

Games of Low Organization

Knights, Horses and Cavaliers

Have the kids pair up. The partners split off to opposite sides of the playing area. One side forms a circle, then their partners stand behind them in an outer circle. The inner circle rotates clockwise, and the outer circle rotates counter clockwise. The leader yells out either "knight", "horse", or "cavalier". "Knight" means that one partner gets down on one knee and the other partner sits on his/her exposed knee. "Horse" means that one partner gets down on all fours and the other partner sits on his/her back. "Cavalier" means that one partner picks the other partner up in the style of a groom carrying the bride over the threshold. When one of these positions is called out, the kids have to scramble to find their partners and assume said position. The last pair to do so is out, and so it goes until there is a winning team. It's fun to make the kids jump and spin while they are rotating in their circles to make it harder for them to keep track of their partners.

Famous Couples

Organizers think of famous couples throughout history and write their name on a "Hi my name is" sticker each person gets a sticker on their back. They have to first guess who they are and then find their partner using only yes or no questions. Famous couples can be altered to whatever age group you are working with

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Barbie – Ken

Mickey – Minnie

Giants, Wizards, & Elves

Giants, Wizards, and Elves is a fun, silly icebreaker game that is a good way to break the ice at meetings or in classrooms. It's a simple game based on the classic game of rock, paper, scissors.

Setup

Teach everyone how to become three characters: the giant, the wizard, and the elf. Each character features hand motions and a noise.

- For the giant, each person stands on their tippy toes, lifts up their arms, and makes an angry growling noise: "Roooar!"
- For the wizard, each person crouches a little bit, flutters their fingers as though they are casting a spell, and they make a magical noise: "Wooooo!"
- For the elf, each person gets down very low on their knees, cups their hands around their ears, and makes a high pitched elf noise: "Eeeeeee!"

Practice each motion together a few times. Divide everyone into two teams and have them separate into opposite sides of the room. The game involves several rounds. For each round, the following takes place:

1. Each team forms a huddle and decides to become a giant, wizard, or elf.

2. Both teams then line up and face each other, about 5 feet apart.
3. The facilitator says "3..2..1..Go!"
4. Each team acts out the giant, wizard, or elf (whatever they decided to become).
5. As soon as they act out their character, the winner tries to grab the loser and pulls as many people over to their side as they can. The loser tries to run away, back to their side, in order to be safe. The winner of each round is determined by the following. The giant defeats the elf because giants "squash" elves.
Elves defeat wizards by outsmarting them, chewing at their legs.
The wizard defeats the giant by "zapping" them with a magic spell.
Identical characters are a draw (no one wins). This process keeps repeating for multiple rounds until one team is entirely consumed (or when time runs out.)

Teamwork:

This game is all about cooperation. Participants start in groups of 2 and then move to 4, 8, 16, etc

- 1) In partners the participants are sitting on the ground and have to figure out a way to both stand up without touching the ground with their hands.
- 2) Once they have figured this out – they find another group and join together and figure out how to stand up without using their hands
- 3) This continues until the whole group is together and they work towards the same goal

Helium stick

The goal of this activity is to be able to lower the stick down to the ground while everyone has their index finger below the stick. It is harder than you would think. Groups of 3-4. You will need to roll a sheet of newsprint on the diagonal into a thin roll then tape it so it does not unroll.

- 1) Participants put their index fingers under the roll at shoulder height
- 2) Goal is to lower it to the ground
- 3) They need to work together to lower it without anyone ever taking their fingers off

Builders

The goal of this game is to work together as a team and develop positive communication skills. The leaders (teachers) set up a shape made of equipment (sticks, gym equip, balls) out of sight for the kids. The exact same equipment is also given to both groups. The group is split into two equal sized teams. Each group can have only one builder, this individual is the only person allowed to touch the equipment. The rest of the team takes turns (one at a time) running over to the pre arranged shape and then running back and communicating what the builder should build. The next individual cannot go over to the shape until the last one is back. The team who builds the shape correctly the fastest wins.

Chainball

Explain: Students participate individually. Students try to not get hit with a dodge-ball below the waist. If hit, sit down and try to catch or receive a ball from another sitting player. When sitting students are able to re-join the game if they hit a standing player with a dodge-ball. If a sitting player is passed the ball by one or more players then successfully hits a standing player, all sitting players involved with the 'chain' re-join the game.

Rules/Guidelines: Students can only hit another player below the waist.

Modifications/Progressions: To increase the difficulty, add more dodge-balls. This will increase the participation and inclusion of the students.

Octopus

All players stand at one end of the playing area. Choose 1-2 players to become Octopuses (catchers). Players, if caught, stand where they are caught and become an obstacle to those still running. Caught players may not move but they can tag running players who get too close, in which case they are now caught players

Bombardment:

A variation of dodge ball. However you aim at pins instead of people. One team is on one side, the other is on another. There are three pins on each side and you can use bean bags or balls to throw at them. The only rule is that those defending the pins must stay away from them. The first team to knock over all of the pins wins. If you are hit with the ball then you have to stop where you are and go down.

Freeze ball

Road hockey nets at each end

As soon as you catch the ball you are frozen, you cannot move, you must pass the ball, or shoot.

Must work as a team to score

Snap Crackle Pop

Teams of 3, one is Snap, one is Crackle, one is Pop. Line up in 3 in the shape of a circle. Call Snap, Crackle or Pop and that person has to run around the circle, back to their team, under the legs of their team and then grab a bun and sit down.

Chuck the Chicken

2 teams, throw an object. The team that throws the object then has to get into a tight group and one person has to run around the group as many times as they can before the object is chucked back to them. They then have to run to the object as fast as possible and chuck it back. Points are scored based on how many times they run around the circle.

Other games

Toilet tag and/or freeze tag

What time is it Mr. Wolf

Red Light Green Light