longest wins. The person that causes the penny to fall has to pick the penny up with their lips.

AIRPLANE BLITZ

HOW TO WIN

get the most airplanes to the other side of the room

Just add:
•all the kids

You will need a stack of copy paper.

SUPPLIES

DIRECTIONS

Have the kids make lots and lots of paper airplanes. Then clearly divide the room in half. (The taller the divider the better. A couch works, but a rolling chalk board is even better.)

Put half the kids on each side of the divider. Put half the paper airplanes on each side of the divider. Explain that they can each only throw ONE plane at a time and they must stop when the leader says "stop."

On "go" they throw the airplanes over the divider as fast as they can. Planes will be flying in both directions. Continue for about 3 minutes. Give them a ten second warning and then say "stop." Count the airplanes on each side of the divider. The team with the least number of planes wins.

WEATHER VANE

HOW TO WIN

jump in the direction that the director yells and be the last one standing

Just add:
•all the kids

You will need nothing.

SUPPLIES

DIRECTIONS

Have children stand scattered throughout the room. The leader will point out to the participants the location of the four compass directions- north, south, east and west. Have them all repeat the directions out loud and point to the directions of north, south, east and west, to be sure that everyone understands the positions.

When a direction is called, the players are to jump in place making the necessary turn in the air to face the called out direction. They jump one time. This is done by a quarter, half or three-quarter turn. You should make sure that all players rotate in the same direction. Anyone that lands in the wrong direction is out of the game.

If the direction is called that the players are at already, you can do one of two things: jump and land in the same direction or don't jump at all. If they are not supposed to jump at all, those that moved will be out of the game.

ALPHABET POCKETS

HOW TO WIN

be the team that produces the most objects starting with the given letter

Just add:
•all the kids

You will need nothing.

SUPPLIES

DIRECTIONS

Divide the group into two teams with an aisle or rope down the middle as the dividing line. Call out a letter and see which side can produce the most items from their pockets that start with that letter. Give them one minute. If neither side produces anything, try another letter. The side that produces the most objects wins.



FAST STRAW

HOW TO WIN

turn the straw around in your mouth without using your hands

Just add:
•all the kids

You will need a box of straws and a black marker.

SUPPLIES

DIRECTIONS

Mark one end of each straw with black permanent ink. Give each contestant a straw. You can have as many contestants as you have straws. Have them put the end with the mark in their mouths.

On "go" the kids try to turn the straw around in their mouth without using their hands. The winner is the first to succeed.



NUMBER BLITZ

HOW TO WIN

form a line in numerical order without talking

Just add:
•all the kids

You will need paper and tape.

SUPPLIES

DIRECTIONS

Instruct each person to scatter around the room. The instructor then tapes a number to the back of each child (however many are in the group). Advise the group that there are only two rules in the game. The rules are: no talking and no holding up fingers to reveal someone's number.

The object of the game is to form a single-file line in numerical order with their assigned numbers.

Hints: The kids can help each other discover their numbers by clapping the number or tapping the person with their number. They can also designate one person to direct where everyone should go, leaving himself last to fit in where there is still an opening.

This can also be played as a team game by breaking the group into 2 or more teams. See which team can line up correctly first.

VARIATION: Allow each child to know their number. Pass out a slip of paper to each child with their number on it. Tell them to read their number and place the paper in their pocket. They can then indicate their number to the other kids by clapping. When they think they are in numerical order, check by viewing the numbers they carry in their pockets.

SCAVENGER HUNT BINGO

HOW TO WIN

fill your
bingo
card first

Just add:
•all the kids

You will need bingo boards and a pen for each player.

SUPPLIES

DIRECTIONS

Create Bingo boards using factors that relate to the kids in each square rather than numbers. (For example, one square might be, "Find a person with 3 brothers & sisters." Another might say, "Find someone who forgot to brush their teeth this morning, or Find someone with a red shoe.")

Give each player a copy of the board and have them go around asking the other kids if they match any of the details on the squares. If a player does, they have to sign their name in that square/s. Give players a time limit. The winner is the first person who gets a Bingo (a completed row) or has the most names.

AD BLITZ

HOW TO WIN

guess the most advertisements correctly

Just add:
•all the kids

You will need magazines, catalogs, paper, pens and glue.

SUPPLIES

DIRECTIONS

This is a great test of the children's power of observation (and the power of advertising!)

Cut a good selection of magazine and newspaper advertisements and snip away the obvious clues such as trade names. Paste each of them to a sheet of paper and number them.

Give each player a pencil and paper and allow them ten minutes to write down the name of the product and the manufacturer. Award one mark for each correct answer. The player with the most correct answers wins.



POPCORN

HOW TO WIN

just for fun!

Just add:
•all the kids

You will need nothing.

SUPPLIES

DIRECTIONS

Allow everyone to move around in an open area while music plays. The leader calls out a number and an object such as, "2, rocking chair!" Participants quickly form groups of two using their bodies to make a rocking chair. Once everyone's made their object and has been suitably congratulated, then it's time for more mingling and the next object!

Some guaranteed hits:

- washing machine
- hot air popcorn popper
- toaster
- car
- piano
- waterfall
- old oak tree
- eagle
- elephant
- soda machine

A great ending is "Everyone, roller coaster!"

VARIATION: Each time the players form a group, it must be with new people. Once they have formed 4-5 objects, start the second phase. Call out an object that has already been named. The players have to find their old group for that object and recreate the object.

WHAT SMELLS?

HOW TO WIN

guess the
smells
correctly

Just add:
•all the kids

You will need 12 small
paper bags and 12
different objects with an
aroma.

SUPPLIES

DIRECTIONS

Test the kids' power of smell!

Fill separate paper bags with a variety of items that have an aroma, such as coffee beans, salami, toothpaste, orange peels, chocolate, and so on. Then tell the kids that they have to close their eyes for this game. Pass the bags around and let the kids smell them without looking inside. Have them write down in order what they think is in each bag. When all the items have gone around, go down the list and see who got them right. Give a point for each right answer. The kid with the most correct answers wins.

VARIATION: To make this an "up front" game, bring 6 kids up front to play rather than passing the bags around the whole group.

BALLOON ROULETTE

HOW TO WIN

do the challenges successfully

Just add:
•all the kids

You will need 10-15 balloons.

SUPPLIES

DIRECTIONS

Blow up 10-15 balloons and put challenges written on slips of paper inside. (E.g. for younger kids the challenges should be easy like: pat your head and rub your tummy; for older kids make the challenges harder and consider giving them a certain time to complete the tasks.) All players sit in a circle and the "Challenge Balloon" is handed to one of the players. When the music starts, the balloon is passed around the circle. When the music stops, whoever has the balloon has to pop it and do the challenge. If they succeed, they get a prize.

Challenge Ideas:

- Whistle your favorite song
- Stand on your head
- Hum the Star Spangled Banner (just a few measures)
- Snap your fingers
- Spin around 5 times
- Tell everyone your favorite TV show and why
- Spell your name backwards
- Make your funniest face
- Lick your elbow (or just try real hard)
- Make an animal sound
- etc.

J-ROCK-PAPER-SCISSORS

HOW TO WIN

be the last kid standing

Just add:
•all the kids

You will need nothing.

SUPPLIES

DIRECTIONS

This is an active variation on the Rock/Paper/Scissors game that allows for a much larger group to play. Instead of using your hands to play, use your legs. Bring 2 kids up front at a time. Everyone yells "rock-paper-scissors" and the 2 kids jump into position. Elimination follows the traditional game rules. The eliminated child sits down and another opponent comes up. The last remaining child wins.

QUICK VARIATION: Allow all the kids to play at the same time finding new partners each round. The eliminated kids must sit down, and the last standing kid wins.

Scissors - person stands up with feet crossed

Paper - person stands with feet wide apart

Stone - person stands with feet together



MAKE A BUCK

HOW TO WIN

grab the most money

Just add:
•all the kids

You will need play money.

SUPPLIES

DIRECTIONS

Prepare by gathering enough play money for everyone in your group to have a bill. The money should be in various denominations.

Hand everyone a bill as they enter the room or ask some volunteers to pass out the money before playing. When time to play, choose some kids to come up front (suggestion: 3 players per 100 kids). On "go" the players race into the crowd to grab as much money as they can. Make sure that the kids in the crowd know to hold out their money for the players to grab. On "stop" the players return up front to count what they have. The player with the most wins.



SHIPMATES

HOW TO WIN

be the team to get the most objects in your bag

Just add:
•all the kids

You will need blindfolds, paper bags and small objects.

SUPPLIES

DIRECTIONS

Divide the players into teams of two. Scatter objects all over the floor of a large area. Some objects can be small like a pair of tweezers or a quarter, and other objects can be big like a remote control or a plate.

One person on each team is blindfolded and holds a paper bag. Their partner (the shipmate) must tell them where to pick up items on the floor using verbal directions such as "go right, now straight, now left, now bend down and pick it up." The player puts the item in his/her bag. Whoever gets the most after all the items are gone wins!

Zaniak



FEET FRENZY

FRANTIC SHOE SHUFFLE

HOW TO WIN

be the team to get all their shoes on first

Just add:
•all the kids

SUPPLIES

You will need 2 boxes.

DIRECTIONS

With your group divided down the middle using a center aisle to form two teams, select ten kids from each team to remove one shoe. Collect them using a box for each team.

From each team select two kids who did not remove a shoe to come up front to be "runners" for their teams. Shake up the boxes of shoes and dump them out in front of their respective "runners".

On "go" see which pair of runners can return the correct shoes to their original owners. The owners of the shoes must stay in their seats. The kids must put the shoes back on and stand up after the shoe is replaced.

First team to get all 10 kids standing wins.

VARIATION: Return one shoe at a time instead of carrying an arm load of shoes.

THE GRAPE RACE

HOW TO WIN

race to the finish line without dropping the grapes

Just add:
• 2 kids and more

You will need grapes.

SUPPLIES

DIRECTIONS

Place one grape between two toes on each foot of two kids. Place a finish line 15 feet away.

On "Go," players race to the line and back without dropping any grapes.

Select new kids and try again with two grapes per foot. Then three. Then four.



CORN SHUCKING BLITZ

HOW TO WIN

be the first to shuck an ear of corn with only your feet

Just add:
•3 kids

You will need 8-10 ears of unshucked corn.

SUPPLIES

DIRECTIONS

Select 3 volunteers to “shuck” an ear of corn using only their bare feet. No hands allowed. You may want to put down a tarp if indoors.

Whoever finishes first or has done the best job within a given time is the winner.

Award an appropriate prize, such as a bag of corn chips or corn nuts.



MARBLE MADNESS

HOW TO WIN

put the most marbles in your bucket using only your feet

Just add:
•6 kids

You will need 3 bags of marbles and 6 plastic buckets.

SUPPLIES

DIRECTIONS

Have 6 kids form a circle on the carpet. Have them take off their shoes and socks. Scatter marbles inside the circle. Give each kid a small plastic bucket and have them place it next to them on the floor.

On "go," instruct the kids to pick up marbles with their toes and, still using their toes, drop them in the bucket. Do this until all the marbles are picked up. Then declare the person who has the most marbles in his or her bucket the winner.



SOCK WRESTLING

HOW TO WIN

be the last player with your socks still on

Just add:
•4-5 kids

You will need 2 gym mats or a square rug.

SUPPLIES

DIRECTIONS

Choose 4-5 players. Have them take their shoes off and sit around the rug or mats. The idea of the game is for players to remove the socks from their opponents. Players who lose a sock have to leave the ring. The last player with their socks still on wins.

VARIATION: You can play this one-on-one and bring up new challengers to compete against the winner of each round.



COLD FEET

HOW TO WIN

get the most marbles out of the bucket using only your feet

Just add:
•any number of kids

You will need a 5 gallon bucket, ice cubes and 10 marbles.

SUPPLIES

DIRECTIONS

Fill a five gallon bucket with ice cubes. Put about ten marbles in the bucket.

See who can grab a marble (or maybe two or three) with their bare feet and lift it out of the bucket. Time them.

See who can set the best time and get the most marbles.



PASS THE CORK

HOW TO WIN

pass the most corks down the line using only your feet

Just add:
•2 teams

You will need several corks and 2 buckets.

SUPPLIES

DIRECTIONS

Select two teams. Each team forms a line sitting side by side about four feet apart. Have all the players take off their shoes and socks. Using only toes, a cork is passed person to person. The last person in line drops the cork in a bucket.

The winner is the team who passes the most corks in a designated amount of time from start to finish. Skipping a player is not allowed. The leader can start passing a new cork as soon as the first cork is passed to the next player.



RIGHT FOOT-LEFT FOOT

HOW TO WIN

be the fastest team to turn your group in a complete circle

Just add:
•12 kids

You will need nothing.

SUPPLIES

DIRECTIONS

Select 2 groups of six kids each. Have each group form a circle by placing their right foot next to the left foot of the individual next to them. Now without breaking contact, move counter clockwise one revolution. See which group can be the first to make the revolution. Reverse direction and try it again.



FOOT SIGNING CONTEST

HOW TO WIN

get the most signatures on your foot

Just add:
•all the kids

You will need 4 felt tipped pens.

SUPPLIES

DIRECTIONS

Have 4 kids come to the front of the room and remove their shoes and socks. Give each a felt-tipped or ball point pen. On go, they run out into the crowd and see who can get the most signatures on the bottom of their feet in the time limit. No one person can sign more than three feet. Kids can use both feet to get signatures. Signatures must be legible.



BANANA FOOT PEEL

HOW TO WIN

be the fastest to peel a banana with your feet

Just add:
•4 kids

You will need 4 bananas.

SUPPLIES

DIRECTIONS

Select 4 kids to come up front. Have them take off their shoes and socks. Hand each of them a banana. Make sure the crowd can see them

When the leader says go, the players peel the banana with their feet as quickly as they can. They can only use their feet to peel the banana. Judge the winner by speed and final condition of the banana.



WORM PASS

HOW TO WIN

transfer your worms from one bucket to another the fastest

Just add:
•6 kids

You will need 3 buckets of worms, 3 empty buckets and 6 chairs.

SUPPLIES

DIRECTIONS

Make sure each bucket of worms has the same amount of worms. You may want to spread a plastic sheet on the floor for easy clean up.

Choose 6 kids to come up front and divide them into teams of two. Have all the players remove their socks and shoes and then sit in chairs facing their teammates. Set a bucket of worms beside one kid from each team. Set an empty bucket next to each of the remaining kids.

The idea of the game is to see which team can transfer all of their worms from one bucket to the next the fastest. They can only use their toes to handle the worms. The first player should dip his feet in the bucket and grab as many worms as he can. He will then pass the worms to his teammate who will put them in his bucket using only his toes. The first to get all their worms in the empty bucket wins.

You can also time this game and see who has the most worms transferred when you say, "stop!"

TOE JAM

HOW TO WIN

remove all your marbles from your Jell-o the fastest using only your toes

Just add:
•3 kids

You will need prepared jello, 3 roasting pans and marbles.

SUPPLIES

DIRECTIONS

Before beginning, place a sheet of plastic on the floor for easy clean up. Place a pre-counted number of marbles in the roasting pans and fill with a dark colored, firm Jell-o.

Choose 3 volunteers to come up front. Ask them each to remove 1 sock and 1 shoe from one of their feet. (You may want to instruct them to roll up their pant leg.) Place them in chairs each with a jello pan in front of them. On "go" see who can remove all their marbles from their Jell-o first using only their toes.



BUCKET BALANCE

HOW TO WIN

remove the most shoes without dumping the bucket

Just add:
•4 kids

You will need a bucket filled with water, flour or confetti.

SUPPLIES

DIRECTIONS

Select four kids and place them in a circle. Position them on their backs with their feet in the air. Position their feet together so that they make a "tabletop." Place a bucket on their feet. Put some water, confetti, flour, or whatever you want in the bucket.

While balancing the bucket on their feet the kids must remove their shoes. They can do this by moving one foot at a time from under the bucket and removing that shoe. The others must keep the bucket balanced.

Give them 3 minutes and see how many shoes they can remove without dumping the bucket.





CLOTHING MANIA

We suggest that you buy or collect t-shirts, shorts, tank tops, and socks for these games. get 20 of the largest clothing items you can find in bright solid colors. XXL and XXXL work the best. Put them in a pillow case, and you are ready for lots of cool games.

WARDROBE QUICK CHANGE

HOW TO WIN

be the fastest team to have all members put on and take off the clothing

Just add:
•2 teams

You will need some old clothes (10-12 items).

SUPPLIES

DIRECTIONS

Form two teams with an even number of kids. A kid or leader can be the referee. Line up the teams at one end of the room and place a set of clothing for each team at the opposite end of the room. This will be a race to have each member of the team first put on all the clothes. Then quickly take them off so the next person in the team can put them on. When the team's final person completes this process they are the winners.

The referee is also important, because he will decide if the player has successfully put on the articles of clothing. Until the referee says OK, the next player in the team cannot begin.

OREO SLOW BLITZ

HOW TO WIN

be the fastest to put clothing on with an oreo stuck to your head

Just add:
•2 kids

You will need a pile of large clothing items and a box of oreos.

SUPPLIES

DIRECTIONS

Twist all the Oreo cookies apart. Place the halves with the filling in a pan.

Select two kids. Give them each an Oreo half. Tell them to stick the Oreo to their head and see how many items (if any) they can put on without the Oreo falling.

NOTE: The Oreo will stick longer if they hold their heads back. Some will figure this out and some won't.



T-SHIRT & SHORTS BLITZ

HOW TO WIN

be the fastest to put clothing on while keeping a balloon in the air

Just add:
• 2 kids and more

You will need 2 t-shirts, 2 athletic shorts and balloons.

SUPPLIES

DIRECTIONS

Select two kids. Give each a balloon, a t-shirt and a pair of shorts. See who can put on the t-shirt and shorts the fastest while keeping the balloon in the air by tapping it. Give them one minute. If no one puts on the t-shirt and shorts within the time given, then determine who came the closest.

Repeat with new kids.

See who can set the record for the shortest time.



TANK TOP BLITZ

HOW TO WIN

be the fastest to put a tank top on while holding 2 balloons

Just add:
•2 kids and more

You will need 2 XX.XL tank tops and balloons.

SUPPLIES

DIRECTIONS

Select two kids. Give them each TWO balloons and a tank top. See who can put on the tank top the fastest while holding the balloons. They may figure out that it helps to hold at least one balloon between your knees. Give them one minute. If no one can put the tank top on within the time limit, determine who came the closest.

Repeat with new kids. See who can set the record for the shortest time.



BALLOON BUNDLE BLITZ

HOW TO WIN

put on all the shirts the fastest with a balloon between your knees

Just add:
•2 kids

You will need 12 XXXL t-shirts or tank tops and 2 balloons.

SUPPLIES

DIRECTIONS

Select two kids. Give each a balloon and position them on the same side of the platform. Place three t-shirts or tank tops on the floor in front of them (two small piles) and three t-shirts or tank tops (two more small piles) on the floor on the other side of the platform.

Tell the kids to place the balloons between their knees and hobble to their pile on the other side of the platform. There they should put on one item and hobble back. Again, they will put on one of the shirts and hobble back to their other pile. They should repeat this until all the items are on or time runs out.

The object of the game is to be the first one to put on all the shirts.

TEAM BLITZ

HOW TO WIN

be the team to put on the most clothing while keeping the team's balloons in the air

Just add:
•4 kids

You will need 16-20 large bright clothing items and balloons.

SUPPLIES

DIRECTIONS

Select four kids to form two teams of two. Give each kid a balloon. Dump a pile of clothes on the floor between the two teams. The object is to put on as many items as possible while keeping BOTH balloons in the air at all times. However, one player may keep both balloons in the air while the other one puts on an item. Then they can switch. Or they can both keep their own balloon in the air while putting on clothes. Strategy is the key to this game. Give them 90 seconds to compete.

IMPORTANT: The team's score is determined by the team member with the **LEAST** number of items on. This keeps teams from letting one player keep the balloons in the air the entire time while only one puts on clothes. For instance if one team has one player with 1 item on and the other with two, then their score is 1.



MUSICAL CLOTHES

HOW TO WIN

have the funniest costume when the game is done

Just add:
•any number of kids

You will need a big bag and lots of brightly colored, "loud" clothes.

SUPPLIES

DIRECTIONS

Gather a bag full of funny clothes including hats, shirts, skirts, coats etc. Have all players sit in a circle.

With music playing, pass the bag around the circle until the music stops. When the music stops, the player holding the bag has to close his/her eyes and reach into the bag. Whatever the player pulls out, he has to wear. When the bag is empty, the crowd votes to determine who looks the funniest.



BLINDED SNOW BUNNIES

HOW TO WIN

be the fastest to put on all the snow gear while blinded

Just add:
•3 kids

You will need 3 sets of snow suits, snow gear, ski masks and blindfolds.

SUPPLIES

DIRECTIONS

Before the game, make 3 piles of snow gear and set them up front. Each pile should contain articles like: snow suit, coat, mittens, hat, boots, scarf, etc.

Ask for 3 volunteers. Tell them that on "go" they will be racing to see who can put on all their gear the fastest. Say, "Ready. Set. WAIT! I almost forgot. You need these first." Bring out 3 ski masks and 3 blindfolds and put them on the kids. Now say, "GO!" First one with all the gear on wins.



BLINDFOLD RACE

HOW TO WIN

be the fastest to put on all the items in your bag while blindfolded

Just add:
•3 kids

You will need 3 paper bags, 3 heavy men's gloves, 3 pairs of socks, 3 helmets and 3 blindfolds.

SUPPLIES

DIRECTIONS

Before the game, prepare 3 grocery-size paper bags with these items: heavy men's gloves, socks and a helmet of some kind.

Choose 3 volunteers to come up front. Sit each in a chair facing the crowd. Ask them to remove their shoes and socks. Explain that they will be racing to see who can put on the items in the paper bag first. Tell them that they must put on the gloves before putting on any other items. Say, "On your marks; get set...Stop! I almost forgot. You have to do it all blindfolded!" Blindfold each of the volunteers and say, "Go!"

LEISURE SUIT EXPRESS

HOW TO WIN

be the fastest team to put on and take off the outfit

Just add:
•2 teams

You will need (2) 1970's style outfits.

SUPPLIES

DIRECTIONS

Collect two full ensembles of 1970's style clothing. (Check out a Goodwill or Salvation Army store if your own closets fail to yield what you need.)

Divide the group into two teams and give each team a complete outfit. Each team member has to put the outfit over his or her own clothes, then run 15 yards and transfer the outfit to the next kid in line. The team that dresses and undresses first wins.



FASHION BLITZ

HOW TO WIN

put the most clothes on in 60 seconds

Just add:
• 2 kids and more

You will need a whole bunch of crazy, old clothes.

SUPPLIES

DIRECTIONS

Place the clothes in a clean trash can.

Select a player.

Place the can in front of the player. On "GO" have the player put on as many clothing items as possible. Stop after 60 seconds.

Count the clothes out loud as you help take them off.

Challenge someone to do better.

VARIATION: Time each player to see how long it takes him/her to put on all the clothes. Challenge another kid to beat the record.





WHAT A MESS!

This series of games is slightly messy. None are repulsive, just a little on the sloppy side. If you desire, you can use goggles and/or protective smocks made from trash bags with a hole cut out for the head.

SQUIRT GUN SHOWDOWN

HOW TO WIN

be the fastest team to squirt all the shaving cream off a nose

Just add:
•4 kids

You will need 2 jump ropes, 2 squirt guns and a can of shaving cream.

SUPPLIES

DIRECTIONS

Select four kids (two boys and two girls). A team consists of one boy and one girl. Give both of the boys a jump rope and position them facing their girl teammate about 8 feet away. Apply a glob of shaving cream on each of their noses. (NOTE: A glob is about the size of a bottle cap.) Hand each girl a water gun.

Challenge the girls to squirt the shaving cream off of their teammate's nose while he is jumping rope. The least amount of shaving cream on the nose at the end of one minute wins the round. This can be a little bit messy but great fun. Select new kids and repeat.

XTREME WHISTLE SEARCH

HOW TO WIN

find your whistle first and blow it

Just add:
•12 kids

You will need 12 whistles, whipped cream and paper plates.

SUPPLIES

DIRECTIONS

Lay out paper plates on a table and place one clean whistle on each plate. Cover each whistle with more whipped cream. Choose the same number of players as plates. On “go” each player runs to the table, bends over with hands behind their backs and finds the whistle with their mouth. The first to blow the whistle is the winner.

If you’re playing this game as a team, the first whistle blower earns points for their team. You could even give the second place team second place points. Clean off whistles with hot soapy water and start again with new plates and fresh whipped cream. You can control the messy factor by how much whipped cream you use on each plate.



MARSHMALLOW BOB

HOW TO WIN

be the fastest bobber

Just add:
•any number of kids

You will need marshmallows, 2 bowls, 2 buckets of water, 2 bags of flour and apples.

SUPPLIES

DIRECTIONS

Begin with a regular game of bobbing for apples. Then, add a new twist. Immediately after bobbing for apples, the person bobs for marshmallows in a bowl of flour. You can just imagine the results. The fastest player to find an apple and then a marshmallow wins

This game is quite messy, so make sure the floor is covered with plastic for quick and easy clean up.



NOSE ART

HOW TO WIN

be the best nose artist

Just add:
•4 kids

You will need finger paints, 4 aprons and several large pieces of paper.

SUPPLIES

DIRECTIONS

Choose four artists. Give each artist three different colors of finger paint, an apron and a sheet of paper. Then have them each create a “masterpiece” in one minute’s time using only their nose to apply the paint. Have the group vote on the best painting and award a prize to the winner.

VARIATION: Try blindfolding the artists.



QUICK DISSOLVE

HOW TO WIN

be the first team to dissolve the Alka-Seltzer

Just add:
•teams of 2

You will need water guns and Alka-Seltzer tablets.

SUPPLIES

DIRECTIONS

Choose teams of two. One person on each team will hold an Alka-Seltzer on his forehead. Give the other team members a water gun and have them stand behind a line.

The goal is to be the first pair to totally dissolve the Alka-Seltzer tablet. Slightly messy but not too bad.



BEAR HUNT

HOW TO WIN

find all your gummi bears first

Just add:
•4 kids

You will need a bag of gummi bears, whipped cream and 4 bowls.

SUPPLIES

DIRECTIONS

Bring 4 kids up front and tell them they are going bear hunting. Bring out 4 bowls of whipped cream with a few gummi bears mixed in. Don't use too much whipped cream or the game might be messier than you want. When the leader says "GO," the 4 kids must find the gummi bears hidden/buried in the whipped cream using only their FACES! No hands.



7-UP SPEW

HOW TO WIN

just for fun!

Just add:
•3-4 kids

You will need alka-seltzer and clear carbonated drinks.

SUPPLIES

DIRECTIONS

Choose 3 or 4 older elementary kids for this game. Make sure they are up for a good laugh. Hand each volunteer an ALKA-SELTZER and have them place it under their tongue. Don't worry. They won't be able to taste or swallow it with it under their tongue. Now give each player 3-4 ounces of clear carbonated soda such as Sprite or 7-Up. Ask them to see how long they can hold it in their mouths. The truth is none of them will be able to do it because it will explode and spew out of their mouths. **HAVE FUN!**



PICKLE SPITTING CONTEST

HOW TO WIN

be the best pickle spitter

Just add:
•any number of kids

You will need dill pickles, a sheet of plastic and various targets.

SUPPLIES

DIRECTIONS

Ahead of time, prepare pickles for this game. You can buy whole dill pickles and slice them down to the size you want, or you can buy them pre-sliced. Cover the floor with a sheet of plastic.

Invite several kids up front. Tell them they are going to participate in a pickle spitting contest. You can have them compete in several rounds such as: distance, target practice, goal posts, bucket shots, etc. Award prizes to the winners of each round.

BUBBLE BLOW

HOW TO WIN

find your bubble gum and blow a bubble first

Just add:
•3 kids

You will need table and chairs, pie plates, whipped cream and bubble gum.

SUPPLIES

DIRECTIONS

Prepare ahead of time by placing a piece of bubble gum in 3 different pie plates and fill them with whipped cream.

Choose 3 volunteers to come up front. Seat them at a table and tell them they must put their hands behind their backs and keep them there. Bring out the pie plates and place in front of each volunteer. Tell them they are going to race to see who can be the first to clean their plate then blow a bubble. Make sure that their hands stay behind their backs. First one to blow the bubble wins.

SQUEEGEE SHAVE

HOW TO WIN

get the
closest
shave
using a
squeegee

Just add:
•4 kids

You will need 2
squeegees and shaving
cream.

SUPPLIES

DIRECTIONS

Select four players.

Have two players sit in a chair.
Lather their faces with shaving
cream.

Give squeegees to the other two
players.

Using the rubber side of the
squeegee, shave the cream off their
faces.

Cleanest face wins!



JELLO BLITZ

HOW TO WIN

be the first team to pass a chunk of Jell-O to the end of the line

Just add:
•2 teams

You will need 2 tennis rackets and two large chunks of Jell-O.

SUPPLIES

DIRECTIONS

Select two teams of about ten players each.

Position them in two lines.

Hand the first player in each line a tennis racket with a chunk of Jell-O on it.

On "GO" each team will pass their tennis racket down the line to the end. The first team to successfully transport the Jell-O without it falling through the tennis racket wins.

To repeat this game, be sure to have spare Jell-O on hand.

FLOUR POWER

HOW TO WIN

cover your opponent with more flour than he covers you

Just add:
•2 kids

You will need tube socks, 2 black t-shirts, flour and rubberbands.

SUPPLIES

DIRECTIONS

Place a lot of flour in each tube sock and tie a rubberband around each open end.

Put the black t-shirts on two players and give them each two tube socks full of the flour.

On "Go" flip the room's light switch on and off while the players hit each other with the tube socks. The game is over when you have switched the light on and off 10 times. The contestant with the least amount of flour on him wins.



CHEETOS BLITZ

HOW TO WIN

be the team with the most stuck Cheetos

Just add:
•4 kids

You will need Cheetos and Vaseline or shaving cream.

SUPPLIES

DIRECTIONS

Select two kids. Smear a thin dab of shaving cream or Vaseline on each one's forehead, cheeks and chin. Select two more kids to underhand toss Cheetos at their partner's face to get them to stick. Instruct the kids "catching" the Cheetos to close their eyes (or wear goggles) as the Cheetos are being tossed. The team with the most Cheetos stuck in one minute wins.



FISH ATTACK

HOW TO WIN

be the team with the best attacked face

Just add:
•8 kids

You will need goldfish crackers and creamy peanut butter.

SUPPLIES

DIRECTIONS

Make sure volunteers for this game are not allergic to peanuts.

Form 2 teams of 4 kids each. Choose one volunteer on each team to be decorated. On "go" the remaining 3 on each team decorate the face of their team mate with goldfish crackers using the peanut butter to make the crackers stick. Set the timer and see who has the most creative face when the time is up. Best "attacked" face wins.

For ambience, play the "Jaws" theme or other music while the game is played.

Zaniak



BEST UP-FRONT

FLIP IT OVER

HOW TO WIN

be the team to flip your magic carpet first without anyone falling off

Just add:
•16-24 kids

You will need 2 shower curtains.

SUPPLIES

DIRECTIONS

Set up teams of 8 to 12 players. Each team will be given one shower curtain as a magic carpet and all team members will be standing on it. Start out the game by telling teams the following:

You are on a magic carpet, up in the sky. You've discovered that you're not going anywhere because your carpet is upside down. The object is to flip the carpet so that the players are standing on the opposite side without anyone stepping off into the abyss. You may use your hands. The team that reverses its carpet first without anyone stepping off is the winner.

BLIND BAG

HOW TO WIN

identify the most items in your bag while blindfolded

Just add:
•2 kids

You will need 2 large, lawn bags and 20-40 miscellaneous items.

SUPPLIES

DIRECTIONS

Put miscellaneous items in the large lawn bags, about 20 items in each bag. Some of the items can be duplicates of an item in the other bag and some of the items should be found in only one of the bags.

Blindfold two kids and give each one a bag. On "go" they reach into their bag and hold up an item quickly calling out what they think it is. The winner is the one who can correctly name the most items in 60 seconds.

Item suggestions:

toothbrush / soap / sponge / tennis ball / sock / rock / cup / apple / quarter / hat / glove / shoe / crayon / spoon / screw driver / dollar bill / banana / candy bar / napkin / eraser / piece of bubble gum / book / CD / cassette tape / magazine / and so on.

TOY MASTER

HOW TO WIN

complete
the shape
sorter
first while
blindfolded

Just add:
•3 kids

You will need 3 toddler
shape sorters and 3
blindfolds.

SUPPLIES

DIRECTIONS

Blindfold 3 volunteers and give each a Shape Sorter. Have them race to see who can finish the quickest.

For extra fun, include a piece with each shape sorter that doesn't fit.



CEREAL BOX PUZZLE

HOW TO WIN

be the first team to construct your cereal puzzle

Just add:
•lots of kids

You will need bowls, a table, cereal boxes and cereal.

SUPPLIES

DIRECTIONS

Before the game, cut the front panel of several cereal boxes off — one for each group you will have competing. Then, cut each cereal panel into 7-8 pieces to form a puzzle. Mix all the puzzle pieces from all the cereals together.

Pour each cereal into a separate bowl. Set the bowls on the table up front. Then, choose the same number of volunteers as puzzle pieces and give each kid a puzzle piece. On go, the players will race to find which cereal their puzzle piece belongs too. Each “cereal team” then constructs their puzzle. The first to do it wins.

GARGLE THAT TUNE

HOW TO WIN

gargle a tune so that everyone can understand

Just add:
•3 kids

You will need cups and a pitcher of water.

SUPPLIES

DIRECTIONS

Bring 3 students up front. Hand them each a glass of water. Then, one at a time, show the student the name of a familiar song and ask them to gargle that tune. It could be a nursery rhyme or any other familiar song. The rest of the students in the room should be listening close so they can guess the song. Be ready for water through the nose. The player wins if the crowd guesses correctly.



PING PONG PARTY BLOWER

HOW TO WIN

move your ping pong ball down the line first using only a party blower

Just add:
•several kids

You will need party blowers and ping pong balls.

SUPPLIES

DIRECTIONS

This is a great game to do through the middle of the crowd while everyone watches.

Bring several students up front and give them each a party blower and a ping pong ball. Have them get down on all fours and race their ping pong ball to a given destination and back. The only way they can move the ball is by bopping it with the party blower.



BIRTHDAY SCRAMBLE

HOW TO WIN

be the group that lines up first without talking and in order of birthdays

Just add:
•groups of 5

You will need 5 chairs.

SUPPLIES

DIRECTIONS

Place five chairs facing the crowd. Pick five kids to sit in the chairs. Tell them not to speak. If they talk, they must return to their seat. Tell them they have to sit in the order of their birthdays based on the month of the year. They have to figure out the order without talking or writing.

Time them. See if any group of five can beat the record, but make sure they haven't worked it out ahead of time. You pick the kids.



NO THUMBS ALLOWED

HOW TO WIN

be the first to complete a challenge without using your thumbs

Just add:
•6 kids

You will need masking tape, wrapping paper, string, 6 shoeboxes and 6 bananas.

SUPPLIES

DIRECTIONS

Pick six volunteers. Use masking tape to tape their thumbs and forefingers together on both hands. This will keep them from using their thumbs. See who can be the first to complete a “no thumb” challenge.

Here are some “no thumb” challenges you can use:

- Untie and retie your shoestrings.
- Wrap a box with wrapping paper and string.
- Peel a banana and eat it.
- Braid hair.
- Button a coat.



COTTON NOSE

HOW TO WIN

pick up
the most
cotton
balls
with your
nose

Just add:
•2 kids and
more

You will need 2 containers
of vaseline, cotton balls,
and a plate.

SUPPLIES

DIRECTIONS

Choose two kids. Place 2 containers of vaseline and a plate of cotton on a table between them. Without using their hands, they must dip their noses in the vaseline, and then see how many cotton balls they can pick up and shake off in one minute.

Challenge anyone to try to beat the record.



Q-TIP MISSILES

HOW TO WIN

shoot Q-tips from a straw to knock down a cup

Just add:
•3 kids and more

You will need a box of straws, a box of Q-tips and a paper cup.

SUPPLIES

DIRECTIONS

Place a volunteer on a chair in the middle of the stage. Place a paper cup on his head. Select two more volunteers. Give them each a straw and 3 Q-Tips. Stand them behind a line a few feet away from the person in the chair. Have them take turns firing Q-Tips from the straw at the paper cup. See if either of them can knock the cup off of the volunteer's head.

Variation: This can be played in teams of 2 with one player from each team in chairs and their teammates facing them from across the room. The first to shoot the cup off their partner's head wins.

BUTTERFINGERS

HOW TO WIN

hold the most items without dropping any

Just add:
•any number of kids

You will need 15-20 items of various shapes and sizes.

SUPPLIES

DIRECTIONS

You will need a big container with bright decorations on it and the words "Butterfingers" on the front. Place as many items as you can inside the container, using all sorts of shapes and sizes.

Select a contestant. The object of the game is to see how many items he or she can hold without dropping any. When he or she drops an item everyone shouts "Butterfingers!!!" Use umbrellas, balls, hats, heavy things, soft toys, etc. Keep score, and see who can carry the most!

PEANUTS BLITZ

HOW TO WIN

be the team with the fewest packing peanuts on your side

Just add:
•8 kids

You will need a box of straws, a small bag of packing peanuts and masking tape.

SUPPLIES

DIRECTIONS

Use tape to make a line across the floor about four feet long. Choose two teams of four kids each and place one team on one side of the tape and the other on the other side of the tape.

Give each player a straw, and dump a small pile of packing peanuts on the floor along the taped line.

Instruct the players to blow the peanuts over the line to the other team. Set a 45 second time limit.

The team with the fewest peanuts on their side wins.

COTTON BALL EXPRESS

HOW TO WIN

be the first team to blow all their cotton balls off their noses

Just add:
•8 kids

You will need 8 cotton balls and petroleum jelly.

SUPPLIES

DIRECTIONS

Make two teams of four kids each. Stand both teams up front, shoulder to shoulder. Place a dab of petroleum jelly on each player's nose. Then place a cotton ball on each nose.

On "go," see which team can remove all their cotton balls by blowing on them. Kids blow on their own cotton balls. No hands allowed! Take pictures.



FEATHER OLYMPICS

HOW TO WIN

throw your feather the farthest

Just add:
•any number of kids

You will need 3 feathers, a hula hoop and a tape measure.

SUPPLIES

DIRECTIONS

Lay the hula hoop on the floor. Stand a kid in the hoop and give him a feather. See how far he can throw the feather out of the hoop. Give him three tries. Measure the farthest one. Blowing on your feather while it is in the air is allowed. Challenge kids to see who can break the record.



HUMAN WACK-A-MOLE

HOW TO WIN

just for fun!

Just add:
•at least 8
kids

You will need a round trash can lid, a 4'x8' piece of corrugated cardboard, 2 large inflatable hammers and duct tape.

SUPPLIES

DIRECTIONS

Use a trash can lid as a stencil to cut 7 holes in the sheet of cardboard. It should look like this:

○ ○ ○
○ ○ ○ ○

Suspend the cardboard between two tables and tape it securely in place. Have 7 kids crawl under the cardboard and position their heads under the holes. These are your moles. The other kids take the blow-up hammers and try to whack the "moles" as they pop their heads up through the holes.

HELICOPTER HEAD

HOW TO WIN

knock the stocking off the other player's head first

Just add:
•2 kids

You will need 2 large foam nerf balls and a large pair of black nylon stockings.

SUPPLIES

DIRECTIONS

Cut the legs off of a pair of black nylon stockings. Stretch the legs by pulling on them. They should be about two to three feet long. Stuff a nerf ball all the way to the bottom of each leg. Choose two competitors. Place a stocking over the head of each player. Pull it down over their ears but not their eyes.

The object is to swing the ball around and knock the stocking off the other kid's head. Instruct them to swing the Nerf ball in opposite directions. If a child swings the Nerf ball too hard it will come off on its own without contacting the other Nerf ball. He loses. That's just part of the game.

**Be careful not to let them get too close to each other so they don't bang heads.

CATERPILLAR RACE

HOW TO WIN

be the first to reach the finish line by inching your way along in a sleeping bag

Just add:
•2 kids

You will need 2 sleeping bags.

SUPPLIES

DIRECTIONS

Choose two participants to be 'caterpillar racers.' Each racer is put in a sleeping bag head first so that they can't see where they are going. Ideally only their feet, if anything, will be visible out the open end. Set up a starting line and a finishing line. On "go" the "caterpillars" must squirm and wiggle their way to the other line.

To add variety and vast amounts of hilarity, set up obstacles like chairs and boxes for them to go over, under, between or around. First one to the finish line is the winner.

LAUGHTER SURVIVAL

HOW TO WIN

keep the straightest face while facing a crowd

Just add:
•any number of kids

You will need nothing.

SUPPLIES

DIRECTIONS

Stand one kid up front and see if he can go for one minute without laughing. Have everyone in the crowd make funny faces to try to get him to laugh. When 1 minute is up, pick a new kid to take his place and try it. This is a simple game but lots of fun.



LIVING SCULPTURE

HOW TO WIN

create the best living sculpture

Just add:
•several teams of 4 kids each plus 3 judges

You will need toilet paper, tin foil and plastic wrap.

SUPPLIES

DIRECTIONS

Create several teams of 4 kids each. Have each team select one member to be made into a "sculpture." The "sculpture" volunteer stands in any position while the team wraps toilet paper, saran wrap and tin foil around him or her to create a "work of art." (Tell the players not to wrap foil or plastic wrap around faces.) The team with the best sculpture in the time allotted wins.

Select three impartial judges to declare the winner.



THE UGLY BUG

HOW TO WIN

create the ugliest bug with the right number of arms and legs

Just add:
•12 kids

You will need a stopwatch or clock.

SUPPLIES

DIRECTIONS

Create two teams of 6 players each, boys and girls on separate teams. Announce that each team is to use their bodies to create an ugly bug with numerous legs and arms.

The leader will call out a number for legs and a number for arms that the bug should have. The teams will then attempt to form a bug with the designated legs and arms. At least one appendage must interlock with another team member to stay connected. Instruct the kids that whatever appendage touches the floor is counted as a bug's leg. Any appendage not touching the floor but sticking out will be counted as a bug's arm. Left over appendages can be used to connect with other kids (bug body parts).

Kids may make crazy facial expressions to make their bug uglier. Each team's bug must stay upright for 10 seconds to be counted. Give each team a minute to form the bug, using a clock or stopwatch. Let each team finish if they can. The remaining kids can vote on the ugliest bug.

Then go to the next round. Progressively reduce the number of legs and increase the number of arms. The leader might start with 24 legs and 0 arms (every arm and leg will touch the floor), then 18 legs and 6 arms, 11 legs and 6 arms, 7 legs and 10 arms, and so on. Have fun and be creative!

PENCIL IN THE BOTTLE

HOW TO WIN

be the first to get your pencil into the bottle

Just add:
•any number of kids

You will need string, several pencils and plastic bottles.

SUPPLIES

DIRECTIONS

This is a hilarious game and can either be played one-by-one or in a team relay.

Tie string around one end of a pencil. Tie the other end of the string around a child's waist so that the pencil hangs down behind him/her about six inches.

On "go" each kid must stoop down and insert the pencil into a plastic bottle. First individual or team to complete the task wins.

CIRCLE THE TEAM

HOW TO WIN

be the fastest team to stand while holding onto a rope

Just add:
•teams of 8-12 kids

You will need 6 feet of large rope.

SUPPLIES

DIRECTIONS

Choose 8-12 kids to sit on the floor in a circle facing each other and placing their feet in the center of the circle. Use a large rope and tie the ends together to make a circle about four feet in diameter. Have the kids hold onto the rope and try to pull themselves to a standing position. This takes team work. Time them and see if another group can beat their record.

MIRROR, MIRROR

HOW TO WIN

just have fun!

Just add:
• 8 kids

You will need nothing.

SUPPLIES

DIRECTIONS

Select eight kids. Make four pairs, boys with boys and girls with girls, partners facing each other. Designate one to be the morning person and the other to be the image in the mirror. Tell each morning person to do something they would do in the morning: stretch, yawn, brush teeth, put on deodorant, comb hair, look at tongue, wash face, etc. Don't do them too fast. Instruct the mirror image to do the exact same motions. There is no need to identify a winner. Enjoy the spectacle.

WALK THE LINE

HOW TO WIN

walk the line the farthest without stepping off

Just add:
• several kids

You will need masking tape.

SUPPLIES

DIRECTIONS

Place ten feet of masking tape on the floor in a straight line. Challenge kids to come up front and walk on the line with both feet and tell them they will be out if they step off the line. Before the first kid goes tell them there is one more twist to the game. Spin the kid around ten times before starting. See who can go the furthest.



DON'T GET TIRED

HOW TO WIN

pile the most kids on a tire at one time

Just add:
• several kids

You will need an old tire.

SUPPLIES

DIRECTIONS

Place a tire on the floor. See how many kids can stand on the tire at one time. They can lock arms, hold hands, or whatever works to stabilize them.

Play it again and see how many can get on the tire in 20 seconds. Then 10 seconds. Then 3 seconds.



SLOW THREE-LEGGED RACE

HOW TO WIN

be the first team to cross the finish line

Just add:
• 6 kids

You will need a roll of toilet paper.

SUPPLIES

DIRECTIONS

Conduct this game like a three-legged race, only use toilet paper instead of rope. Make two teams of three pairs. If a pair breaks their toilet paper binding, they have to start over. Set the finish line about twenty feet from the starting line. The secret is to move very slowly.



HAT BLITZ

HOW TO WIN

guess the item in the hat using only your head

Just add:
• 6 kids

You will need 3 different hats and small assorted items.

SUPPLIES

DIRECTIONS

Get three different types of hats and 12 to 15 small items. Place the items in a bag where they cannot be seen. Pull out one of the items so that the kids cannot see what has been pulled out. Place it inside one of the hats. Challenge a kid to come up front and try to guess the item by feeling it with his head. Carefully place the hat on the player's head without him seeing the item. Instruct the player to hold the hat on while moving his head around to feel the item. The player cannot use his hands to feel the item. He has three guesses in 60 seconds.

Rules:

- If the hat comes off the child loses.
- If he fails, challenge another kid to identify the same item. Keep trying new kids until the item is identified.
- Use a new item and repeat the challenge.
- Change hats for variety after three or four items.

WAFFLE TOSS

HOW TO WIN

be the team that catches the waffle most

Just add:
• 2 teams of 2 kids each

You will need 4 toasted waffles.

SUPPLIES

DIRECTIONS

Very simple. Cook about four waffles until they are crisp. (Two of the waffles are backup for when the other waffles begin to fall apart.)

Stand two pairs of kids facing each other about ten feet apart. Give each team of 2 kids a waffle. They will take turns tossing a waffle to each other and trying to catch it on their heads without the use of their hands. Give them 60 seconds to see how many times they can catch the waffle.



BOXING GLOVE PICK-UP

HOW TO WIN

pick up the most items with boxing gloves

Just add:
• 2 kids

You will need 2 pairs of boxing gloves, 2 wastebaskets and 40 marbles or other small items.

SUPPLIES

DIRECTIONS

You will need two pairs of boxing gloves. This is a good investment because you can play several cool games with them.

Select two kids and put the gloves on them. Place two small waste baskets on a table between them. Dump about forty marbles on a piece of carpet (or on the floor if your room is carpeted). Give the kids 60 seconds to see how many marbles they can pick up and put in the waste basket closest to them.

You may play this game with other items such as: plastic utensils, frozen grapes, pennies (next to impossible but fun to watch), nuts and bolts, batteries, etc.

CHEETOS BLAST

HOW TO WIN

just have fun!

Just add:
• 2 kids

You will need a bag of Cheetos, a bowl and a hair dryer.

SUPPLIES

DIRECTIONS

This is more of a gag than a game. Put a plugged-in hair dryer under a table. Hide the cord. Empty a bag of Cheetos in a bowl on the table and challenge two kids to come up and stand behind the table facing the group. Tell them that on "go" they have to count the Cheetos in 60 seconds. Count to three. On "2" grab the hair dryer and blast the Cheetos out of the bowl all over the table and floor. Then say "3 - Go!" This only works once. Make it good!

SPOON BLITZ

HOW TO WIN

get the most ping pong balls into the bucket

Just add:
• 2 kids

You will need 10-12 ping pong balls, a bucket and plastic spoons.

SUPPLIES

DIRECTIONS

Select two kids to get down on the floor on hands and knees. Place 10-12 ping pong balls on the floor in front of them. Set a bucket on a table. Give them each a spoon. Tell them to place the handle of the spoon in their mouths and explain that they have two minutes to see how many ping pong balls they can scoop up and put in the bucket. They have to stand up and drop the ball into the bucket.



WATER HOSE SECRET

HOW TO WIN

repeat the Bible verses after hearing them spoken through a water hose

Just add:
• 2 kids

You will need a clean, 50-foot water hose.

SUPPLIES

DIRECTIONS

Lay a 50 foot water hose on the floor from the classroom to another room next door or down the hall. Select two kids. Send one down the hall (with a worker) and give him five short Bible verses to speak into the hose. It can be a sentence from a verse, or the entire verse. Explain that the child down the hall will say the verse into the hose and the other child will then repeat it to the group before hearing the next verse. They have 60 seconds to see how many verses they can speak through the hose.

PADLOCK BLITZ

HOW TO WIN

open the padlock the fastest

Just add:
• 2 kids or more

You will need 2 padlocks and an optional 8 feet of plastic chain.

SUPPLIES

DIRECTIONS

Hold up a padlock and ask if anyone wants to take the Padlock Blitz Challenge. Explain CLEARLY how to open the lock: turn three full times to the right and stop at the first number, one turn left and stop at the second number, then back to the last number. (Of course, your lock may work differently.) Announce the three numbers in random order. Challenge the kids to see if anyone can open the lock by trying the numbers in different order until it opens. Use two locks and two teams for more competition.

VARIATION: Get some plastic chain. Wrap it around one of your workers and padlock the ends. See who can “free (name of worker).”

CLOTHESPIN PICK-UP

HOW TO WIN

pick up the most items with a clothespin

Just add:
• 4 kids

You will need 4 clothespins and other miscellaneous items.

SUPPLIES

DIRECTIONS

Place 10-15 items on the floor. Select four kids. Give each kid a clothespin and see how many items they can pick up with the clothespin and place on a table.

Item ideas: dollar bill, brush, sock, key, shoe, piece of candy, feather, quarter, can of cola, cracker, etc. Some of the items should be easy to pick up and some should be difficult.

COTTON BOWL

HOW TO WIN

transfer the most cotton balls from one bowl to another

Just add:
• 2 or more kids

SUPPLIES

You will need 40-50 cotton balls, a wooden spoon and 2 bowls.

DIRECTIONS

Blindfold a player and place him in a chair. Set a bowl full of cotton balls on the player's lap and give him a wooden spoon. Using the spoon, the player must take the cotton balls out of the bowl on his lap and put them into an empty bowl on his head. How many cotton balls can he transfer within one minute? Let another player challenge the record.

OPPO-SITIS

HOW TO WIN

do the exact opposite of the leader to stay in the game

Just add:
• 6 kids

You will need 6 chairs, 6 hats and 6 straws.

SUPPLIES

DIRECTIONS

Make two teams of three kids each. Give each participant a chair, a hat and a straw. Participants are required to do exactly the opposite of what you are doing. For example, if you sit, they should stand. If you put the straw inside your mouth, they must take it out. If you put on your hat, they should take off their hat. The pace should start slow and get gradually faster and faster. Anyone caught doing the same as you is out. The team with the last participating member wins.



BIBLE IMAGINATION

HOW TO WIN

just have fun!

Just add:
• several kids

You will need a variety of large objects.

SUPPLIES

DIRECTIONS

This is not a game for the unimaginative. Ask individuals to come up one at a time. Each player must use their imagination and act out as many alternative ideas as they can for the prop they have been given.

Or, you can pass the same object around the circle and see what each player in turn decides to act out. For example, a broom becomes Moses' staff as he parted the Red Sea, a Roman Soldier's sword, or the sword of the Spirit, etc. Use your imagination.



BLITZATHON

HOW TO WIN

complete
all the tasks
the fastest

Just add:
• several kids

You will need nothing.

SUPPLIES

DIRECTIONS

Challenge kids to come up front one at a time and complete these challenges in order. Time them. See who can get the fastest time.

1. Count to 20 with a single breath.
2. Recite the alphabet backwards.
3. Say four very complimentary things about yourself.
4. Sing a verse of a song.
5. Imitate a donkey.
6. Eat a yard of string, rabbit fashion, nibbling it into your mouth. Don't swallow it!
7. Spell your (full) name backwards.

WHAT'S CHANGED?

HOW TO WIN

be the best at guessing what's changed while you were gone

Just add:
• several kids

You will need nothing.

SUPPLIES

DIRECTIONS

Send a couple of players out of the room. Change 10 things in the room. Bring the players back in the room and ask them to guess the changes.

Variation: Select a group of kids to come up front. Instruct the players that will be leaving the room to study the group for a minute before leaving. When they leave the room remove or change pieces of clothing on the remaining group (shoes, jackets, pullovers, pants, caps). When the kids return ask if they can identify what changed.

Variation: When the players leave the room have a few of the kids in the remaining group exchange places. When they return ask "What's changed?"

PING PONG BLAST

HOW TO WIN

shoot the ping pong ball off the top of the bottle

Just add:
• 2 kids

You will need 2 ping pong balls, (2) 2-liter bottles and 2 squirt guns.

SUPPLIES

DIRECTIONS

Place the ping pong balls on the opening of the bottles. Choose two players and place them about 8 feet from the bottles. Instruct them to shoot the ball off the bottle with a squirt gun. The first to do it is the winner.



SLOW MOTION NERF SPRINT

HOW TO WIN

race to the finish line with a ball behind your knees

Just add:
• 2 kids and more

You will need 2 nerf balls.

SUPPLIES

DIRECTIONS

Select two kids. Mark off a starting line and a finish line about 16 feet apart. Give each kid a Nerf ball and tell them to place it behind their knees, bending the knee to hold the ball in place. On "go" the players race to the finish line while carrying the Nerf ball behind their knees.

Select someone to challenge the winner. Great fun to watch!



JUST PICK IT UP

HOW TO WIN

get the prize in the middle of the circle first

Just add:
• several kids

You will need a prize.

SUPPLIES

DIRECTIONS

Everyone stands in a circle, facing outward and linking arms at the elbows. A prize is put in the center of the circle.

The object is simple: get the prize.

However, the circle must stay unbroken. Players may use their hands, but arms must stay linked with players on either side of them. If the circle breaks, the game starts over.

The winner is obviously the one who grabs the prize!

TALK OR GET SQUIRTED

HOW TO WIN

just keep talking!

Just add:
• several kids

You will need a squirt gun.

SUPPLIES

DIRECTIONS

Give a student a topic like belly button lint. On “go” the kid must talk about the topic for 1-2 minutes (your call). If he stops or repeats himself, he gets squirted.

Repeat with a few more kids choosing different topics each time.

Some possible topics are boogers, bad breath, the importance of the word “um,” etc. Be sure to choose funny kids who love to talk.



CELL PHONE CHALLENGE

HOW TO WIN

find the hidden cell phone fastest

Just add:
• 4 kids

SUPPLIES

You will need 3 cell phones.

DIRECTIONS

Before beginning the lesson, ask 2 adults or kids sitting in the audience to keep their cell phones on during the lesson and have them place their phone in a hidden place, purse or pocket, etc. Make sure their phone numbers are programmed into another phone that you will have with you on stage. (Caution: when programing the phone on stage, make sure you don't assign the real name of the person in the phone.)

During the game time, select a kid to come up on stage. Using the phone on stage, dial one of the hidden phones. See how long it takes him/her to find the ringing phone. They may have to press redial if they don't find it within 4 rings. Repeat again with another kid and the other hidden phone. See who can find the phone fastest.

DANCE OFF

HOW TO WIN

dance the best and don't stop!

Just add:
• 2-4 kids

You will need a music mix.

SUPPLIES

DIRECTIONS

Ahead of time, create a CD with various 30 second cuts of music. Some suggestions are: The Wiggles (children's TV show), Country Song (something with a lot of twang!), Rock Song (top 40 will suffice), Polka, Opera, Heavy Metal, Bluegrass, Gospel, Cartoon Theme Show (like Sponge Bob), Reggae, Hip Hop (make sure it's clean).

Ask for 2-4 volunteers and invite them up front for a dance contest. Let them know you are going to play some music, and they must dance to the whole CD without stopping. Give them these rules:

1. Each time the music changes, they must change their style of dance or dance move.
2. If anyone stops dancing, they are out.
3. All dance moves should be appropriate and acceptable.

In the end, the audience can pick a winner. They can base their decision on most creative, most silly, best endurance, etc.

WRAP RACE

HOW TO WIN

wrap the best present with your teammate

Just add:
• 2 teams of 2 kids each

You will need 2 boxes, 2 scissors, 2 rolls of tape, 2 rolls of wrapping paper and bows.

SUPPLIES

DIRECTIONS

Before the game begins, place a table up front with 2 sets of boxes and gift wrap gear. Don't forget the scissors and tape.

Choose 2 teams of 2 kids each to come up front. Place both teams behind the table. Explain that they must work with their teammate to wrap a present. Tell them that the team with the fastest time and best looking gift wins. Say, "On your mark, get set...STOP! I forgot one important detail. One of you must put your left hand in your pocket and the other your right hand in your pocket. And, you have to keep your hand in your pocket the whole time. OK. READY. SET. GO!" Let the kids judge the best wrapped gift in the end.

NOSE PICKIN'

HOW TO WIN

guess
whose
nose is
whose

Just add:
• 10 kids

You will need 2 large sheets of dark craft paper.

SUPPLIES

DIRECTIONS

Prepare for the game by cutting 2 large sheets of craft paper. The paper, when held vertically, must be long enough to cover 3 kids' bodies from head to toe as they stand side by side. Cut 3 small holes in each sheet at nose height.

Choose 4 tall volunteers to come up front. Instruct them to hold up the craft paper, 2 volunteers for each sheet. Choose 6 volunteers, all of equal height. Have the other 6 volunteers go behind the paper, 3 behind each sheet. Make sure the seated kids cannot see behind the paper. Have the hidden kids mix themselves up before stepping up to the paper and all three putting their noses through the holes at the same time.

This game can be played as an individual game or as a team game. If playing for individual prizes choose 2 volunteers to come up front and try to guess whose nose belongs to whom. If playing as a team, you can either choose a volunteer from each group to represent their team in picking noses or you can allow the groups to work together to pick their team's noses.

DUELING MARKERS

HOW TO WIN

make the most marks on your opponents sweat suit

Just add:
• 2 kids

You will need masking tape, 2 black washable markers, 2 pairs of white sweatsuits and 2 sets of protective eye-wear.

SUPPLIES

DIRECTIONS

Mark off a large circle on the stage floor with masking tape. Choose 2 kids to come up front. Have them each put on a white sweatshirt and white sweat pants. Give both players protective eyewear. Make sure that all personal clothing is covered, and tell the kids that they must stay inside the circle. On go, hand each player a marker. Give them a designated amount of time to make the most marks on the other's sweats. Only marks over 1/2 inch count. The one that makes the most marks wins.

Variation: try using a glow in the dark marker. When time is up, turn out the lights to determine the winner.

RUBBER BAND FACE

HOW TO WIN

move the rubber band from your top lip to your bottom lip first

Just add:
• 6 kids

You will need an assortment of bands big enough to fit around a child's head.

SUPPLIES

DIRECTIONS

Select six players, two teams of three, and place them at the front of the room facing the other players.

Place a large rubber band around each one's head.

Adjust the rubber band so that it is positioned between the nose and the top lip. (This already looks funny, and the game hasn't even started.)

Say "Go" and see which three can move the rubber band down below their bottom lips first.

Get your camera!



CLOTHESPIN GAME

HOW TO WIN

fasten the most clothes pins to your face or hair

Just add:
• 6 kids

You will need an assortment of clothes pins.

SUPPLIES

DIRECTIONS

Select six players and place them up front facing the crowd. Don't use kids under age six or kids with long hair for this.

Place a large bag of clothes pins on the floor in front of them.

Give them one minute to fasten as many clothes pins to their face and hair as possible.

Count the clothes pins as you remove them from each player. The one with the most wins.

Be ready to take pictures!

HOLD IT RIGHT THERE!

HOW TO WIN

hold the most objects without dropping any

Just add:
• 6 kids

You will need a box with lots of fun stuff in it.

SUPPLIES

DIRECTIONS

Collect a lot of big and small stuff. Place the stuff in a box, and set it up front.

IDEAS FOR STUFF IN BOX: beach ball, ski, water balloon, wig, egg, bright underwear, golf club, skate board, eight ping pong balls, slinky, crazy straw, tennis racket, basketball, etc.

Select 2 players. Designate one the "holder," and one the "hander." The hander selects an item from the box and hands it to the holder. The hander continues to do this until the holder drops something. Change places and repeat the game. The one who held the most stuff without dropping anything wins.

Building your own TP Bazooka

Supplies:

Toro Super Electric Blower Vac Model 51592 (some parts will not be used)

4" paint roller that spins freely

(2) 1/4 x 3 1/2" bolts

(4) 1/4" washers

(2) 1/4" nuts

Scott toilet tissue (1000 sheets per roll) - it is important to use the right paper

Instructions

1. Drill (2) 1/4" holes through the paint roller. The first hole should be 3/4" from the end of roller handle. The second hole should be 3" from the first hole.
2. Drill (2) 1/4" holes through the blower nozzle. The first hole should be 3" from the end of the nozzle. The second hole should be 6" from end of nozzle (3" from the first hole).
3. Mount the roller to the bottom of the nozzle.
4. Place a roll of Scott Toilet tissue (1000 sheets/roll) over the paint roller. It should roll from the top down - just like at home. :)
5. Plug in blower. Turn on and stand back.
6. TP Bazooka should blast toilet paper 25 feet in the air.

Note: Almost any game is more exiting if you blast kids with toilet paper during the game.



BLITZ

**yep, we've got
other stuff...**

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