**Warm Up**

**Licorice Zip-Off**

**Materials:** Big Marshmallows, Shoestring Licorice & Skewer for threading the licorice.

**Objective:** To be the first to eat the threaded marshmallow.

**How to Play:** Participants place licorice end of threaded marshmallow into their mouth. On "GO", start chewing...be careful, it might break!

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**Traditional BALLOON Game**

**"PARDNER POP"**

**Materials:** Balloons

**Objective:** To be the first team to pop the balloons.

**How to Play:** Pardners inflate a balloon, place it between them "front to front". They "carry" the balloon to a designated end line. The balloon is then popped and pardners return to the line to send the next pair a runnin'.

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**Minin' fer Gold**

**Materials:** Inflatable "Mine", popcorn, "GOLD" and pans.

**Objective:** To "mine" the most in... ______"Minutes" or up to ______"Nuggets"

**How to Play:** "Miners" will use their "pick and shovels" (TOES) to start diggin'! When you find a nugget, place it in the pan.

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**INVENTING GAMES AND DEMONSTRATIONS**

**"VOTE"**

Place one wooden nickel into each of three different pans, or up to three into your favorite! The group with the most wins!

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**TIE-BREAKER / TIME FILLER Activity**
**Warm Up**

What Is It Anyway?

**Materials:** Any type of "props", paper bags, tape, note cards (optional)

**Objective:** To create the most "ad libs". [Maybe in a "Duel of Wits" format!]

**How to Play:** Participants select a bag containing a "mystery" object. They begin to create / act out scenarios using the object.

[from "Whose Line Is It Anyway?"]

**Issues:** Risk factor and appropriateness.

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**Basketball**

**Materials:** "Squirty Fish" to toss into small basketball hoops, "Hula Hoops" to hold the hoops!, pompoms, hats and "jerseys" for the teams. Don't forget goggles!

**Objective:** To "score" as many points as you can!

**How to Play:** Select teams of five "shooters". Set up your "backboards". You may also need a "Hooper Scooper", referee, "chairleader", scorekeeper. "Shooters" try to score as many points as possible within 30 seconds for each "Quarter".

**Issues:** Safety and twisting "tradition".

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**Bead It!**

**Materials:** Supply of letter beads, easel pad or poster paper, markers, bowls, straws, dictionary, "Alpha Bits" cereal.

**Objective:** To create (appropriate) words three or more letters in length ...BONUS points for creating a sentence? (Or...categorize into parts of speech, proper names)

**How to play:** Select groups of ____ "suckers". They line up at one end of your "fun zone". At the opposite end, place the bowl for letter beads. "Suckers" run to the bowl in turn and "straw" beads, bringing each to the "Letter Head". The "Letter Head" writes each letter on the paper as it is dropped off. The "Lexicons" then shout out words to the "Scribes".

**Issues:** Safety and Limits.

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**Inventing games and demonstrations**

**Time Filler Activity**
Warm Up

Treasure Toss

Materials: Any type of "treasure"...plastic or candy coins, treasure chest or pirate hat.
Objective: To get the most treasure "buried" in the chest.
How to Play: Participants stand a set distance from the chest and begin tossing their treasure. (You may limit the number of coins per person, or limit the tossing by time.)

Chug - A - Lug

Materials: Several canned beverages, carbonated or not; recycle container (lined trash can?)
Objective: To be the first team to complete the relay.
How to Play: Line up teams of _____ people at one end of your "fun zone". At the opposite end, place plenty of canned beverages (variety or not). In the middle, place your recycle bins. (Using an outdoor basketball court makes this EASY to set up and play. Lines on one endline, beverages on the other endline, and the bins at halfcourt.) On "GO!", first member runs to get a beverage. They open it. Chug it. Smash it. Then run back to halfcourt to put the "empty" can in the recycle bin. They return to their line to touch the next member to go. Have them sit when finished so it is easy to tell the "winning" team. I like to encourage all of the teams to finish.

"Whitebeard's Folly"

Materials: Cotton balls, or shredded paper or something light and fluffy! and some sticky goo... ...today we will use ice cream topping. "Cannonballs" (velcro ping-pong balls)
Objective: To get all of your team "bearded up".
How to Play: In teams of _____, set up your "beard run" however you want. Have the goo ready to be spread onto a chin (more of the face can be used!). Then go to the "Vat of Beard-dom" into which you stick your chin to hopefully goo up as many cotton balls as you can. Go back to your team. Sit down. Judges will then count up the "beard" pieces. Could add a "cannonball" feature to the game.

Inventing games and demonstrations

Vote

Place a "doubloon" into the hat of the idea(s) you liked best.
...Prizes for the group with the most!

Tie-breaker / Time Filler Activity
WARM UP

Name That Tune!

Materials: None actually...however you may want a way to create categories.
Objective: To correctly guess the tune.
How to Play: Participants hum or "la-la" and teammates guess.
Issues: Volume and noise.

SCULPTIONARY

Materials: Cards with words or phrases, an artist's beret and a "scoreboard".
Objective: To correctly guess the word or phrase.
How to Play: Select teams of six. First member is the first "sculptor". He or she "sculpts" the others into poses to convey clues.
Issues: Physical contact.

Inventing games

HUMANIMATION

Materials: Instant or video cameras, "location" and "stunt" cards and timers.
Objective: For groups to get pictures of stunts in locations.
How to play: Select teams, distribute cameras and cards, set timers and GO!
Issues: "Reality" factor.

"Screening"
**WARM UP**

**Birthday Yahtzee**

Materials: None actually...Well, a chart with the "dice rolls" on it.
Objective: To get the best score.
How to Play: Select five people at random. Establish the "roll" using the chart.
Issues: Volume and noise.

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**Size Does Matter!**

Materials: Flexible measuring tape, at least 6 feet, colored index cards, writing tools.
Objective: To have fun and learn about each other, maybe too much!
How to Play: Select teams of five. First member is the first "measurer". They then measure the teams' total for that item or situation.
Issues: Physical contact.

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**Kevin's Guide**

**STUNT / HANGMAN**

Materials: List of words, six stunts with "letter plates", poster paper & pens.
Objective: For groups to get letters doing stunts, then guessing the word.
How to play: Select teams, perform stunts for letters and PLAY!
Issues: "Reality" factor.

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:"STUFF":}
Hollywood "gossip"

OR "Quotes Gone Wild!"

Materials: Famous movie quotes "word slips", balloons, "director's hats", clapboard
Objective: To correctly guess the movie from which the quote was taken.
How to Play: Select teams. Team members grab a balloon, inflate it, pop it and then read the word out loud repeatedly. The "director" puts the "words" into order to make a famous movie quote. "Audience" members guess the movie. (You can add features like "Who said it?")
Issues: Physical contact from director arranging "words", inflating/popping balloons and running.

Cupstack HANGMAN

Materials: "Stacking Cups", easel, pens, word list, Letter Cards.
Objective: Get letters to play "hangman" and guess the word.
How to Play: In teams of ____, first person will go to end of "run" and make a stack. They will return to easel with letter card. The "hangman" will write the letter in the puzzle. A guess can be made by the stacker. Return to team to tag out for the next member to play.
Issues: Physical contact, running, space, noise!

Marshmallow Mayhem

Materials: Marshmallows, collection containers, theme props.
Objective: To "battle" the other side and then collect the mallows.
How to Play: Distribute mallows to both sides (teams). Designate one "leader" with the container. Commence "firing" mallows at the other side. After a lapse of time, HALT the "firing". Then commence collecting the mallows into the containers. Declare the "victor" by most or least in the container!!
Issues: Space, "firing" should be TOSSING, safety of participants...no head shots!
WARM UP

Beach Ball Bash

Materials: Beach balls..."exchange" prizes.
Objective: To get the most beach balls on the "other" side.
How to Play: Place beach balls randomly in the crowd. On your mark, the beach balls are batted across to the other team's side. At the end of a timed period, stop the batting. Hold up the beach balls. Count to see who has the least, or the most.
Issues: Batting safety, crowd movement and noise.

President's Relay!

Materials: Stackable cups, or wastebaskets, or even trash cans.
Objective: To stack and unstack certain patterns using cups!
How to Play: Select teams of five. First person goes to stack and builds a pyramid using three cups. Then unstacks and returns the cups to the starting point. Next person gets six cups and builds a pyramid. Then unstacks and returns the cups. Next person gets ten cups and builds a pyramid. Next gets six...repeats the stack/unstack and return. Last person gets three cups...stacks/unstacks and returns. They then return to the line to finish the relay!!
Issues: Physical, running and awareness of surroundings.

Kevin's Guide

FACES ARE LOADED

Materials: "Bases", hot dogs, apple pie, watermelon, soda, straws, cups, etc.
Objective: For "Teams" to get home all of the runners.
How to play: Select teams of six. Place one player at first, two at second and three at third. "First Base Coach" (non-eater) feeds the first item to the player on first. That player goes to second to feed those players the items. Those three proceed to third to feed those players the items. All six players then head home to consume what awaits them there! NO PLAYER MAY FEED THEMSELVES!
Issues: "Reality" factor, choking, food selection, messiness.

"STUFF"
BallooNumbers

Materials: Balloons with 0 - 9 written on them randomly, Scooter board, 'outcome' placards, HATS!!
          (You might want to get a 'surface' to place the scooter on for easier spinning!)
Objective: To get the best score depending upon the 'outcome' placard direction. Best 2 out of 3!!
How to Play: Select six balloon inflator people per team. First person inflates balloon, ties it off, runs it to the front. First person stands with the digit facing their audience. Second person then inflates, runs and kneels in front of the 'stander', facing their audience. Third person inflates, runs, stands next to the first stander. Fourth inflates, runs and kneels in front of second stander and next to the first kneeler. Fifth inflates, runs, stands...last member inflates, runs, kneels. Then an additional person is chosen to sit on the scooter board/spinner. They are 'spun' and the two teams will perform the 'outcome' for their respective numbers. "Winner" of that round is determined. Reset, get new contestants or rotate the members and play again...don't forget to pick a new 'spinner'!!
Issues: Safety issue of balloon inflating, tying, running, spinning someone on a scooter and doing the 'outcome' calculation in front of an audience!! :)

LOCK 'N ROLL

Materials: 6 color coded combination locks; 6 balloons each with corresponding color and combination for those locks; 4 scooter boards (Two sets of two connected); two crawl tunnels; HATS and Props!; blindfolds; 'chain' long enough to join the 'captive agents' together locking each one in.
Objective: To free and rescue locked up team members!
How to Play: Set up two teams with the following: three 'captive agents' locked in their chair; three 'rescuing agents' blindfolded and positioned at the mouth of the crawl tunnel; combo-filled balloons in a 'pool' at the opposite end of the tunnel (Be certain the colored balloons correspond to the locks on each side.). One at a time, rescuer crawls through the tunnel, grabs a balloon and listens for the captive whose lock matches the balloon. Rescuer inflates and pops it, gives the combination to the captive who unlocks themself. Once unlocked, captive helps the rescuer to the scooter boards for their escape. The audience will help return the scooter boards for the next rescued pair.

Issues: Blindfolded movements; combo/key organization; scootering; balloon inflating and popping.

High Hoops

Materials: Mini beach balls, High Hoops, larger beach ball, HATS!
Objective: To be the team with the highest score.
How to Play: Divide crowd into four quadrants. Have a High Hoop holder for each quadrant. Distribute the beach balls throughout each quadrant. From a seated position, audience members shoot at their High Hoop while a rebounder redistributes the made baskets and keeps track of the score.

Issues: Large crowd competitive mentality...times FOUR!!!
Grabbers & Stackers

Materials: "Grabber" devices, number cubes, graduated cylinders. "Scoreboard"
Objective: To fill the cylinder with the "highest" total of the cubes.
How to play: Form two relay teams of five or six. Give the first member a "grabber" for picking up the number cubes. On "go", the first member will grab a number cube, run down the "relay lane" to drop the cube in the graduated cylinder. The "team captain" will record the number that is "face up" on the cube in the cylinder. The "round" is over once the teams "fill" the cylinder. Team with the highest total "wins" the round.
Issues: Safety relaying with objects in hand!!

"Ognib"

Materials: "Slurpee" straws or small spoons, "bingo" number tokens, "bingo" cards for the crowd, containers/receptacles for the token storage, "Number Called" scoreboard.
Objective: To get "bingo" first...either traditional "five in a row" or any variation of a "bingo"
How to Play: Select teams for relaying the "bingo" tokens from their respective containers. Team members will "scoop" any token and relay it to the "recorder" receptacle. The token will be recorded on the team's "Number Called" scoreboard. When a "bingo" is completed, the round is over.
Issues: Safety issue of running with objects in hand and "rounded" tokens that may create a "slip and fall" situation AND a twisting of a traditional game that may cause "side effects"!

"Big Baseball" Relay

Materials: Large inflatable bat, baseball and glove (Two sets). "Scoreboard" setup.
Objective: To be the first to hit, catch and relay a "run" scored.
How to Play: Select teams. Designate your first "hitter", "pitcher", two "fielders" - one on either side of the "grandstands" and "catcher". Place your hitter/pitcher at the front of your "grandstands". Put your "fielders" in place - they are to "help" keep the ball in the stands where the "catcher" is waiting for the "batted" ball to be "relayed" by the "crowd" to the back of the stands. Then the "catcher" runs the ball up to the front for a rotation of positions to go again. First team to five runs "wins".
Issues: LOTS of running...and using a large crowd to participate!!!