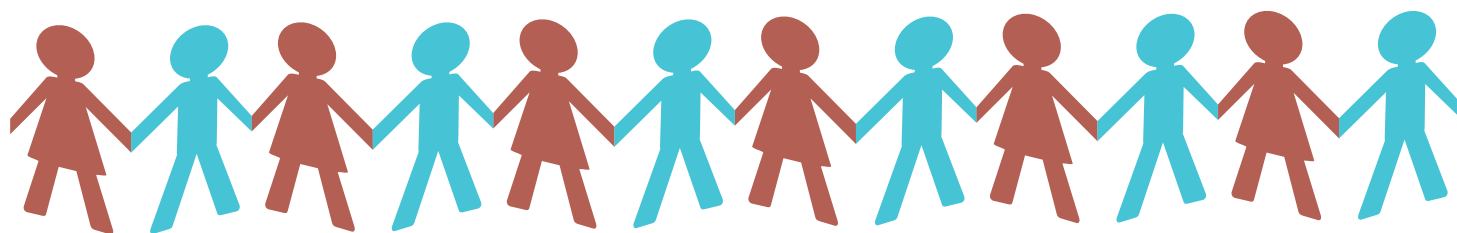


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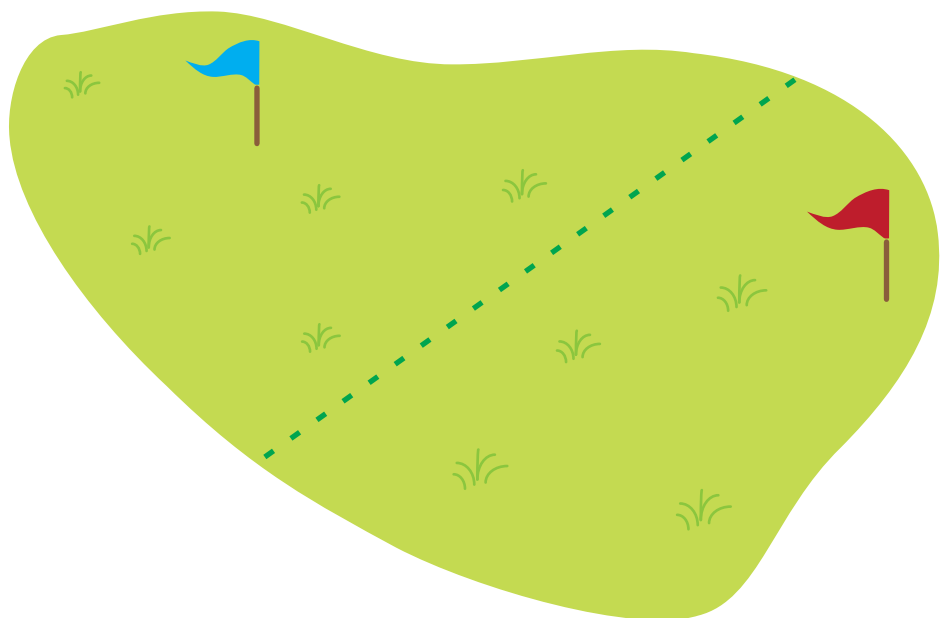
Games Guide



Capture the Flag

Minimum of six players

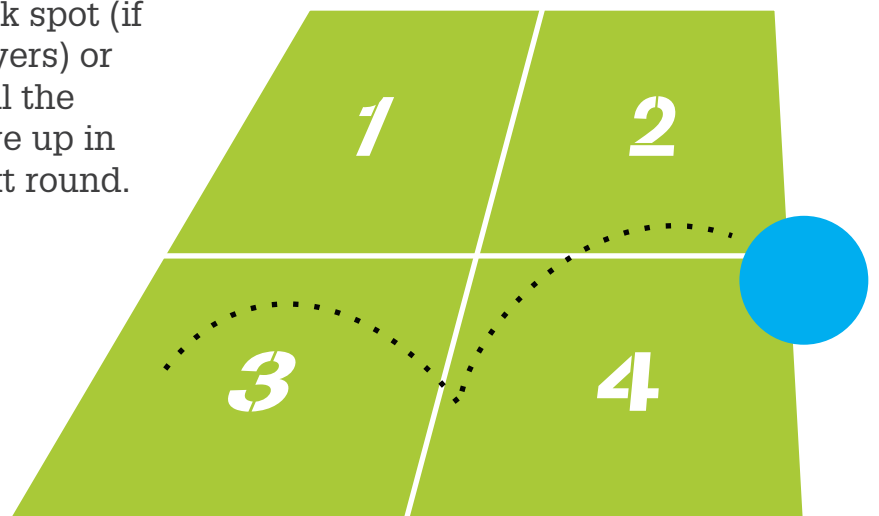
- 1** Divide your group into two equal teams and designate a separate area for each.
- 2** Both teams should hide a "flag" (any kind of ball will do) somewhere within their assigned area. The goal of the game is to capture the opposing team's flag, and bring it safely back to your team's area.
- 3** When the game starts, one or two people on each team should guard their own flag while the rest of the group runs (not necessarily all at once) to the other side to take their opponents' flag.
- 4** When you cross into enemy territory in search of the flag, you can be tagged by your opponents at any time. If this happens, you (the tagged player) must go to a designated "jail" area and remain there until one of your teammates rescues you by tagging you. Once you are tagged, you and your rescuer are safe to walk back to your side.
- 5** If you are able to capture the enemy's flag and bring it back to your side without being tagged, your team is declared the winner.



Four Square

Minimum of four players

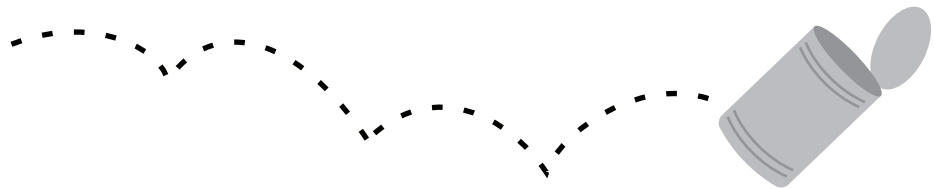
- 1** Create one large square on the ground and divide it into four equal boxes, each large enough for a player to stand in.
- 2** The squares are ranked: the highest is ace; to its left is king; across from king is queen; and next to queen is jack. The players occupying the ace and king spots face the players in the jack and queen spots, respectively.
- 3** The ace begins with the ball (a kickball is best). She bounces it once in her square, and then hits it to one of the other players.
- 4** The receiving player allows the ball to bounce once in her square, and then hits the ball to another player, who allows the ball to bounce once before hitting it to another player.
- 5** Any player can hit the ball to any other player, in no order.
- 6** The pattern continues until one of the players gets out by either: (1) hitting a ball out of bounds before it bounces in the receiver's square, (2) hitting the ball before it bounces in your square or (3) failing to hit the ball to another player before it bounces twice.
- 7** When a player gets out, she either moves to the jack spot (if there are only four players) or the end of line while all the remaining players move up in the ranking for the next round.



Kick the Can

Minimum of two players

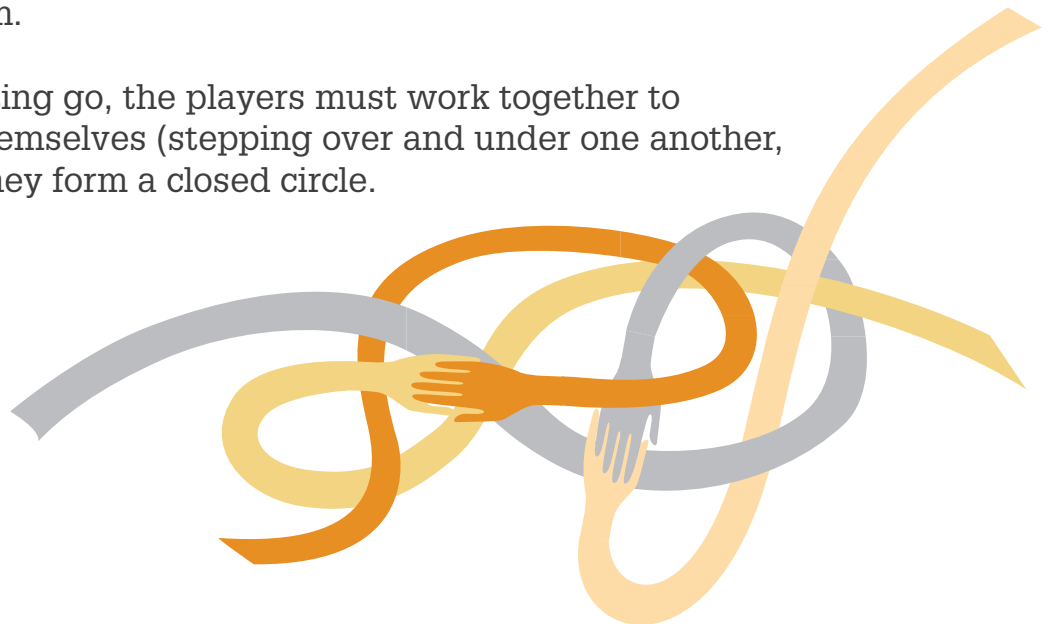
- 1 Similar to the game Hide and Seek, one player closes his eyes to count to 50 and guards a can while everyone else hides.
- 2 When he finishes counting, he begins looking for the other players. As players are found, they must try to kick over the can, which is no longer being guarded, before they are tagged.



Human Knot

Minimum of three to four players;
better with more

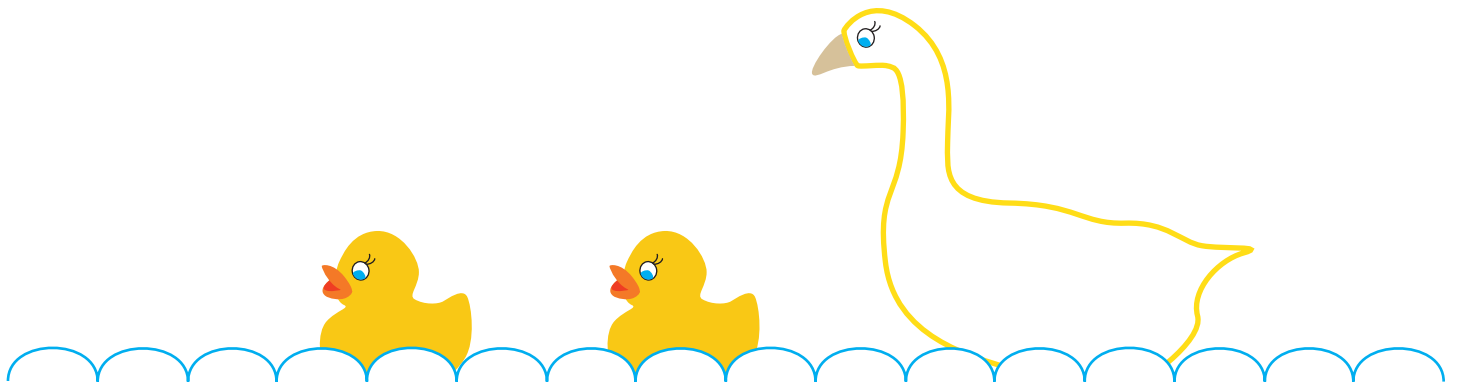
- 1 All players stand in a circle. Reaching their hands around and across the middle of the circle, each player grabs two other hands, preferably not next to them.
- 2 Without letting go, the players must work together to untangle themselves (stepping over and under one another, etc.) until they form a closed circle.



Duck Duck Goose

Minimum of four players

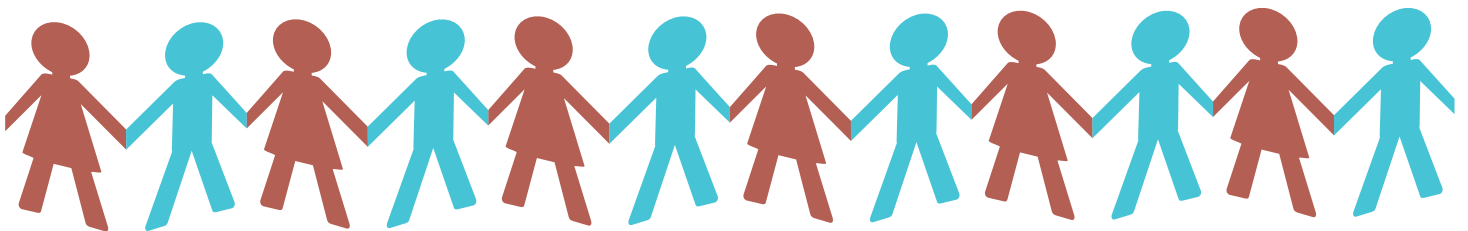
- 1** Have the group sit in a circle. One person is "it" and walks around the circle, tapping each child on top of his head while saying either "duck" or "goose."
- 2** When a player is pronounced "duck," he should remain seated. When a player is called "goose," he should jump up and chase the person who is "it" once around the circle.
- 3** If the person who is "it" can sit in the goose's spot before he is tagged, the "goose" becomes it. If he is tagged before sitting in the goose's spot, he sits in the center of the circle until another player is tagged to take his place. The goose will still become the next "it" person.



Red Rover

Minimum of six players

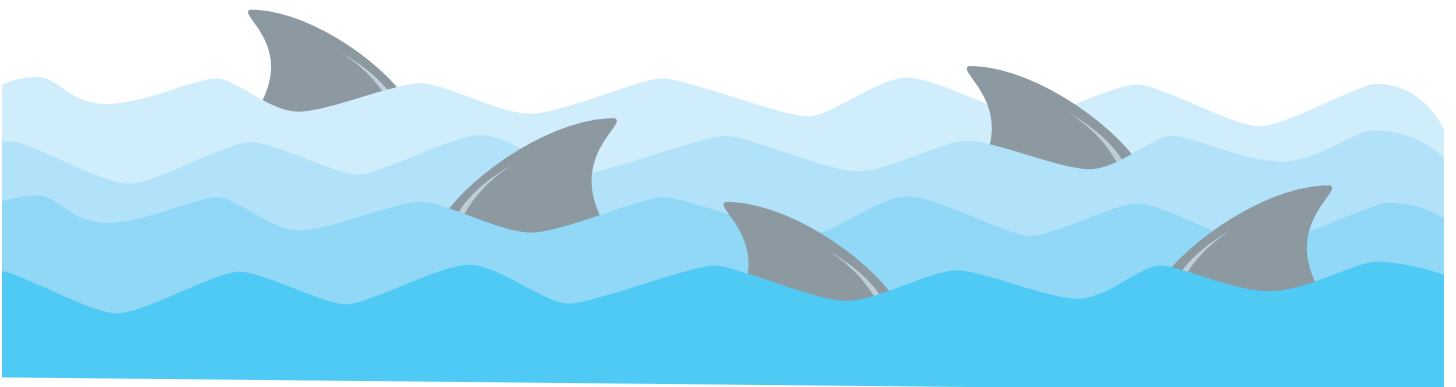
- 1** Divide into two equal teams. The teams should hold hands and line up horizontally, facing each other. They should leave a decent running distance between them.
- 2** One team starts the game, deciding among themselves on a member from the opposite team to call over. Still holding hands, the team yells, "Red Rover, Red Rover, send [name] right over."
- 3** The chosen player runs toward the other team and tries to break through the grip of any two players. If he succeeds, he chooses a player from the opposing team to bring back to his side with him. If he is not able to break through, he joins the opposing line.
- 4** Alternating turns, the game continues until one of the teams has brought all the players to their side, becoming the winner.



Sharks and Minnows

Minimum of
three players

- 1** This game is typically played in the pool. One player (the shark) stands on one side of the pool with her back to the water. The rest of the players (the minnows) remain in the water but line up on the opposite side of the pool.
- 2** The shark picks a category and shouts it out to the minnows (such as colors, animals, states, etc.). When each minnow had decided on an answer that fits into that category, the shark begins shouting out different examples from that category.
- 3** When the minnow hears his answer, he swims quietly to the other side. Oftentimes, more than one minnow will choose the same answer.
- 4** If the shark hears a minnow swimming, she turns around, jumps in and tries to tag the minnow before he reaches the other side. If she is successful, the tagged minnow becomes the next shark and chooses a new category. If the shark is not successful, she gets back out of the pool and either continues or chooses a new category.



Heads Up, Seven Up

If using seven in the front, at least 14 players needed, but it can be downsized

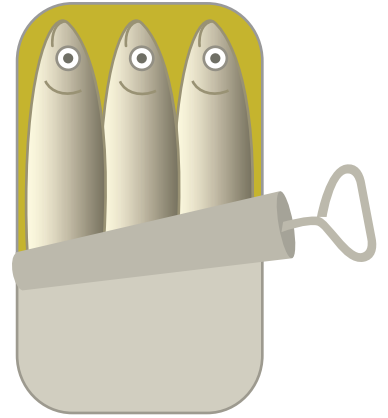
- 1** Typically played in a classroom, seven students begin in the front of the room while the rest put their heads down on their desks.
- 2** Each of the seven students walks around and taps a student with her head down. When a student is tapped, she puts her thumb up to signify.
- 3** When seven students have been tapped, the original seven line up in the front of the room and all students lift their heads. One by one, those who were tapped have the opportunity to guess who tapped them.
- 4** If they guess correctly, they switch spots with the person who tapped them and become one of the "seven up." If they are not correct, the person who tapped them remains in the front for the next round.



Sardines

Minimum of three players

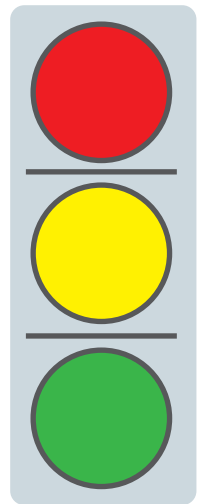
- 1** While a chosen member of the group hides, the remaining players close their eyes and count to 50 aloud.
- 2** When the group is done counting, each person goes to find the hidden player or "sardine."
- 3** As each person finds him, they join the sardine and, one by one, pack into his hiding place.
- 4** The last player to find the sardine and join the group becomes the sardine for the next round.



Red Light, Green Light

Minimum of three players

- 1** The goal of the game is to be the first to touch the "stoplight."
- 2** One player, acting as the "stoplight," faces away from the rest of the group, which is lined up a short distance behind her.
- 3** When the stop light says "green light," the players can move toward her. However, she is free to yell "red light" and turn around at any time. If she catches any of the players moving after she yells "red light" and before she yells "green light" again, they are out.
- 4** The first player to reach the stoplight becomes the stoplight for the next round. If all players are declared out before one of them wins, the current stoplight remains for the next round.



Mother, May I

Minimum of three players

- 1** One player, acting as the "mother," faces away from the rest of the group, which is lined up behind her.
- 2** The mother chooses another player and shouts, "[Name], you may take [x] baby/normal/giant steps forward/backward."
- 3** The chosen player responds by asking, "Mother, may I?" The mother says either yes or no to the player, and he follows whichever he is told.
- 4** However, if the chosen player forgets to ask, "Mother, may I?" before moving, he goes back to the starting line. The first player to touch the mother is the winner and becomes the mother for the next round.



Secret

A card game that's best for two players

- 1** Deal each of the players eight cards, face down. The top card becomes the secret card, which should be placed off to the side, face down, until the end of the game.
- 2** Each player should pick up the next seven cards and look at them, not revealing them to the other players.
- 3** Each card is assigned a point value. Each numbered card counts as that amount of points. However, sevens and jacks both count as zero, and the queen and king count as 10. An ace counts as one point. The goal of the game is to have the least amount of points by the end.
- 4** One player starts, flipping over the top card of the remaining deck. If that card is of lower value than a card within the first player's hand, she may exchange it for one of her own, discarding face up next to the deck.
- 5** Player 2 can either pick up the top discard or take from the deck, only keeping a card if it is lower than one she has in her hand. If she takes from the discarded pile, she may not pick a card from the deck.
- 6** Only one card should be picked up and discarded during each player's turn.
- 7** When the entire deck has been used, both players should count up the points within their hand. In addition, the point value from the secret card must be added in and cannot be exchanged.
- 8** The player with the lowest point value is the winner.

