

Blind Counting

Set Up:

How to Play:

1. Everyone face away from each other or closes their eyes
2. Count to the same number as the number of your members
3. Each member says ONLY one number trying to reach the same number as the number of members.
4. If two members say the number at the same time, then you have to restart to 1 again.

Variations:

DIY Catch Phrase Plus

Set Up:

You will need:

- Scrap Paper
- A container to put the paper in
- And writing utensils

How to Play:

Directions/rules:

1. Everyone puts in 3 random nouns on different pieces of paper and puts it in a bucket.
2. Everyone sits in a circle and the bucket is passed around with two teams (every other person is on a team).
3. There is a timer going for 30 seconds per person.
4. Go through as many papers as you can until time runs out.
5. There are 3 rounds and the first round the person talks and tries to get their team to guess the word.
6. The second round you have to act out the word.
7. The third round you can only use one word to describe the noun.
8. Keep going around the circle until all the words are used up and then start the next round.
9. Every piece of paper is 1 point.
10. The same words will be used for each round.

Electricity

Set Up:

You will need:

- A coin (The bigger the better)
- Something for the teams to grab (stuffed animal, crumpled piece of paper, etc.)

How to Play:

Objective: Squeeze your teammate's hand as quickly as possible- only if the coin comes up as heads!

Goal: Be the first team to grab the object, if the quarter comes up as heads.

Preparation: A quarter, and a object for the team to grab at the end of the line

Directions:

1. First arrange the group into two teams, have both teams line up parallel to each other in lines. Place an object right in the middle of the last people in line
2. Have the participants face the opposing team and hold hand with the people beside them. Only the front and back person can have their eyes open.
3. Flip a quarter and if it lands on heads the teams will squeeze each other's hands all the way down the line and the last person will try to pick up the object.
4. If the team grabs the object first they will receive one point, but if they grab the object when the quarter lands on tails they lose a point.
5. For the second round the person in the back rotates to the front.

Giant Human Knot

Set Up:

How to Play:

1. Divide group into 3 or 4 smaller groups with at least 5 people in each group
2. Tell everyone to reach their right arm towards the center and grab someone else's hand. Make sure no one grabs the hand of the person right next to them.
3. Next, have everyone reach their left arm in and grab someone else's hand... again make sure it's not right next to them.
4. Now, go back to a circle.. GO!

Giant Human Memory

Set Up:

2 sets of matching images for two different matching boards

How to Play:

Analyze how many people you are working with and divide them up into equal groups depending on how many memory grids you have.

Once you have them into their teams, explain the rules.

The rules of the game include:

1. Each team will send one person down at a time to their designated grid to flip over 2 cards. If the two cards are matching, keep them flipped over.
2. If the cards are not matching, flip them back around so they are face down and run back to your group in order for the next person to go.
3. It's a relay race, so you want to communicate effectively with your team in order to be the first team done.

To make this game more difficult have the boards out of site of the teams (around a corner or behind a door). The farther the boards are from the teams the farther they will have to run.

Group Drawing

Set Up:

Scrap paper and markers

How to Play:

1. People will be put in group of two or three
2. They will be assisted by a facilitator and be asked to draw things by using one marker.
3. The group will be given different instructions for eg. no speaking, one hand only etc
4. Facilitator will decide what group has the best drawing

Ex: Instructions

1. With all but one person's eyes closed
2. With just two fingers from each hand
3. Without talking
4. With everyone touching the marker
5. With one person's noes on the marker
6. Behind your back

Hand on the Shoulder

Set Up:

How to Play:

Instructions

1. All the youth sit on the ground with eyes closed and a small group is standing with eyes open. Small group could be older 4-H'ers, leaders, officers.
2. A reader (could be president or advisor) reads off a list of characteristics and then the people standing go around and tap the shoulder of people they think fit that characteristic.
- 3.

Example Characteristics: "Tap the person's shoulder who..."

- brightens your day
- is a great listener
- has a big heart
- is a great leader
- is amazing friend
- is great at including others
- has a great smile
- bleeds 4-H Green

Hula-Hoop Race

Set Up:

Hula-Hoops

How to Play:

Have youth form a line or a circle and hold hands and not let go. The objective of the game is to wind the hula-hoop through the team (over their heads and through their legs and go through the next person). First team to get everyone through the hoop wins!

Minefield Maze

Set Up:

Set up a grid pattern on the floor (example below). On a piece of paper draw the same grid pattern and draw a line connecting one side of the grid to the other. (example below) This line is the safe path. The grid can be as big or small as you want.

X	X	X	X	X
X	X	X	X	X
X	X	X	X	X
X	X	X	X	X
X	X	X	X	X

X	X	X	X	X
X	X	X	X	X
X	X	X	X	X
X	X	X	X	X
X	X	X	X	X

How to Play:

Objective: get the team across the minefield by figuring out the pattern but only I know the pattern.

Large groups can split up (age, favorite colors, boy / girl) or stay together depending on how engaged you want everyone and how fast you want the activity to go.

If it is split into 2 groups you could race and have the same pattern for both and see who finishes first or it could be a completely different pattern and just make it a fun game.

Rules:

1. Everyone must stand behind the first set / row of X's so they can see. Does not have to be a single file line.
2. Before you step on the X, you must say your name.
3. Step on whatever X you want.
4. If you are wrong, I will make a loud BUZZ sound but if you are right I will not do anything and you must continue to step on the next X to see if you are correct.
5. Once you have gone you must get back behind the first set of X's.
6. Only 1 person at a time is allowed to be on the X's.
7. EVERYONE must go. You can not go again until I have seen everyone go.
8. There is not talking allowed. People can point or signal where to go but can not talk.
9. You can move forward, sideways, backwards, diagonal, but CAN NOT skip over a set of X's.
10. Once it is solved, everyone must complete the maze and try to remember what the pattern was. BUT as people start to finish you must say everyone's names that have already completed the maze. If you finish 1st, you have no names to say but if you go last, you have the whole groups names to say.

Picture or Verbal Telephone

Set Up:

Scrap paper and writing utensils

How to Play:

Verbal

1. All participants will sit in a circle or stand in a straight line
2. They should be close enough to whisper to one another
3. The phrase passed by the first person will be said out loud by the last person

Picture physical drawing

1. All participants will sit or stand in a line
2. The person at the back of the line will draw an image on a piece of paper then pass it to the next person.
3. The second person will write down what they think the image is then pass the word only to the next person
4. The third person will draw a picture of the word and pass it repeating steps two and three until the last person receives a picture.
5. The last person will try to guess what the original object, action, phrase, etc. that was drawn based on the picture that they get.

Picture imaginary drawing

1. Divide the group into equal teams of about 5-8 people.
2. Have them sit in a line facing the person's back in front of them.
3. The leader will whisper to the last person of each group a word to draw and send them back to their group.
4. The leader will set the timer for 2 to 3 minutes, depending on the group sizes.
5. The person in the back of the line will draw what the leader told them on the person's back in front of them.
6. Each group member will draw what they felt on the person in front of them until it gets to the front.
7. The students can only draw it once—it more, they will be disqualified for that round.
8. The first person will draw it on a piece of paper.
9. The team who draws what was closest to the original word wins.
10. After each round, the person in the front will move to the back.

Pull Up and Reign

Set Up:

How to Play:

Instructions

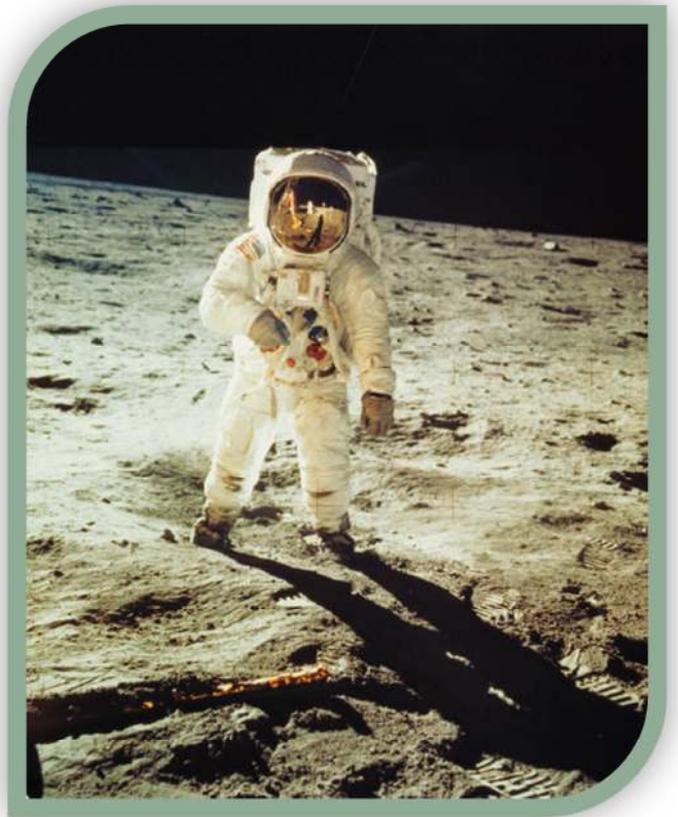
The goal of this boys versus girls game is to have the least amount of people of your gender in the middle of the circle when the time runs out.

1. Have the group form a circle using their chairs or other place marker (if chairs are used have the group sit in them).
2. Have at least two girls and two boys start out standing in the middle of the circle and take away their chair or place marker. For bigger groups try three girls and three boys or even more.
3. To "pull up" a person you go over and take their hand and gently help them stand up.
4. Girls are only allowed to pull up boys and boys are only allowed to pull up girls.
5. Decide the amount of time that the game will last.
6. When time runs out if there are more boys than girls in the middle of the circle, then the girls win. If there are more girls than there are boys in the middle of the circle, then the boys win.
7. Have fun and play as many times as you want!

Variations

- Adults vs. Kids
- Jrs vs. Int. vs Seniors (or some combination that equals out)
- Divide youth into teams using colored bandanas
- Hats vs. no hats (have youth wear a hat and then have half of them take the hats off)

Moon Landing



Grahame Knox

Moon Landing

You are a member of a space crew scheduled to rendezvous with a mother ship on the lighted surface of the moon. However, due to mechanical difficulties, your own ship was forced to land at a spot 200 miles from the rendezvous point.

During re-entry and landing, much of the equipment aboard was damaged and, since survival depends on reaching the mother ship, the most critical items available must be chosen for the 200-mile trip.

15 items are listed as being intact and undamaged after landing. Your task is to rank them in terms of their importance for your crew, to allow them to reach the rendezvous point. Place the number 1 by the most important item, the number 2 by the second most important, and so on through to number 15 for the least important.

Instructions

1. Provide a 'moon landing ranking chart' for every member of your group.
2. Ask each young person to take 10 minutes to decide their own rankings, and record the choices in the left-hand column (my ranking).
3. Invite everyone to get into groups of 3-4. Discuss their individual choices and refine their rankings based on the collective thoughts of the team. Record the group rankings in the second column (team rankings).
4. The correct answers were compiled by a team of scientists and engineers at NASA. Display the NASA 'expert' rankings on a PowerPoint presentation, whiteboard or photocopy. Compare your individual and group answers with the correct answers and determine a score.
5. For each item, mark the number of points that your score differs from the NASA ranking and then add up all the points. Disregard plus or minus differences. The lower the total, the better your score.
6. As the young people work together in a team, sharing thoughts and ideas, this should produce an improved score over the individual results. But will this be enough to survive?



Moon Landing Ranking Chart

My ranking	Salvaged items	Team ranking
	Box of matches	
	Food concentrate	
	50 feet of nylon rope	
	Parachute silk	
	Two .45 caliber pistols	
	One case of dehydrated milk	
	Two 100-pound tanks of oxygen	
	Stellar map	
	Self-inflating life raft	
	Magnetic compass	
	Five gallons of water	
	Signal flares	
	First aid kit containing injection needles	
	Solar powered FM receiver	
	Portable heating unit	
Score		Score

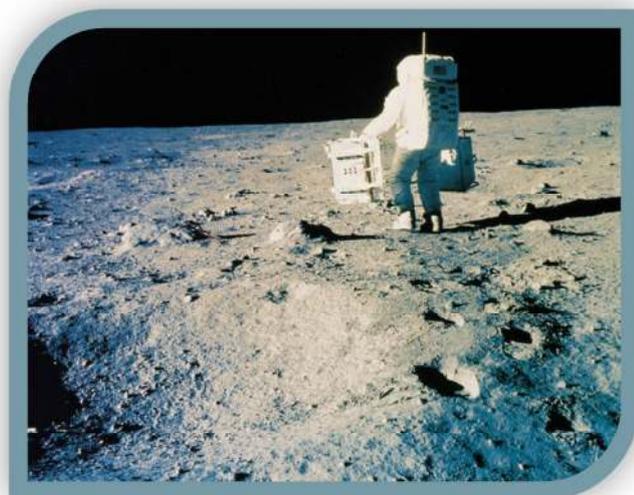


NASA Expert Analysis

Item	NASA Ranking	NASA's Reasoning
Box of matches	15	Virtually worthless -- there's no oxygen on the moon to sustain combustion.
Food concentrate	4	Efficient means of supplying energy requirements.
50 feet of nylon rope	6	Useful in scaling cliffs and tying injured together.
Parachute silk	8	Protection from the sun's rays.
Portable heating unit	13	Not needed unless on the dark side.
Two .45 caliber pistols	11	Possible means of self-propulsion.
One case of dehydrated milk	12	Bulkier duplication of food concentrate.
Two 100 lb. tanks of oxygen	1	Most pressing survival need (weight is not a factor since gravity is one-sixth of the Earth's -- each tank would weigh only about 17 lbs. on the moon.)
Stellar map	3	Primary means of navigation - star patterns appear essentially identical on the moon as on Earth.
Self-inflating life raft	9	CO ₂ bottle in military raft may be used for propulsion.



Magnetic compass	14	The magnetic field on the moon is not polarized, so it's worthless for navigation.
5 gallons of water	2	Needed for replacement of tremendous liquid loss on the light side.
Signal flares	10	Use as distress signal when the mother ship is sighted.
First aid kit, including injection needle	7	Needles connected to vials of vitamins, medicines, etc. will fit special aperture in NASA space suit.
Solar-powered FM receiver-transmitter	5	For communication with mother ship (but FM requires line-of-sight transmission and can only be used over short ranges.)



Scores

00 - 25	Excellent.	You and your crew demonstrate great survival skills!
26 - 32	Good.	Above average results. Yes, you made it!
33 - 45	Average.	It was a struggle, but you made it in the end!
46 - 55	Fair.	At least you're still alive, but only just!
56 - 70	Poor.	Sadly not everyone made it back to the mother ship!
71 +	Very poor	Oh dear, your bodies lie lifeless on the surface of the moon!

Copyright

Insight by Grahame Knox is licensed under a Creative Commons Attribution-Non-Commercial-No Derivative Works 3.0 Unported License.

[Attribution-NonCommercial-NoDerivs 3.0 Unported \(CC BY-NC-ND 3.0\)](https://creativecommons.org/licenses/by-nc-nd/3.0/)

