

## OCTOPUS TAG

One child is chosen to be the octopus. The others line up along one side of the area. When the Octopus yells out "Octopus" the children all run to the other side of the area- trying not to get caught. Those that are caught become one of the Octopus's arms. They stay where they were caught and help catch everyone.

## SHADOW TAG

Everyone is "It" in this game! You can catch someone by stepping on their shadow. When caught, you sit down and count to 10 and get back up and keep playing!

## AMOEBAS AMOEBAS

Amoeba are microscopic animals that float around aimlessly until they are matched with other amoeba similar to themselves...then they join together. In this game, the children wander around being "Amoeba's" when you say a group, they form that group. For younger groups, it is nice to start out with a few choices of favorite things like: apples or oranges, football or basketball, vanilla or chocolate, etc.. For older children (and younger after they "get it" - you can just say a category like: favorite fruit, favorite veggie, birthday month, age, grade, etc...

## CRAZY CHASE

***What you need: ball or other item that is easy to throw and catch***

Players sit in a circle, Choose 1 or 2 people to be it. The group sitting begins to slowly toss the ball around the circle while "IT" is running on the outside of the circle trying to tag the people as they catch the ball before they throw it away. If "IT" tags the person while they are still touching the ball, then s/he becomes it and goes outside of the circle. If the ball goes beyond (thrown too far-outside the circle) whoever threw it becomes it.

## CHARADES

Give a child or a pair something to act out. They can't talk at all and must get the group to say what they are acting out just by movements. Possible things: movie titles like: Spiderman, Spy Kids, The Land Before Time, etc. or books, or people etc.



## Rules for games

1. Give instructions once
2. Give an active demonstration once
3. Start playing
4. Adults play too
5. Quit before they get tired of it \*(when they are having the most fun possible)
6. Make sure you have the next activity ready before you quit
7. No one gets out-every one participates all the time
8. Watch out with games and activities where everyone takes a turn-entertain!

## HOG CALL

***What you need: blindfolds***

Have everyone find a partner and think of two words that go together (like peanut and butter, black and white, salt and pepper, ice/cream etc...) Have each person in the pair go to opposite ends of the playing area. Either blindfold them or tell them to keep eyes shut. Turn around a few times and yell out their word. They are suppose to find their partner by using only their predetermined set of words. ALTERNATE WAY: YOU give one an animal name and the other a sound (they won't know who their partner is) and they have to find their partner.)

## FIND THE TIMER

***What you need: a kitchen timer***

Everyone hides their eyes and someone hides a timer. You have to find it just listening to the ticking. For a real challenge-try doing it with eyes closes. (Must go over safety precautions first!)

### **FROGGER (murder, wink)**

Everyone sits in a circle. One person is chosen to be the detective and goes just out of view of the group. Point to someone to be the frog. The rest of the group are flies. The frog will "kill" the flies by sticking his/her tongue out at them. When killed they should die fairly noisy to take attention away from the frog. The detective gets 3 (or 2) guesses to determine who is the frog.

### **WHO AM I?**

One child gets in front of everyone else with his/her back to the group. You tell him that he is a famous person or character and he is going to have to guess who he is. You tell the children "who he is" and he turns around. "It" turns around and the group gives him 3 clues about who he is before he guesses.

### **ESCORT**

Divide the group into two or more teams (make the teams between 4-6 people-no more or they have to wait too long). Mark the start and finish. Each team wants to get their entire team over the finish line. The first person on the team runs to the end and back and when they return, they grab the next person in line. Together they run to the end and back and this time grab the next person in line, etc.

### **TRIANGLE TAG**

Divide the group into small groups of 3. If you have extra --you can either play too, or make a group of 4. One person is chosen to be "It". "It" leaves the immediate area so s/he can't hear or see the remaining 3 people. The remaining 3 decide who the secret person is going to be. Then they join hands to form a triangle. It comes back and tries to catch the secret person. The people forming the triangle's job is to keep "it" from catching the secret person.

### **BUDDY TAG**

Set boundaries and get the group to pair up. Have each pair pick someone to be "it" first. The buddies may only tag each other. Have them run around, as soon as the player who is it tags their buddy then tries to tag them back. This game has no end so have someone call time when the players look tired.

### **SHADOWS**

The aim in this lesson is to stay as close to their partner as possible. One person is the Shadow and they must copy exactly what their partner is doing.

### **BAT – MOTH – (like Marco Polo)**

#### ***What you need: blindfold***

Choose one child to be the bat. That child will be blind folded. Choose 3 children to be the moths. The other children are trees. The trees form a circle and the bat and moths get inside the circle. The bat must try to catch a moth. To do this, s/he says "bat" (s/he can't see...) and the moths must answer with moth. The bat must locate and catch a moth using only hearing.

### **CIRCLE DELIGHT**

#### ***What you need: Two balls and 12" fabric pieces***

Put tie a piece of fabric around the wrist of half of the group. Those children are one team. The two teams stand alternately in a single circle formation. Each team has a ball. At the signal the balls are thrown in the same direction from person to person belonging to the same team. The balls start moving from opposing players standing opposite each other in the circle. The purpose is to see if one team can move its ball from player to player at such a speed that it overtakes the ball from the opposing team. If this happens one point is scored and the game begins again. The first team to score three points wins. Note: The ball must be relayed between players of one team as they are positioned in the circle while not hindering the opposing team.

### **BIG CHIEF (Also called Who's the Leader?)**

Have all players sit in a circle and then chose a person to be "it". The "it" is to leave so that "it" cannot see or hear. Choose one person to be the chief and he will act out short movements. Examples are clapping hands three times, stomping feet 4 times, etc. All other players must do what the Chief does. Have "it" return to the group to figure out who is the Big Chief, you can give him up to three guesses if there's a large group.

### **TIME BOMB**

You ask each child in the class to individually choose one other person in the group to be a 'bomb' and a different person to be their 'shield'. Ask them to keep their choices secret. Tell the children that their 'bomb' is about to explode any minute and the only way to survive the blast is to hide behind their 'shield'. Each child should try to keep their 'shield' between him and the 'bomb' and since each child has made different choices, the result is very fun!

## **SOMEONE MOVED**

*What you need: nothing!*

Have all players sit in a circle and then choose a person to be "it". The "it" is to leave so that "it" cannot see or hear. Have one to four players move in the circle. When "it" returns he is to figure out who has moved in the circle.

## **QUICK CHANGE ARTIST**

Have everyone sit in a circle and choose one person to be the quick change artist. Have the artist go out of sight and change something on him/her self that is visible (ie-put shorts on backwards, change hair, tie/untie shoes...). When the artist is done, have him/her walk into the middle of the circle and turn around slowly to give everyone a chance to see what has been changed. Then go around the circle having each person guess what has been changed. The first person to guess correctly is the next artist.

## **LOSE MY SHADOW**

The aim of the game is to respond quickly to actions and lose their partner. Children work in pairs and try to stay as far away from their partner as possible. If working outside it may be necessary to designate areas in which children can move. Children can change roles either on instruction from the teacher or by tagging their partner.

## **APPLES TO ORANGES**

*What you need: One apple, one orange, paper, pencil, container, and music*

Print out slips of paper that you will pull out of a container. Each slip will be labeled differently as follows: before the apple, the apple, after the apple, before the orange, the orange, and after the orange. Once you've completed the slips place them in a container mix them up. Have players stand in a circle, give the apple to one person and the orange to someone across the circle, then start the music. They are to pass the fruits until the music stops. When the music stops, pull out a slip of paper and read it. The group has to get in line according to what you say. If you say "in front of the orange, they line up in front of the person with the orange before you count to 20 (or whatever number is appropriate for your groups age and number of people.)

## **CHICKEN WOBBLE**

Wobble your way to a win.

Players find a partner and hook arms. With their free arms, they grab their partners' ankles. Then everyone lines up at the starting line. Race to the other side.

## **NEVER IN THE OLYMPICS**

Mark a finish line. Everybody can race at the same time or you can divide up into teams to make it a relay race. To play, sit on the floor with your legs straight out in front of you and try to walk on your behind. No hands or feet allowed!

## **MILK CARTON TOSS**

Clean out some milk cartons and cut them so the bottom is off and you have a handle and an open space to catch things. In pairs see how many times you can throw and catch with the milk cartons in a row! (You can throw and catch soft balls, beanie babies etc.)

## **RABBITS**

*What you need: fabric strips*

Each child tucks a band (fabric strip) into the back of their shorts. The aim is to collect as many rabbit's tails (the bands) as a child can in 30 seconds.

## **NEWSPAPER RELAY**

*What you need: newspapers*

Just like a regular relay race, except that each team is given 2 newspapers that they must place on the floor and step on to get across the room!

## **EYE SPY**

The children are going to guess what object in the room you are thinking about. You say "I spy something \_\_\_\_ (color) \_\_\_\_". They take turns guessing things in the room that are that color. You can also do things that start with a certain letter or sound, or are a particular shape.

## **WHERE'S THE RING?**

What you need: string and a ring

Take a long piece of string and put a ring on it and tie the ends together. One person leaves the room and everyone else hangs onto the rope with their fists- moving them along the rope back and forth (so "IT" can't tell who has the ring as it is passed). The ring is passed around the circle while it guesses who has it.

## I LIKE

Everyone gets in a circle (preferably with chairs). There should be one chair for each person. One person stays in the middle (so there will be one chair short if everyone sits down). The person in the middle says "I like people who \_\_\_\_\_ and states something that describes people (things they like to do, are wearing, pets... etc.) Anyone who fits that descriptions has to get up and switch places. While they are switching, the middle person takes a seat so there is a new person in the middle.

## THE HINEY DANCE GAME

*What you need: chairs*

All players sit in a circle with the chairs VERY close together. One person is in the middle of the circle. That person is going to try to take a seat by making the group move. When the center person says "Right" everyone has to move right. They continue moving right until another direction is given. When the center person says "Left" everyone has to move left and continues moving left until another direction is given. During this time, those moving can say the name of someone in the circle and make them trade with them. For example, if Johnney says "Susie" and Susie has to get off her seat and run across the circle to Johnney's seat and Johnney had to run to Susie's seat.

## TWINS

*What you need: nothing!*

All players are paired off and form a large circle with partners joining hands. One set of players is chosen as "it" and are the runners. The runners go around the outside of the circle and tag a pair of joined hands. The runners quickly run one direction while the tagged team race the other direction. The first pair back to the vacated spot gets to keep the spot, and the other pair becomes "it". Caution set up rules for passing so that no one gets hurt.

## ROW RACE

*What you need: nothing*

*What you do:* Divide the group into pairs. Set a starting point and an ending point. Have the children sit down across from a partner - facing each other. They grab arms and bend their knees and "row" to the other end by rocking back and forth.

## WHOMPING WILLOW

*What You Need: Blindfold*

Choose a child to be the Whomping Willow and securely blindfold her eyes. The rest of the partygoers sit in a circle surrounding the tree. Two at a time, they silently switch places, always staying within the circle, while the Whomping Willow tries to catch them. Each catch earns points for the Whomping Willow's house team. (or don't keep score works too...just play for fun!) When someone is caught, they can be the next Whomping Willow.

## LADDER RACE

Divide the children up into 2 teams. Each team should stand facing the other team in parallel lines. Then have them sit down on the ground with their legs out in front of them. Each person's feet should match up with someone's feet from the other team. They make up a pair. (So they look like a ladder from above.) Number each "pair" and tell them that when their number is called, they must run from their spot jumping over everyone's legs, around the back of their team and over the rest of the legs until they reach their original spot again. One point is given to each team who gets back first. Remind them that when they are being the ladder-their legs MUST stay on the ground so they don't trip anyone!

## TELL THE TRUTH

*What you need: Boundary markers*

Divide the group into two equal teams. Line them up facing each other about 5 to 10 feet apart. In one line stand the truth-loving Elves and, in the other, the happy-to-deceive Trolls. Behind each team, mark the boundary where they are safe from being caught (Base). The leader (you or someone else who is NOT on a team) calls out a statement that is either clearly true (The grass is green) or clearly false (The grass is purple with pink polka dots) If the statement is true, the Elves chase the Trolls to their base. If the statement is false, the trolls chase the elves to their base. Any player who is tagged becomes a member of the opposing team. To keep the game moving, it's a good idea to have a list of true and false statements on hand for the leader at the beginning of the game.

## ROCK, PAPER, SCISSORS

Divide the group into 2 teams. Each team chooses the action that everyone on their team will perform (Rock – fist, Paper – hand flat, or scissors – 2 fingers pointing out). The teams line up about 5 feet from each other – facing each other. On your mark, they say “Rock, Paper, Scissors”. After scissors – everyone on the team shows their team’s sign. The team that “beats” the other team – chases that team across their line – and gets to keep anyone they catch. (Rock beats scissors, Paper beats rock, and Scissors cuts paper.) If the teams both choose the same action – they go back and choose another action.

## HOT STUFF

**What you need:** beanie animal

**What you do:** Everyone gets into a circle. Choose one person to leave the circle. That person thinks of a number between 1 and 30. (I usually have them tell me what the number is.) The group starts passing the beanie baby around the circle. As they pass, the outside person counts until s/he gets to the number s/he selected. Then, s/he yells out “Hot Stuff” (or Clover Kids Rock!)☺. The person who has the beanie joins the outside person and thinks of the next number. Then that person and the first person do the counting. Continue until you get to the end.

## THE GHOST GAME

**What you need:** sheet

**What you do:** Divide the group into 2 teams. One team leaves the area and chooses one member to come back into the area as the Ghost. The other team has to guess who the ghost is. (The ghost should try to disguise himself by changing his height, span, etc. The guessing team can not touch the ghost. They have to talk it over and guess.

## BALLOON SOCCER

**What you need:** balloons, 2 tacks

**What you do:** Divide the group into 2 teams. Each team has a goalie (who gets a tack to break the balloon). The goalies sit in opposite corners of the area. The rest of the team decides how/where to put their players. Once a player is put in a spot, they must sit. The leader, drops a balloon in the center of the room and the teams must work together to get the balloon over to their side (their goalie). Then, their goalie pops it and gets a point for their team.

## BLINDFOLDED SHOE SHUFFLE

**What you need:** *Blindfolds and shoes*

Each person puts on a blindfold and takes off their shoes. They then throw them into a pile in the middle of the floor. The referee then jumbles them all up and then shouts GO! Everyone must find their shoes by touch and smell alone!

## BALLOON TENNIS RACE

**What you need:** wire coat hangers, knee high hose, balloons, duct tape

**What you do:** To make the racket: Bend the coat hanger into a diamond shape. Bend the hook part of the hanger up so it makes a loop. Pull the hose over the hanger and secure it on the loop with duct tape. (Make sure to cover the end so it doesn’t poke!) Set a starting point and an ending point. Get the group into pairs. Each pair needs a balloon. When you say “Go”, the pairs must walk, hitting the balloon back and forth to each other to get to the finish line on the other side of the area.

## CONNECTING EYES

**What you need:** soft throwable item

Everyone sits down in a random pattern around the room. Start by explaining how to throw underhand so no throw is too hard to catch and so no one gets hurt. Then, start passing out beanies to the group. The game starts at that moment. As soon as someone receives a beanie – they must make eye contact with another person and toss the beanie to them. Make sure you have enough beanies so everyone is throwing and catching.

## CROWS ALWAYS CHASE CRANES

**What you need:** boundary markers

Everyone lines up in 2 single file lines in the room facing each other. Tell everyone that CROWS ALWAYS CHASE CRANES. Have them repeat that several time so they get it. Then, quickly, designate who are the crows. Those people chase everyone else out of the area beyond the boundary markers. Gather everyone back in lines and do it again. Sometimes when you designate who they are

### **DR. TANGLE**

**What you need:** nothing

Have one person leave the area (or a small group of people). Everyone else holds hands in a circle. Without breaking hands, they go under and over other people's arms. When the group is all knotted up, call the person back into the room and have him/her try to untangle the group without breaking hands.

### **BIRDS IN THE AIR**

**What you need:** knotted up towels or beanie babies

Have the group form a circle shoulder length apart from each other. Then give two or three knotted up towels around the circle. Choose 2 people to go into the middle of the circle. The object of the game is to play keep away from the two people in the middle. Players on the outer circle can toss the towels in the air across the circle or to the person next to them. If a person in the middle catches a towel in the air or tags a person with the towel, they change places.

### **BRONCO TAG**

**What you need:** nothing

Everyone find a partner. They stand with one person in front of the other person – both facing the same way. The person in the back holds the shoulders of the front person. One person is chosen to be IT. (Or two if you have an even number of players.) The teams of 2 run around together – with the person in the back holding onto the shoulders of the person in front. IT has to run around trying to tag one of the players in the back. When IT gets the shoulders of a person in the back. That person lets go of the front person and that front person becomes the new IT.

### **FRISBEE SPIN**

**What you need:** Frisbee

Players sit on the floor in a circle and count off so each person has a number. Place a Frisbee on the floor in the center of the circle. The first player gets up and spins the disk on its edge like a coin. As the player sits down, s/he calls out a number of another player. The player whose number is called jumps up and gets the disk before it stops. S/he gives it another spin and calls out another player's number before sitting down. The object is to cooperate and keep the disk spinning.

### **GRAB THE BEAN**

**What you need:** a bean bag

One player is IT and gets the beanbag. The rest of the players sit down with their legs crossed in a circle facing in. IT walks slowly around the outside of the circle and drops the beanbag behind one of the players. When that player realizes the beanbag has been dropped behind him/her, s/he must jump up, grab the bean bag, and chase IT. IT tries to get around the circle and back into the vacant spot before being tagged by the chaser.

### **BOOP**

**What you need:** a balloon

Form circles of 6-8 people and have everyone hold hands. A leader outside the circle will drop a balloon into the circle. The object of the game is for the circle of people to keep the balloon up in the air without having it hit the floor. The group can keep it in the air using any part of their bodies as long as they don't let go of their hands. You can add more balloons to make it more challenging.

### **THE CHOSEN ONES**

**What you need:** nothing

Everyone sits down in a circle. Choose one person to be IT. IT checks everyone out and asks some of them to stand. (They select people who have something in common –all the same color of hair, all tennis shoes, all belts, etc.) Those selected must stand up. The seated players must guess what they think the chosen trait is.

### **ELBOW TO ELBOW**

**What you need:** nothing

Everyone finds a partner. One person is IT. Players stand with their partners back to back. The IT give commands like front to front, elbow to elbow, back to back – changing quickly. When IT is ready, s/he says CHANGE and everyone rushes to find a new partner.

### **CALL BALL**

**What you need:** a large ball

Everyone stands in a circle with one player in the middle. You can either give each person a number or just use their names. The person in the middle throws the ball STRAIGHT up into the air in the middle of the circle while calling out someone's name or number. That person runs into the circle and tries to catch the ball either as it comes down or after only one bounce.

## **PASS THE PENNY**

**What you need:** a penny

Everyone sits down in a circle. One person is chosen as IT. It faces away from the circle while everyone starts secretly passing the penny around the circle. (The sneakiest way to pass is to hold the penny in one fist with your palm down and drop it into the next person's hand with their palm up.) IT says s/he is ready to join the circle and gets into the middle while the players still pretend to pass the penny around. Then IT guesses who has the penny.

## **ELBOW TAG**

Choose one person as the CHASER and one person as the RUNNER. Everyone else gets a partner and links elbows. The CHASER is suppose to tag the RUNNER. The RUNNER runs around and links elbows with one of the pairs – making a small group of 3. As soon as the Runner has linked – the person on the outside (not the person who was just linked) must run off to avoid being tagged by the Chaser. The game continues –with the RUNNERS constantly changing as they link elbows with other small groups. For a large group of children – use more than one chaser and runner!

## **SPIRAL**

**What you need:** nothing

Everyone joins hands in a circle. One person releases the hand of their neighbor and begins to pull the giant human rope behind them and walks around the outside of the circle while the other person who broke hands remains in position. The chain of people spirals around and around the stationary person drawing everyone into a tighter and tighter coil until all players still holding hands are wrapped around each other. Still holding hands, the person in the middle ducks down and begins to crawl through the forest of legs. The whole circle follows down and through, magically uncoiling. When you are all unwound, you should be a circle again.

## **POPCORN TAG**

**What you need:** nothing

All players hop up and down with both feet. When IT tags another player, the two immediately join hands. The two hopping ITS then tag another player and so on until there is a long line of popcorn ITS and only one hopper left.

## **BEHAVIOR MODIFICATION**

**What you need:** nothing

Two people are chosen to leave the room. The rest of the group sits in a circle and decides on a pose or an action they want the other 2 to copy. (Standing on one leg and holding hands, squatting down with feet touching the floor, linked elbows and bending over etc.) It's important that the pose be specific enough that they can tell when it is being done – but not too detailed. Once the group decides on a pose, the 2 people come back into the area and try to replicate the pose. They should try various moves and check for the groups response. The group should register how close they are to the desired pose by clapping loudly if they are close or softly if they are not. As the group signals how "hot" or "cold" the subjects should get the picture when they have the right pose. You can also do this in groups of 4 with 2 people leaving and 2 people deciding on the pose.

## **LETTER GAME**

**What you need:** beanie baby

Everyone sits in a circle. One person sits in the center with his/her eyes closed. Everyone in the circle passes the beanie baby around the circle until the center person claps his/her hands and opens his/her eyes. The center person finds the person with the beanie and says a letter of the alphabet. That person passes the beanie and must say 5 words that start with that letter before the beanie gets passed around the circle and back again. (Example, if the letter M was chosen – the person might say "Monkey, Man, Money, Mush, Mango" while everyone is passing the beanie around the circle.

## **BALLOON BUCKET**

**What you need:** hula hoops and balloons

Put the children into pairs. Each pair receives a balloon. Scatter hula hoops around the area. Each pair must bop the balloon back and forth to each other while traveling toward a hula hoop. When they get to a hoop, they must get the hoop up off the floor and pass the balloon through it. The goal is to get the largest TEAM score for the entire group. No player may hold a balloon and no player can hit the balloon twice in a row. You can also play in teams rather than pairs.

## **TOSS THE BIRD TAG**

**What you need:** towels

Tie knots in old towels so you have half the towels as the number of people in the group. These knotted towels are called birds. To be immune from getting tagged, a player must be grasping a bird. Since there are only 8 birds for 16 people, there are a lot of birds flying around the area! You can only have one bird at a time. The bird can not be thrown to the same person twice in a row. You want to try to keep everyone from getting tagged by watching and talking to your teammates!

## **BLOB TAG**

**What you need:** nothing

Everyone finds a partner and joins hands with them. Select 2 of those groups to be IT. On your mark, the 2 IT groups try to tag any other twosome. If they do tag them, that group joins that IT group and they make a foursome. Continue until the IT group swallows up all the smaller groups and becomes a big blob.

## **TURTLE TAG**

**What you need:** nothing

Played like regular tag, but to be safe from getting tagged, you turn into a turtle. (Lay on the ground with your feet and arms in the air.)

## **WHAT'S MISSING?**

Place a number of items on a tray and pass it around the group. After everyone has seen the tray, take a few items off and see if everyone can figure out what you took away.

## **BLIND DRAWING**

Everyone has a sheet of paper and markers. You describe a simple picture and they have to draw it just by your description. For example: a house-you might say draw a square in the middle of the paper. Now, draw a triangle on top of the square. Draw a rectangle in the middle bottom of the square. Draw 2 small squares inside the square.

## **SHARED PICTURES**

Everyone should start drawing a picture. After 30 seconds, pass the paper to the right and draw on the picture you have now. After 30 seconds pass again. Etc.

## **SCRIBBLES**

Each person makes a scribble on the piece of paper. Pass the paper to a partner and have them make a picture from your scribble.

## **TALKING STICK**

Whoever holds the talking stick (a pencil, shoe, whatever) commands the floor. Pass the stick among players and create a story.

## **3 WAY PICTURES**

Each person folds their paper into thirds. Keep it folded so no one can see what you have drawn. Then they should start by drawing the top third of a person on the top third of the paper. Pass the paper to the next person who draws the middle. Pass again to the last person who draws the bottom.

## **RHYME THYME**

Invent great rhymes by asking simple questions where the answer rhymes. Like "what do you call an obese kitten?" (A Fat Cat). Then add to that: What do you call an obese kitten wearing a cap? (A fat cat hat) What do you call an obese kitten wearing a cap who is laying down? A Flat fat cat in a hat...etc.

## **PHOTOGRAPHIC MEMORIES**

Have all players stare in one direction for 30 seconds. The object is to see and remember as many details as you can. Then, turn away and write down (or draw or just describe) every detail you saw, from the cobwebs to the three-pronged electrical outlet.

## **CRAFT STICK PUZZLES**

Line up about 10 crafts sticks. Tape them together and number them in order from 1 to 10. Flip them over and draw a design or picture on that side. Take the tape off and find a partner to put the puzzle together.

## **BLIND CONTOUR DRAWING**

Choose simple objects for the children to look at and draw. Line up the objects to everyone can see them. Each child should choose an object to draw. They are going to look at the object and pick a spot to start drawing and move their gaze along the outside of the object. As their eyes move, so should their pencil drawing the outline of the object. They should never look at their paper until they have finished the drawing. Then share them.

## ATTENTION GETTERS

### 1,2,3 Freeze!

Start every meeting with a quick game of 1,2,3, Freeze. To play: explain to the group that every time you say "1,2,3 Freeze"-they are frozen and can not move at all until you say "Un-freeze". Make sure they understand that from now on-whenver they are with you, they are playing this game. Throughout the meeting, use 1,2,3 Freeze-WHEN YOU DON'T NEED IT to practice. Then when you really do need it-they will respond quickly. ☺

### If you can hear me...

Stand up in front of the group AND WHISPER "If you can hear me, clap once" (those that can hear will clap-thus getting the attention of a few more) "If you can hear me, clap twice" (again, clapping will get more attention,) Keep repeating until you have everyone's attention. You can vary this by saying stomp your foot, or "Joan is great" (my personal favorite!☺) etc.

**Paper Throw** (You have to be BRAVE to do this one! – but it is fun!)

This takes practice like the 1,2,3 Freeze Game. Explain that WHENEVER you throw a piece of paper in the air, they should HOWL and as soon as it hits the floor they have to be silent.

### PUNCH IT and Whisper

Sometimes, if they are very loud-you can start off with a very loud (LOUDER THAN THEM) and QUICKLY go down to a whisper. The effect of your very loud voice kind of shocks them and if you instantly go down to a whisper, you bring their noise level down with yours. So you say (Loud) EXCUSE ME! (Whisper) When you are done with your....

### Simon says

Simon Says stand up, Simon Says put your hand on your head...etc...until they are all doing what Simon Says

### Echo

First let them know that when you yell about Clover Kids they should repeat you. Leader yells "Clover Kids Rock!" Clover children yell "Clover Kids Rock!" Leader yells "Clover Kids are Cool!" Kids yell "Clover Kids are cool! Each time get a little quieter until you are whispering "clover Kids clean up" or whatever you want them to do.

### Music

Start singing a song that everyone knows  
Play music as a cue to be quiet (First let them know that when the music plays they should be quiet)

### Lights on and off...

Flicker the lights on and off to get their attention. (First let them know that when the lights go out, they should be quiet)

### Humpty Dump

Humpty Dump, Hump Humpty Dumpty Dumpty  
Humpty Dump, Hump Humpty Dumpty Dumpty

Take any nursery rhyme or jump rope rhyme and say it in rhythm – but for the last line you say "Uh! Ain't that funky now" and repeat the Humpty part. Like: Cinderella Dressed in Yella went upstairs to kiss her fella, made a mistake and kissed a snake and said "Uh! Aint that funky now or Little Jack Horner sat in a corner eating his Christmas pie, stuck in this thumb and pulled out a plum, and said "Uh! Ain't that funky now!"

### Dr. Knickerbocker

Dr. Knickerbocker, Knickerbocker, number one  
Sure get stuck in the bubblegum

Now I put the rhythm in my head (ding-dong)  
Now you put the rhythm in your head (Ding dong)  
Let's all put the rhythm in our heads (Ding dong)

Repeat Dr. Knickerbocker. Knickerbocker

Follow the pattern above, I, you, let's all with the following actions and Dr. Knickerbocker in-between:  
Put the rhythm in your arms (Whoosh)  
Put the rhythm in your hips (Whoo! Whoo!)  
Put the rhythm in your knees (Pbbt Pbbt) (strawberry)  
Put the rhythm in your feet (Boom boom)  
Put the rhythm all over (YEEHAA!)