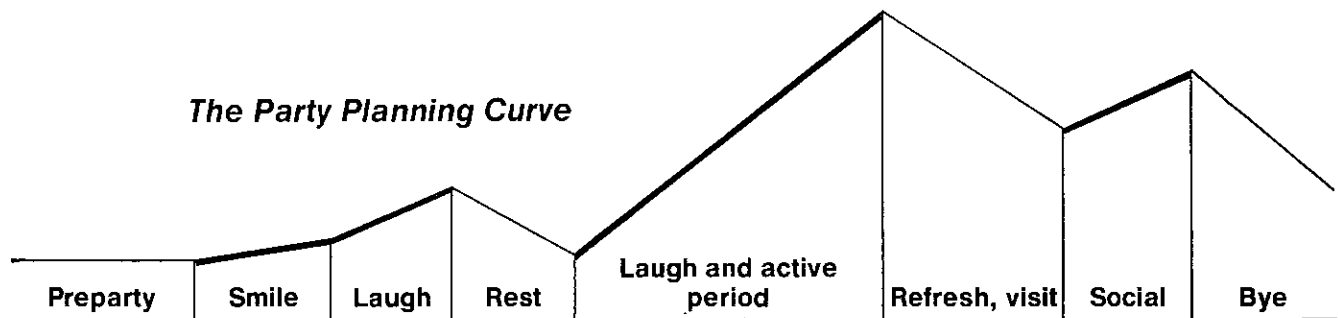




EXTENSION RECREATION PROGRAMS

Semiactive and Quiet Games

The Party Planning Curve



An alert recreation leader will vary the activities of a party to maximize the use of facilities and keep interest of the participants at a high level.

Not all of our parties are held where there is unlimited space for activities that require room for vigorous actions. Even if the party is in an open area, the activities need to be varied to give the participants a chance to catch their breath.

Thus, the following activities are ones that can be used indoors or outdoors, with small groups or large groups. Change the rules or methods of participation to fit your needs. Be creative, make the activities serve your purpose rather than you serve the activities' purposes.

In relation to the party planning curve these activities fit the same categories as the active games do.

Adding Numbers

Audience: All

Time: 10 min.

Formation: Groups of nine

Rules: Each player is given one of the numbers 1 through 9. The leader calls a number such as 21. Players having numbers that add up to 21 run to the front of the line. In this case, 6, 7, and 8 could equal 21. (If nine players are used, 45 is the highest number that may be called.)

Alphabet Scramble

Audience: All

Equipment: Alphabet Cards

Time: 10-15 min.

Formation: Teams in relay formation

Rules: A complete set of alphabet cards is laid on a chair about 10 feet away from each team. A base line is drawn back of the row of chairs. When the leader announces a word, the first few players in each team—as many as there are letters in the word—hurry toward the chairs, select the needed letters, carry them onto the base line and stand there holding them up, arranging themselves in proper order as rapidly as possible. The team finishing its word first is the winner. Then these players go back promptly to their own lines, taking their places at the rear so that the next players may take the next word announced.

Human Alphabet

Audience: All

Time: 10 min.

Formation: See below

Rules: Each team is composed of five or more players and a captain. The leader stands at an equal distance from all the teams participating and shouts a letter of the alphabet such as "v" or "k." The captain then quickly arranges teammates in a formation to look like the letter called. If necessary, the captain may be a part of the letter. The first team to complete the letter scores a point.



Ames, Iowa 50011

Glove and Candy Relay

Audience: All

Equipment: Gloves, candy or gum

Time: 5 min.

Formation: Lines

Rules: Five people make up each team; they stand in a straight line. The first player on each team wears a pair of cotton work gloves, and is given an unopened package of gum, which he/she must unwrap and then take out one stick, unwrap that, and begin chewing it before passing the gloves and package on to the second person on the team. This continues until the fifth person is chewing a stick of gum. The first team through wins.

Find the Leader

Audience: All

Time: 5-10 min.

Formation: Circle

Rules: Someone chosen to be IT stands in the center and closes his/her eyes. The players then name one of the group to be the leader. All watch secretly and imitate every movement of the leader. The leader changes actions frequently. The leader may wink, wiggle feet, fingers, hands or perform any other action that is suitable for the occasion. IT tries to discover who the leader is and upon discovery they exchange places. The new IT closes his/her eyes and the old IT points to a new leader.

Clothespin Toss

Audience: All

Equipment: Clothespins, jar rubbers, wastebasket, pen

Time: 5-8 min.

Formation: Lines

Rules: Get two dozen ordinary clothespins or snap pins, preferably the latter. With pen or pencil, mark different values on each pin from 5 on up. These pins are then stuck at intervals around the rim of an ordinary wastebasket. Jar rubbers are used for tossing. Players are provided with an equal number of jar rubbers which they attempt to toss over the basket. Rings falling on pins are counted according to value marked on the pins. Rings falling within the wastebasket deduct 10 from the total score. Rings falling outside the basket have neither a minus nor a plus value.

Rhythm

Audience: All

Time: 10 min.

Formation: Semicircle

Rules: Players are seated in a semicircle and number consecutively. Number 1 acts as the leader and establishes the rhythm followed by all the rest.

Rhythm:

Clap hands on knees

Clap hands together

Snap right finger

Snap left finger

On first snap, No. 1 says his/her own number, on second snap the number of someone else in the circle. Example: Clap, clap 1, 7. Number 7 will then, in the next rhythm, say 7, _____. Whenever a player fails to say a number, say one in rhythm or says a number that is not in the circle, he/she immediately goes to the last chair and takes that number while

all others move up and take new numbers. The purpose is to get No. 1 out of the chair.

Chinese Puzzle

Audience: All

Time: 3-5 min.

Formation: Circle

Rules: Large circle of people scrambled, mixed up and knotted together to form an entangled web, without letting go of hands. Two people, sent out of the room before circle of people become one knot, try to unscramble knot into large circle again.

Buzz

Audience: All

Time: 5-8 min.

Formation: Circle

Rules: One player starts the game by saying, "One." The others, in turn, say "two, three, four," etc. But when "seven" is reached, that player must say, "Buzz." The counting goes on, but each time there is a multiple of 7 or any other number with 7 in it, the players must substitute "buzz" for the number. Each time the word buzz is used there is a change of direction in counting—for example, if count is going right and "buzz" is used, the count then goes to the left.

Variation of Buzz

Audience: All

Time: 5-8 min.

Formation: Circle

Rules: Any number of players. One player starts game by saying "one." The next to right or left, in turn, say "two, three, four," and on 5 or any multiple clap hands once for each 5, without saying the number. Next in turn says "six" and on 7 or any multiple, player says "Buzz" once for each 7. As player claps hands on 5 and 7 or their multiples, the order of players reverses each time. Penalty for mistake: start counting again. See how soon group can successfully count to 35.

Charades

Audience: All

Equipment: Paper, pencil

Time: 10 min.

Formation: Mass

Rules: *Charade* means to act out a word, phrase, or sentence, etc. The items to be acted are written on slips of paper from which IT draws one; from now until someone guesses the charade, IT cannot speak. IT first acts out the category—book, movie, song, bird, word, phrase, etc.; then indicates how many words are in the charade by holding up that many fingers. To begin to act out the charade, IT lets the players know which word he/she is acting; he/she holds up one finger and the group says the first word, and IT then acts out that word. (If the word has several syllables, IT can act those out separately by showing that it is part of a word by "chopping" his/her arm into that many syllables and proceeding as above.) Words may be acted in any order. The acting and guessing continue until the charade is guessed.

Cross Hands

Audience: All

Time: 5-6 min.

Formation: Circle

Rules: Players, any number, stand or sit in a circle. One person is IT and stands in the middle. IT points to someone in the circle, holding his/her "point" so there is no confusion about who is being pointed at. The player pointed at quickly grabs both ears with his/her arms crossed (left ear with right hand and right ear with left hand). The person to the left of the pointed-at person grabs his/her left ear and his/her nose with crossed arms (left ear with right hand and nose with left hand). The person to the right grabs his/her right ear and his/her nose with crossed arms (reverse of the other one). The last one to be in the correct position is IT. IT must select the last one to assume the right position, but the other players may help judge. If the circle is large, there may be more than one IT to speed up the activity.

Human Checkers

Audience: Junior high—adults

Equipment: Chairs

Time: 8-10 min.

Formation: Rows

Rules: Six players are arranged on seven chairs, as Guards and Bandits

G G G O B B B
1 2 3 4 5 6

The object is to get them reversed, by moves and jumps, in same order, on opposite sides of vacant chair. Solution: G3 moves right. B4 jumps her. B5 moves left. G3 jumps. G2 jumps B4. G1 moves right. B4 jumps G1. B5 jumps G2. B6 jumps G3. G3 moves right one place. G3 jumps B6. G1 jumps B5. B5 moves left one place. B6 jumps G1. G1 moves right, and there you are. **No** backward moves are permitted.

Shouting Proverbs

Audience: All

Time: 5-10 min.

Formation: Teams

Rules: Divide into groups of 6 to 10 people. Each group then picks some proverb (e.g., *A rolling stone gathers no moss*) and assigns a different word to each person of the group. If there are fewer people than words, pick the key words. If there are more people than words, then keep assigning words until all have a word. This will mean that several people will have the same word. When all groups are ready, group by group they stand where they can be seen and heard by all, and at a given signal by one of their own group, they all yell their word at the same time. The other groups try to guess the proverb. The groups may have to yell these words a couple of times. Song titles, books, movies, etc., may be used in place of proverbs.

Lion Hunt

Audience: All

Time: 3-4 min.

Formation: Mass

Rules: Leader stands or is seated in front of group where he/she is able to be seen and heard by all. Leader will say a sentence and go through appropriate motions and then group repeats words and actions. Each leader can make up

his/her own version and appropriate actions. Some suggested actions:

- Reaching for rifle
- Kissing his/her spouse
- Walking—slapping thighs
- Crossing bridge—beat on chest
- Walking through tall grass—brush palms together
- Walking through mud—make sucking sound with mouth
- Climbing a tree
- Swimming a stream
- See the lion—scream

Now reverse all actions and get back home putting away rifle—WHEW!

I Love You, Honey

Audience: All

Time: 5-10 min.

Formation: Circle

Rules: One person is selected to be in the center. IT goes to the opposite sex in the circle. As they face each other, IT asks "Do you love me, honey?" The person in the circle must answer, "I love you, honey, but I just can't smile" three times without cracking a smile. If the person smiles, he/she becomes IT.

The Nose Knows

Audience: Junior high—adult

Equipment: Liquids with characteristic odors, paper, pencil

Time: 10-15 min.

Formation: Any

Rules: Can you depend on your nose? Fill a number of half-ounce bottles with liquids or materials that have characteristic odors. Only a few drops of each liquid may be needed. The bottles can be obtained from the drugstore at a very small cost; most of the materials may be found at home, and the druggist can supply the rest. Number the bottles. Give each player a card and pencil.

The players smell each bottle and write their identification of the material opposite the number on the card. The player naming the largest number correctly wins.

Since the appearance of the material helps to identify it, it is more satisfactory, particularly if the group is small, to blindfold each player in turn and have him dictate answers to another who records them. If the group is large, each bottle may be wrapped with tissue paper or put in a small paper sack. Do not use gasoline, as it is dangerous.

The following materials for the bottles are suggested:

Vanilla	Cloves	Bay rum
Wintergreen	Cinnamon	Witch hazel
Peppermint	Pepper	Rosewater
Lemon	Ginger	Lilac
Orange	Mustard	Mentholatum
Almond	Castor oil	A slice of lemon
Onion	Coffee	Ammonia
Allspice	Olive Oil	Lysol
Nutmeg	Vinegar	Lard
Celery seed	Camphor	Kitchen soap
Tea	Creosote	Turpentine
		Rubbing alcohol

Variation: Seat the players in a row or circle and put out the lights. The bottles or bags are passed around the circle, each player smelling of each and passing it on to the next. When all the bottles have been around, the lights are turned on. Each player is given paper and pencil and asked to write down the odors he/she smelled. This emphasizes both smelling and memory.

Hummer

Audience: All

Time: 5 min.

Formation: Couples

Rules: This nonsense contest can take place at intermission. All players are on the floor in pairs. When the leader says "go," they look each other in the eye and start to hum. Hum until one of them has to stop. The loser sits down. The winner pairs up with another winner and the contest is resumed. This contest lasts until the champion hummer is discovered. It is perfectly proper to try to make the other person laugh, but it's not fair to tickle.

Putung Putung (Chinese)

Audience: All

Time: 5-8 min.

Formation: Circle

Rules: Players sit in a circle on the floor. The leader starts in the game by saying, "One frog." The second player says, "Two eyes," the third, "Four legs," the fourth, "Putung," symbolizing the frog's splash in the water. The next player continues with two frogs, and action continues, "Four eyes," "Eight legs," "Putung, putung," three frogs, etc. When a player fails to give the correct words he must leave the game.

This Is My Elbow

Audience: All

Time: 5-8 min.

Formation: Circle

Rules: IT stands before a player in the circle, takes hold of his/her nose, and says, "This is my elbow." The player addressed must take hold of his/her elbow and say, "This is my nose," before IT can count to ten. If the player fails, he/she becomes IT. The action may include other parts of the body.

Elephant, Rhinoceros and Rabbit

Audience: All

Time: 5-6 min.

Formation: Seated in circle

Rules: IT explains hand placement for each animal. IT points to a player and calls an animal which players must form with hand placements, before IT counts to ten. The player who fails to do the right motion or is last, then becomes IT.

For elephant, the one pointed to puts two fists up to his/her nose. Players on each side take hold of their ears to form the elephant ears.

For rabbit, the one pointed to puts fists together and puts them behind to form a cottontail; players on each side raise an arm to form the ears.

For rhinoceros, the person pointed to puts right thumb to his/her nose; players on each side make a small ear by placing their thumbs to their ears with fingers extended.

Chinese Get-Up

Audience: Elementary—young adult

Time: Short

Formation: Couples

Rules: Have the group pair off. Then have partners turn back to back and lock elbows. Have them sit down in this position. The object is to try to stand up in this position. The first pair up, wins.

Human Tit-Tat-Toe

Audience: All

Equipment: 9 magazines

Time: 5-7 min.

Formation: Tit-Tat-Toe

Rules: Instead of doing this on paper, have nine magazines placed on the floor or nine chairs appropriately arranged. The leader for team No. 1 starts out one of its magazines to occupy a space; then the captain of team No. 2 sends out one to take another spot. The object is to try to keep the others from having three players in a row across, down or diagonally, and to succeed for themselves.

Up Jenkins

Audience: All

Equipment: Coin, table and chairs

Time: 8-10 min.

Formation: Seated at table.

Rules: The family is seated about the table. One is chosen to be IT. He puts his hands on the table while the others pass a coin, preferably a quarter, from hand to hand under the table. When the one chosen to be IT says "Up Jenkins" all must put their elbows on the table, fists closed. (The coin is in one fist.) When the one who is IT says "Down Jenkins," all slap their hands down on the table top. They slap them down hard so as to muffle the sound of the coin striking. IT then points at the hand under which he/she thinks the coin lies. If it isn't there, the hand is raised and counts one against IT. IT keeps pointing at hands until the coin is found. Each hand up when he finds the coin counts against IT. Another person becomes IT, and so on until all have had a turn at guessing. Then the one with the lowest score is declared the winner. Be sure to remove the tablecloth before you play this game. It is best on a hard surface.

It's in the Bag

Audience: All

Equipment: Paper sack, objects

Time: 10 min.

Formation: Small groups

Rules: Put several different articles in a paper sack, and give them to a small group of five or six. They must use these props as the basis for their stunt.

Indian Observation Game

Audience: All

Equipment: Sticks or paper chart, 6 objects

Time: 8-10 min.

Formation: Individual

Rules: On large pieces of paper (or on the ground if played outdoors) draw (or use sticks) two identical charts of

The one to guess correctly is IT next. Examples of words:

Birds: sandpiper sand pipe her

catbird cat bird

heron hair run

Miscellaneous words:

address a dress

eyeball l bawl

ice cream l scream

bookworm book worm

pantry pan tree

Tennessee ten l see

necklace neck lace

Milwaukee mill walk key

Dumbo Crambo

Audience: All

Time: 10 min.

Formation: Teams

Rules: One team goes out while the other one selects a word that can be acted out, such as "trial." The other side is called back and told the word rhymes with "mile," for example. After conferring among themselves, they make a list of words they think might be the one selected, and decide in what order to present them. For example, they list "smile," "rile," "style." Everybody smiles broadly to enact "smile." Then they put on a "style" show. Next they get considerably "riled." Finally, they try a court scene and the other side applauds, for it's clear that they've guessed "trial." The number of guesses is counted, and the other side goes out to try its hand at guessing and acting out the answer.

Picture Drama

Audience: All

Equipment: Pencil and paper, 3x5 cards

Time: 3-5 min.

Formation: Circle

Rules: Divide into groups of 6 to 8 people. Each player is given a 3x5 card or a piece of paper and a pencil. Each person then draws one single line of any length or form desired on the card or paper. Players then pass their cards to their left (or right). The next person then completes a picture on this card, using the line drawn by the previous person. Then after all pictures are completed (do not tell them before this point), the group takes all the pictures and makes up a short story or skit in which all the pictures and their creators are used.

Chain Reaction Pantomime

Audience: All

Time: 5 min.

Formation: Mass

Rules: Use this with any size group or as a platform skit. The leader and two or three players participate. The players selected leave the room. The leader tells the others the activity to be pantomimed. One player is called into the room to watch the leader go through the exaggerated and imagined act. The second player is brought in to watch the unknown action as the first player remembers it. If a third player is out, then he/she is invited in to watch the second player's version and then does it as he/she remembers. After all have done their pantomimes, they are asked to tell what they thought they were doing. They are then told what the original idea was. Here are some pantomime suggestions:

Washing an elephant

Packing an auto for a trip

Cleaning out the refrigerator

Changing the baby

Changing a flat tire

Taking down the storm windows

Pass the Buck

Audience: All

Equipment: Small object (rock)

Time: 5 min.

Formation: Circle

Rules: Seated or standing in a circle, one person is in the center of the ring. Each person with his/her left hand grasps the right wrist of the person on his/her left. This leaves only the right hand of each person free with which he/she can grasp anything.

Action: Use some object (rock, button, quarter, washer). Place this object in one person's hand. Person in the center closes eyes. Now as the whole circle starts to move hands so that they touch the hands of the next person either to the right or left, the object is passed from one person to the next. The object of the game is to pass the object in such a manner that IT cannot guess who has it. After the object has started around the circle, IT is allowed to open his/her eyes. When IT points to the person with the object in his/her hand, they exchange places.

Word Scramble

Audience: All

Equipment: Paper and pencil

Time: 5-6 min.

Formation: Individual

Rules: Take any 5- or 6-letter word and spell down one side of paper and up the opposite side. Example:

T Y
R L
U U
L R
Y T

Try to make the **longest** word possible using the initial and final letters as indicated.

squares with lines going in both directions. As many squares can be made as desired, depending on how complicated you want the game to be. Collect at least six specimens or objects and place them beside the charts. (There should be enough of each kind of object to give one to each player.) Each player with a chart watches the leader place objects in the various squares of his/her chart and has a full minute to observe the leader's chart. The leader then covers his/her chart with a newspaper, and the other players must select and place objects on their charts as they remember them from the leader's chart. Each player will get one point for each correctly placed object and minus one point for each object in the wrong space. For the next round, another player acts as leader.

Earth, Air, Fire, Water

Audience: All

Equipment: Softball

Time: 10 min.

Formation: Circle

Rules: Have everyone form a circle, with IT in the center. IT tosses a softball to any player and calls out one of these words: **earth, air, fire, water**. Before IT counts to ten, the player to whom IT has tossed the ball must give an appropriate response: For **earth**, name an animal that crawls or walks, for **air** one that flies, for **water** one that swims. When the call is for **fire**, the player must remain silent. No animal may be used more than once. The player who makes an incorrect response becomes IT.

Smelling the Broom

Audience: All

Equipment: Broom or stick

Time: 3-5 min.

Formation: Mass

Rules: Two people need to be "in the know." One goes out of the room. The other is holding the broom. He/she asks for someone to touch a spot on the broom handle which the person who has left the room will be able to detect by smelling. The secret is that the person holding the broom will move his/her toe slightly when the spot that was touched is sniffed.

Jimmy-Jimmy, John-John

Audience: All

Equipment: Broom or stick

Time: 3-5 min.

Formation: Mass

Rules: Two people stand side by side holding the same broom horizontally. The rest sit in a group facing them. They are told that this is a black magic game, since one person thinks of someone in the group and "transfers his/her thoughts through the broom" to the other person. They go through a routine where the first person says "Jimmy" any number of times while twisting the broom. Then the second person says "John" any number of times while twisting the broom perhaps the other way. The trick is that they are "thinking" of the person who talks first during the routine. Continue Jimmy-Jimmy, John-John routine until after someone says something. Then the two say at the same time the person they were thinking of. People in the group are supposed to try to figure out the trick and are encouraged to go up and try it if they think they know how.

Magic Writing

Audience: All

Equipment: Broom or stick

Time: 3-5 min.

Formation: Mass

Rules: A magic wand or a broomstick is all the equipment needed for this game of intrigue, except for a gift of gab. One player, in cahoots with the leader, goes out of the room. Those left will decide on a word, such as **come**, which the leader will write in magic on the floor when his accomplice returns. The secret of the game, well camouflaged by scribbling on the floor, is that the leader taps on the floor to represent the vowels—one tap for **a**, two taps for **e**, and so on. He/she makes statements beginning with the consonants needed to spell the word chosen. Thus he/she might spell "come" by saying, "Can you see from there?" then scribble a bit, tap out four taps, then say, "Most people would get this by now," then tap twice.

and justice for all

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