

FUN & INTERACTIVE GAMES

Towel and Apple Toss



You need 2 people per team and they will receive a bath towel and 5 apples (or other item such as oranges or tennis balls). Each person will hold one end of the towel.

Buckets/containers will be placed at 5, 10 and 15ft away from where the teams will stand to play the game. Each bucket will be assigned a point value of either 5, 10 or 15 points with the closest bucket being worth 5 points and so on.

Each team will stand at the toss line and an apple will be placed on their towel. The teams will now flick/toss the apple toward a bucket.

If the apple lands in a bucket, that team receives points based on the number of apples in the bucket and the point value of that bucket. Apples that land on the ground receive 0 points.



Apple Distance Toss

This is entertaining for competitive kids as they try to toss their apple farther than any other team. Best played in a field or yard.

Two players per team.

Have each team grab a towel, line up and place an apple in the center. The team works together to toss the apple the farthest distance. Now a referee will mark where the apple first hits the ground with a team colored marker. Once it is marked, the next team tosses and marks their apple with their team marker and so on.

Now begin round 2.

Each team lines up again, tosses the apple and marks where it lands. If the shot is shorter than the first shot, the marker stays, if it is further then the marker is moved to the place where the apple first landed. Repeat 3, 4, and 5 rounds. The team that has the farthest toss after you finish wins!



Catch one, catch all

The game is generally played in a large field *with at least* 10 participants. One person in the group is "it". The first person s/he tags is also "it". Now, the two chase the others, and so on, until the last person is caught. The last person caught is "it" for the next round of play. The last person who is caught is also deemed the winner.

Mexican Hideout

This game is best played using several peoples yards, the more room the better. One person is "it" and they go hide. The "seekers" count to 30 while the one person hides. All the seekers spread out/go alone to try to find the person hiding. If they find him/her, that seeker now hides with the "it" hider. They stay there until the rest of the players have found the secret hiding place. The first player who found the "it" person gets to hide next round.

Tails

Give each child an old sock to tuck into her back pocket or waistband. The object of the game is to grab other players' "tails" without losing your own. Any player who loses a tail must sit down, but if another player passes close enough, the tail-less player can grab himself a new tail and re-enter the game.

Nature Scavenger Hunt

Draw up a list of items found outdoors (red leaf, green leaf, rock bigger than your thumb, etc.). Distribute to individual children, guests, teams, and have players fan out to find the items. Try giving prizes for creative interpretations as well as for completing the list.



Jump Rope Relay

You need two ropes for this outdoor game. Split players into two teams and establish a finish line. Give each team one jump rope. When you say "Go!" the first two players from each team race to the goal line and back, skipping rope; they then hand off the rope to the next player and the race continues.

Water Balloon Toss

Divide children into teams of two; team's line up, facing each other, a few feet apart (each pair should be an equal distance apart). Give each team a water balloon. The first player tosses the balloon to his partner, and then both take one step back. Keep tossing and retreating until only one team has an unpopped balloon

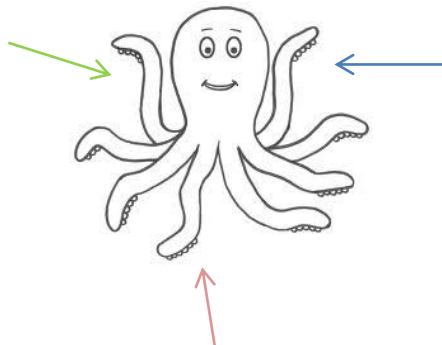


Freeze Tag

Tag is always an excellent vent for excess energy. In Freeze Tag, one child is "it," and the rest try to keep from getting tagged. When tagged, a child must "freeze" in his tracks until another child unfreezes him (by tagging him or crawling between his legs). When a child is tagged for the third time, he replaces the original "it." There are many variations of tag, and older children will be happy to help decide what rules they will play by.

Avoid the Octopus

Don't let the hungry octopus get you. First, pick one person to be the octopus. Then, draw two lines that are at least 20 feet apart. The other players, the fish, then line up on either line. When the octopus shouts "hungry," everyone tries to cross to the other side while the octopus tries to tag them. When a fish is tagged, he becomes a tentacle and has to hold hands with the octopus, working with him to try to tag the other fish. The last fish left wins!



Musical Frogs

This game is for 6 or more players and should be played in an open area.

To play, you need a radio or something to play music. You'll also need lily pads. (You can use something to represent lily pads, like small pillows, or you can make them out of green construction paper.) One player is the referee. This game is a lot like musical chairs, but when the music starts, players have to hop around like frogs.

While players are hopping, the referee takes away a lily pad, then stops the music. When the music stops, the frogs have to find a lily pad to hop on. The frog left without a lily pad is out.



The last frog on a lily pad is the winner.



Crab Soccer

This game is for 4 or more players and should be played outside or in an open area. To play this game, you need a big, squishy ball, and something to mark goals. Split into two teams, and decide where the goals are for each team. Now get into crab position-get on your hands and feet with your stomach pointed toward the sky. To play, you have to walk like a crab and try to kick the ball into the other team's goal. You can't touch the ball with your hands. The team that scores the most goals wins.

