

MSU Extension Publication Archive

Archive copy of publication, do not use for current recommendations. Up-to-date information about many topics can be obtained from your local Extension office.

Fun in Small Groups
Michigan State University Cooperative Extension Service
4-H Club Bulletin, renumbered from 515G
Arden Peterson, Program Leader
Issued December 1981
29 pages

The PDF file was provided courtesy of the Michigan State University Library

Scroll down to view the publication.

COOPERATIVE EXTENSION SERVICE
NEWAYGO COUNTY
6907 W. 48th St.
Fremont, MI 49412
Phone: 616/924-0500

15¢

4-H 1216
(formerly 515G)

Fun in Small Groups



4-H-Youth Programs
Cooperative Extension Service
Michigan State University

MICHIGAN STATE UNIVERSITY



COOPERATIVE
EXTENSION
SERVICE

MSU is an Affirmative Action/Equal Opportunity institution. Michigan 4-H — Youth educational programs and all other Cooperative Extension programs are available to all without regard to race, color, national origin, or sex.

Issued in furtherance of Cooperative Extension work, acts of May 8 and June 30, 1914, in cooperation with the U. S. Department of Agriculture. Gordon E. Guyer, Director, Cooperative Extension Service, Michigan State University, East Lansing, MI 48824.

This information is for educational purposes only. Reference to commercial products or trade names does not imply endorsement by the Cooperative Extension Service or bias against those not mentioned. This bulletin becomes public property upon publication and may be reprinted verbatim as a separate or within another publication with credit to MSU. Reprint cannot be used to endorse or advertise a commercial product or company.

Price 15 cents

1P-1M-12:81-MSU 4-H



Fun in Small Groups

by Arden M. Peterson
Former Program Leader
4-H - Youth Programs

CONTENTS

RECREATION FOR THE SMALL CLUB MEETING	1	Elephant - Spirit of 76	15
Building Recreation into Every Meeting	1	Bumpy.	16
Hints for the Recreation Leader	1	Up Jenkins.	16
Why Games?	1	Penny Shuffle	16
BUSIFYERS	2	Numbers Change.	17
Memory Test	2	Hot Potato.	17
Sense of Smell.	2	Spelling with Actions	18
See It and Draw It.	3	Sock Slap	18
Guess	3	Balloon Bat Ball.	19
Fifteen	4	Ping Pong Blow.	19
Telegrams	4	GAMES FOR ACTING OUT.	20
Scrambled Travel.	4	Old Zeke Died	20
Toothpick Balance	5	Agile Adverbs	20
DEFROSTERS.	6	Paper Bag Drama	21
Who Are You?	6	Charades.	21
The Orchestra	6	STRETCHERS.	22
Hidden Stamp.	7	The Old Witch Died.	22
Grunt	7	The More We Get Together.	22
QUIET GAMES	8	Hand Clapping	22
Shouting Proverbs	8	Coordination.	23
Do This and Add Something	8	Weather Forecast.	23
Find the Ring	9	Sense of Direction.	24
A Clothes Look.	9	All Clap Hands Together	24
Bird, Beast or Fish	9	Tavern in the Town.	24
Stink Pink.	10	STUNTS AND PUZZLERS	25
How Is It Like Me?	10	Eye Witness	25
Going to California	11	Legs, No Legs	25
Gab	12	Magic Money	26
Does She Cackle?	12	Easy Does It.	26
GAMES WITH ACTION	13	The Magic Clock	26
Stampede.	13	Numbers Mystery	27
Squirrel in the Tree.	13	Captain Bumps	27
Zip	14	Toothpick Puzzlers.	28
Torn Art.	14	SUGGESTED RESOURCES	29
Musical Mind Reading.	15	INDEX OF GAMES.	30

Recreation for the Small Club Meeting

Building Recreation into Every Meeting

4-H meetings should be fun. Whether they are work meetings, business meetings or parties, the meetings should be spiced with opportunities for relaxing, making friends, getting better acquainted, using imagination and having a good time.

When meetings are fun, 4-H members finish their projects and take part in service activities willingly. Chores become activities that are easy to handle. More members will want to belong to your club when you have well-planned recreation at every meeting.

In this publication the activities have been selected which are most adapted to small groups with a limited space. A 4-H group with 5 to 20 members which meets in the homes of its members will find this material especially useful. Much of it can be adapted to other situations, however, as the leader desires.

Hints for the Recreation Leader

1. Help your members "make their own fun." Don't be an entertainer.
2. Plan for every meeting. Even a business meeting can be preceded or followed by a game or fun activity. Work with a committee wherever possible.
3. Prepare those who will help lead by meeting with them and seeing that their materials and equipment are ready beforehand.
4. Practice leading games and giving instructions ahead of time. You will be more sure of yourself when you do this.
5. Present your materials by keeping in mind the age of those present. Adapt games to the particular situation (whether it be a busifyer, stretcher, mixer, ice breaker, quiet game, game with action, or stunt) and the amount of allotted time for planned recreation.

Why Games?

The importance of games in 4-H is often not fully understood. Games provide far more than fun and activity. A good game at the beginning of a 4-H meeting provides a bridge that allows members to cross over from being an outsider to being a part of the club. Games help dismantle barriers so that what follows is received enthusiastically.

Games should make you feel good about yourself and the other players in the group. Good games help you win with pride and lose with grace. Remember that in the best game there are no losers. There are only winners because the players become better persons for having played the game.

Busifyers

MEMORY TEST

Age level: All

Materials: Tray
12 to 20 small objects

Procedure: Have the participants sit in a circle. Twelve to 20 or more objects are placed on a tray which is set in the center of the group for 10 to 15 seconds and then covered or removed. The players each write the names of as many of the objects as they can remember. The person with the most complete list wins.

SENSE OF SMELL

Age level: All

Materials: Several liquids or substances (in bottles or on cotton) to be identified by smell
Cards
Pencils

Procedure: Ten or more liquids or substances are displayed. Members are provided with cards and pencils and asked to identify each liquid or substance using numbers which have been assigned to each compound. The person identifying the most smells correctly is the winner.

Variation: The other senses can be used by displaying/presenting the following:

1. Powders which the group members sample by taste and then identify
2. Objects placed in paper bags to be identified by touch
3. Sounds recorded on tape or records to be identified (e.g., telephone busy signal, rocking chair squeaking, sandpaper scraping)
4. White powders to be identified by sight (e.g., flour, corn starch, detergent)

SEE IT AND DRAW IT

Age level: All

Materials: Pencils
Paper
Pins
Small objects

Procedure: Sheets of paper are scattered in a pile and 12 to 20 objects such as beans are dropped on the paper. Where these objects fall, holes are pricked through the paper with pins. Each player is then given one of the papers and asked to draw a figure using the pin pricks to make the main outline. After these pictures are completed, they are put on exhibit around the room. Have the members give titles to the pictures once they are placed on exhibit.

Variation: On each sheet of paper, the leader can draw a letter of the alphabet with colored crayon. Using this as a basis for a picture, each player is then asked to complete some kind of a scene and to name it. The players may shift the paper in any direction.

GUESS

Age level: All

Materials: Paper
Pencils

Procedure: A list of questions about common items is prepared beforehand and the group is then asked to guess the answers to each question. These can be as original as the leader wishes to make them. Here are a few samples:

1. What is the width of a dollar bill in inches?
2. How many safety matches are in one package?
3. How many words are on page 79 of Moby Dick?
4. What is George's height and weight?
5. How many black and white keys are on a piano?

FIFTEEN

Age level: All

Materials: Paper
Pencils

Procedure: Draw nine squares on a sheet of paper so that there will be three small squares in each direction.

The object of the game is to put the numbers 1 through 9 in the squares so that the sum of the numbers in any direction will total 15.

2	9	4
7	5	3
6	1	8

Solution: place 5 in the center square and 2, 4, 6 and 8 in the corner squares.

TELEGRAMS

Age level: 14 years and up

Materials: Paper
Pencil

Procedure: Using the letters in any word or short phrase, have the group write a telegram in which each word is to begin with a letter in the word or phrase. For example, if the phrase were Father's Day, you might come up with a telegram like this: "Father, After This Have Eggs Ready Saturday. Do Answer Yes."

SCRAMBLED TRAVEL

Age level: All

Materials: Prepared lists

Procedure: After being given lists of scrambled words of various transportation modes, the players are requested to unscramble the words. The answers should be kept by the leader. The list consists of IXAT, NAGOW, TASLIOAB, SEORH, NOACE, LISGEH, ENISBURAM, RANIT, COTXRA, LMAEC, CUKRT, CEYIBLC, DGO RTAC, TFRA, MOBAUTILEO.

Solution: taxi, wagon, sailboat, horse, canoe, sleigh, submarine, train, oxcart, camel, truck, bicycle, dog cart, raft, automobile.

TOOTHPICK BALANCE

Age level: All

Materials: Pop bottle
Box of toothpicks

Procedure: A small group sits in a circle with a pop bottle in the center of the circle on the floor. Each person is assigned 25 or more toothpicks. Each person in turn tries to lay his/her toothpick across the neck of the bottle. As the pile grows, the players are informed that any toothpicks that drop are given to the person responsible for them dropping off the bottle. The object of the game is to get rid of all toothpicks by balancing them on the bottle.

Quiet Games

SHOUTING PROVERBS

Age level: 14 and up

Materials: None

Procedure: Six to 10 people sit in a small circle. A person selected as "it" is sent out of the room. While this person is out of the room, the group selects a proverb such as "A stitch in time saves nine." Each member of the group is assigned one of the words to shout at the time indicated. The person who is "it" returns to the room, stands in the circle, and indicates by the motion of his/her hands when the group should give the proverb. When "it" lowers his/her hands, each person yells his/her individual word. From this jumbled version, "it" should try to figure out the proverb. The group soon learns that the louder the words are shouted, the more difficult it is for the person who is "it" to discover what the proverb is. Upon discovering the proverb, the person who is "it" selects someone else to act as "it" for the next proverb.

DO THIS AND ADD SOMETHING

Age level: All

Materials: None

Procedure: The group members sit or stand in a circle. The first player makes a motion like snapping his/her fingers and says, "Do this and add something." The person on the first person's right makes the same motion, adds another motion and says, "Do this and add something." The third player does both of these motions and says, "Do this, do this, and add something," as he/she adds another. And so it goes around the circle. Each person does all the previous motions and adds another. The test is to see how many times this can be repeated before someone makes a mistake.

FIND THE RING

Age level: All

Materials: Ball of string
Rings

Procedure: Players sit in a circle. The string is passed around and each person holds onto the string. One or two rings are slipped onto the string and passed around. The ends of the string are tied so it makes a complete ring in a circle. A person selected to be "it" stands in the center of the circle to guess who has the ring(s). The object is for each person to pass the ring(s) without the person in the center seeing it. Misleading and false motions add to the interest of the game. Whoever is caught with the ring is the next "it."

A CLOTHES LOOK

Age level: All

Materials: Various articles of clothing
Paper
Pencils

Procedure: A girl and boy enter the room wearing as many things as possible besides their regular attire: hats, rubbers, coats, handbag, umbrella, and so forth. The players have been instructed to observe these two carefully. They walk around and then go out. The players are then given a pencil and paper and told to list the things the girl and boy wore. The person with the longest correct list wins. A penalty should be devised for each thing listed that was not worn by the individuals.

BIRD, BEAST OR FISH

Age level: 14 and up

Materials: None

Procedure: The group members are seated in a circle. A person selected to be "it" stands in the center. He/she points to a player and says, "Bird, beast or fish--fish!" and counts to 10 as quickly as possible. If "it" counts to 10 before the person selected can answer with the name of a specific fish, the person who fails to answer becomes "it." If he/she answers in time, the person who is "it" must move to the others in the circle. Specific animals, birds or fish can be named only once.

Variation: Have the "it" say, "Bird, beast or fish--duck!" The person "it" pointed at must indicate whether the duck is a bird, beast or fish.

Variation: Teams of two or three people scatter about the room with each team selecting an "it." The leader gives the "it" from each group the name of the same bird, beast or fish. Each "it" goes back to his/her own group and pantomimes the type of animal (waves arms for a bird; puts arms down to represent four feet for a beast; puts hands together and makes swimming motions for a fish). Next "it" makes the motions associated with the specific bird, beast or fish. When the team guesses the correct answer, "it" runs back to the leader. The team that reports first scores a point.

STINK PINK

Age level: 14 and up

Materials: None

Procedure: In Stink Pink each person in turn gives a phrase that is descriptive of a two-word rhyme. The other members of the group must guess the rhyming words. For instance, a player might say, "a child's toy" (red sled). Words with one syllable, such as red sled, are called stink pinks. If the person chooses to use two syllables, such as an "amusing animal" (funny bunny), it is called Stinky Pinky. Using three syllables, such as the "home of a famous person" (president's residence), makes it a Stinkety Pinkety. This game is particularly good when a group is traveling or is in a small space where there can be limited activity.

HOW IS IT LIKE ME?

Age level: All

Materials: None

Procedure: One player is sent from the room while the rest of the group members choose an object in the room such as a chair. The person returns and asks each person sitting in the circle, "How is it like me?" Each person must answer truthfully but indirectly. For example, a player may say, "It stands straight," "It has a nice back," "It is graceful," and so forth. The person who is "it" has three guesses to name the object. If he/she is successful, the player whose hint revealed the object becomes "it." If "it" is unsuccessful, he/she leaves the room again and a new object is selected.

GOING TO CALIFORNIA

Age level: 10 to 13 years

Materials: None

Procedure: A small group of players are seated in a circle. To start the game, one player says, "I am going to California, and I am going to take an apple with me." (Or he/she names some other item beginning with the letter A.) The second person then repeats the first phrase and adds an object starting with the letter B: "I am going to California, and I am going to take an apple and a barrel." The third person names these two objects and then continues to name something beginning with the letter C. The game continues through the alphabet, with each person repeating those objects that were named previously. If any player makes a mistake, he/she continues to sit in the circle but does not play the game. The person with the least number of mistakes or the person staying in the game the longest is the winner.

Variation: Have each member pantomime what he/she is taking instead of saying it. He/she then will say, "I am going to California, and I am going to take an _____." For example, he/she might go through the motions of tying an apron around his/her waist. The second player will do this in a similar way and then add the pantomime for letter B, etc.

Variation: A player starts the game by saying, "I am going back East, and I am going to take _____." He/she names an object or an animal. Each person then repeats "I am going back East, and I'm going to take _____" (he/she names a different object or animal). A person or the name of a person should not be selected. When each player has made a selection, the starter says, "When I go back East, I am going to _____," and then the player says what he/she will do with the object. Each player must then do the same thing with the object that he/she took. For instance, the starter took a toothbrush, the second player took a purse and the third player took a rabbit. The starter says, "When I go back East, I am going to brush my teeth with my toothbrush." The second player then says, "When I go back East, I am going to brush my teeth with my purse." When all the players have brushed their teeth with the object they took, the second player says what he/she will do with the purse. Each player does the same.

GAB

Age level: All

Materials: None

Procedure: The group members are seated in a circle. A person who is "it" points to someone in the circle and says a three-letter word. For instance, if "it" says "cat," the player pointed to must give one word beginning with C, one word beginning with A and one beginning with T. "It" counts slowly to 12 and then says "Gab." If the player fails to give three words before "it" says "Gab," he/she becomes "it." If the player can give three words before "it" says "Gab," he/she is safe, and "it" goes on to someone else. No word may be used twice during the entire game.

DOES SHE CACKLE?

Age level: All

Materials: None

Procedure: The players are seated in a circle, and one person acts as leader. The leader turns to the person on his/her left and says, "I have a hen for sale." The second player passes this statement to the third and so on around the circle. Each time a question must be returned to the leader and the answer sent back around the circle to the asker. While this is going to the leader's left, he/she may want to start another statement to the right (e.g., "I have a duck for sale"). The question asked is, "Does she quack?" The answer given is, "Yes, she quacks." As this goes on around the circle, it becomes very confusing and entertaining to see the people opposite the leader trying to get the duck going one way and the hen the other way around the circle.

Games with Action

STAMPEDE

Age level: All

Materials: Chairs
Stick

Procedure: Pairs of players sit in chairs around the room holding hands. There should be no extra chairs. One pair does not have chairs and wanders around tapping a stick in front of any pair they wish to have follow them. When several couples are following them, the lead couple begins to go through all sorts of motions which the others must imitate. When the lead couple shouts "Stampede," all couples must try to find pairs of seats without dropping hands. Those who are left out or who let go of hands must lead the next time.

Variation: Instead of having pairs of players, participants should work individually. One leader should wander around and tap on the head with three taps those he/she wishes to have follow him/her. The leader can lead them anywhere in the room or building and they must imitate what he/she does. When the leader shouts "Stampede," everyone tries to find a seat. The person left without a chair becomes the new leader.

SQUIRREL IN THE TREE

Age level: All

Materials: None

Procedure: Players should form several small circles of four persons each. Then one person steps out, leaving only three with hands joined. These three become a hollow tree, and the other person, who is a squirrel, finds a home in the hollow tree. Two extra players--a squirrel and a hound--are active. The hound chases the extra squirrel in and out between the trees. For safety the squirrel may crawl into any tree, but the squirrel already there must leave and flee from the hound. If the hound tags the squirrel, the squirrel becomes the hound and the hound the squirrel, and the game continues.

ZIP

Age level: 12 years and up

Materials: None

Procedure: The group members sit in a circle. One player starts the counting by saying "1." The next player says "2," and the count continues around the circle. When the count reaches 4 or any number having 4 in it or a multiple of 4, the player passes one hand under the chin. When the count reaches 7 or any number having 7 in it or a multiple of 7, the player must pass the hand over the head. When a player reaches numbers which apply to both 4 and 7, such as 14 (multiple of 7 and contains 4) and 28 (multiple of 7 and 4), he/she must simultaneously pass one hand over the head and one under the chin. The count then would be 1, 2, 3, hand under chin, 5, 6, hand over head, hand under chin, 9, 10, 11, hand under chin, 13, both hands, 15, etc. The object of the game is to see how soon the group can count to 100 and who makes the fewest mistakes in that time. Any time that a mistake is made, the count begins again at 1.

Variation: During the hand movements, have the players point in the direction that they wish the counting to go.

TORN ART

Age level: All

Materials: Sheets of paper

Procedure: Players are seated in a circle--not in any required order. Each person is given a piece of paper. The paper may be colored to match the season or the occasion. The players are asked to hold the paper behind their backs and to tear out a simple object. It may be a turkey, if the time is Thanksgiving; a valentine for February, or some other seasonal items. The player cannot look at the object until it is finished. When everyone is finished, the creations are exhibited. The players can vote on the most realistic, the fattest, the funniest, or any other category.

MUSICAL MIND READING

Age level: 12 years and up

Materials: None

Procedure: The players are seated in a circle. The person selected to be "it" leaves the room. While he/she is gone, the group chooses a particular action or actions to be performed by "it" when he/she returns. For example, "it" might be asked to pick up a certain object, take it over to an individual, remove that person's glasses and put them on, and then to go over to a chair and sit down. When "it" returns, the group members either sing a well-known song or clap hands to indicate where "it" is to go and what he/she is to do. As "it" gets nearer to the object or person in concern, the group's noise gets quieter. If "it" goes farther away, the noise gets louder. If "it" is doing exactly what the group wants, there is silence. If "it" moves out of the area or starts doing the wrong thing, the noise increases. "It" tries several actions until he/she finds what the group wants. Before starting the game, it should be clear that the actions will not involve any more than two people besides the person who is "it." For younger members, it would be well to only involve one simple action, such as turning out the light or putting a piece of paper in the wastebasket.

ELEPHANT--SPIRIT OF 76 (two games that can be combined)

Age level: All

Materials: None

Procedure: Players are seated in a single circle with a person designated as "it" standing in the center. "It" points to any member in the circle, says "Elephant" and immediately counts to 5. The person pointed to must double his/her fists, place one on top of the other and put them to his/her nose for a trunk. The persons to the right and left of this player must put their hands up to his/her ears to form the elephant's ears. If one of them does not make the correct motion before the count of 5, he/she must go into the center of the circle and become "it." If no one is caught, "it" continues with another player.

Variation: The person pointed at pantomimes holding a flag. The person to the left beats a drum, and the person to the right plays the fife. Anyone not doing this before "it" says "76" and counts to 5 automatically becomes "it."

BUMPSY

Age level: All

Materials: Sturdy chairs

Procedure: Place the chairs in a circle. The person who is designated "it" leaves his/her chair vacant and stands in the center of the circle. When "it" says "Slide right," each player moves to the right in turn to fill the vacant chair. "It" tries to sit in a vacant chair before someone moves into it. When "it" succeeds, the player next in line is "it." "It" can change the direction of the group by saying "Slide left" or "Slide right" to help get the vacant seat. CAUTION: Use very sturdy furniture for this game.

UP JENKINS

Age level: All

Materials: A coin
Table
Chairs

Procedure: Divide players into two groups with a leader or captain for each. Teams should sit on opposite sides of a table. A coin is passed from hand to hand under the table by team A. When the leader of team B says, "Up, Jenkins," the coin-passing group must raise closed fists with their palms toward team B. The leader of team B then says, "Down, Jenkins," and the members of team A slap their palms onto the table with enough noise to cover the clink of the coin. The members of team B now point, one at a time, to hands which they wish raised. After the hands are raised, they should be placed in the player's lap. The object is to find the coin. Each empty hand counts as a point for the challenging team. The team with the highest number wins.

PENNY SHUFFLE

Age level: All

Materials: A coin

Procedure: Six to 10 people stand shoulder to shoulder in a circle around the person who is "it." With their arms around each other, these players shuffle a penny or a coin with

their feet and pass the coin from one person to another. "It" tries to guess who has the coin under his/her foot. Players must lift a foot when "it" makes a request. However, the entire group continues shuffling, and everyone makes believe that they are passing the coin. Whoever eventually gets caught with the coin is then "it" and he/she moves to the center to replace the first "it." A smooth floor is necessary, as this game cannot be played on carpeting or a rough wood floor.

NUMBERS CHANGE

Age level: All

Materials: None

Procedure: Players are seated in a circle with the person designated as "it" in the center. All players are assigned consecutive numbers. "It" calls out two or more numbers, such as 3, 9, 17. Players with those numbers must instantly jump up and exchange seats. During this exchange, "it" tries to take one of the seats. The player left without a seat is "it" and calls out other numbers.

HOT POTATO

Age level: All

Materials: A handkerchief or rag

Procedure: The group members sit in a circle with the person selected as "it" in the center. The circle should be large enough so that a handkerchief can be thrown comfortably. The person who is "it" tries to touch any one person in possession of this handkerchief. If "it" touches a person who is touching the handkerchief, that person automatically becomes "it." The person in the center does not try to get the handkerchief but tries to touch a person who is in contact with it. Any person who throws the handkerchief out of the circle immediately becomes "it."

SPELLING WITH ACTIONS

Age level: 12 years and up

Materials: None

Procedure: The group is divided into two teams. A leader is needed to give spelling words. The members of each team are given a word to spell, and the rules usually governing spelling contests are followed. Teams still having one or more members who have not spelled any words incorrectly when the other team is eliminated wins. The catch to the game is the method of spelling. Certain letters are selected which are not to be spoken: gestures are substituted instead. The usual list of substitutions is as follows:

A--raise the right hand

T--raise the left hand

R--whistle

F--shake the head

I--point to the eye

U--point to someone else

Start out using two or three of the motions and give the group words such as cat, fat, flat, and battle. Add other gestures and more difficult words (e.g., formation, capital, cupboard) as the group learns the game.

SOCK SLAP

Age level: All

Materials: A sock filled with paper or a roll of paper

Procedure: The group members stand in a circle shoulder to shoulder with the person designated as "it" in the center. The players pass a sock from one to another behind their backs. Whenever possible, the players hit the shoulder of the person who is "it" with the sock. "It" tries to find the sock and, when he/she does, he/she exchanges places with the person who has the sock. Whenever "it" points to someone, that person must raise his/her hands to show that he/she has or does not have the sock. The sock should be soft enough so that regardless of how hard players are hit with it, it cannot hurt them.

BALLOON BAT BALL

Age level: All

Materials: Balloons

Procedure: Each team should be made of 5 or more players and two teams should be seated facing each other in rows about three feet apart. Players should grasp the chair seat with their left hands and use their right hands to bat the balloon. The leader tosses the balloon in between the lines with players all seated. Each team tries to bat the balloon over the opponents so it touches the floor behind the opponents. The team doing so scores a point. (For example, if team A bats the ball to the floor behind team B, the point is scored by team A.) One person on each side is appointed to keep score and to throw the balloon back into play after a point is scored. If there are more than six or eight people on a team, the number of balloons should be increased.

PING PONG BLOW

Age level: All

Materials: A long table
Several ping pong balls

Procedure: Teams of 4 to 6 people get down on their knees on either side of a table and place their hands behind their backs and chins just up to the table edge. A ping pong ball is dropped in the center of the table and each team then tries to blow the ping pong ball off the table edge of the opposing team. Players may not use their hands. If a ping pong table is used, one or two people from the teams should be assigned to each end. The ends then become sides and the same rules apply. Each time that the ping pong ball is blown on the floor, it scores a point for the opposite side.

Stretchers

THE OLD WITCH DIED

Age level: All

Materials: Chairs

Procedure: Players are seated in a circle. The leader sits in the witch's chair and says, "The old witch died." Everyone else asks, "How did she die?" The leader says, "She died doing this," and he/she performs a very distinct motion. All the others repeat, "She died doing this," and imitate the leader's motion. Several new motions are added to the first one until the group is doing many things at once. This continues till the leader says, "The witch is alive," and everyone chants:

She's a livin' in the country
She's a movin' to town
She's a ridin' on a broomstick
Shove on down

On the last line, everyone moves one seat to the right which makes the person who was on the left of the leader the new witch.

THE MORE WE GET TOGETHER

Age level: All

Materials: None

Procedure: While singing the old song "The More We Get Together," the group members are instructed that they are to do the opposite of whatever they are doing (i.e., if seated, they will stand; if standing, they will be seated) whenever the words "together" and "friend" are sung in the song. If the leader wishes to confuse the group, he/she can tell them not to follow his/her motions but to remember the rules; then the leader can perform the motions in any way he/she wishes.

HAND CLAPPING

Age level: All

Materials: None

Procedure: The leader stands in front of the group and instructs the members that whenever his/her hands cross each other, they are to clap. The leader holds the right hand above the left hand and then at a given time drops the right hand

and brings up the left hand so that they cross. The group members respond to these actions, and the leader can get them to clap out of tempo. When they are expecting to clap, the leader does not cross hands and the group continues to clap. This usually brings laughs and real attempts to become skillful at following the leader.

Variation: The leader signals the group to clap out the rhythm of a song and has the group guess the song.

COORDINATION

Age level: All

Materials: None

Procedure: Everyone repeats the following verse and does the indicated action.

Hands on your hips, on your knees.
Put them behind you if you please.
Touch your shoulder, touch your nose,
Touch your ears, touch your toes.
Raise your hands high in the air,
At your sides, on your hair.
Raise you hands high as before,
Then clap, one, two, three, four.

My hands upon my head I place,
On my shoulders, on my face.
Then I raise them up on high,
And make my fingers quickly fly.
Then I put them in front of me,
And gently clap them, one, two, three.

This can be repeated and speeded up as the group learns it.

WEATHER FORECAST

Age level: All

Materials: None

Procedure: As the leader tells a story or calls out weather terms, the members respond with the action described.

South wind--face south and wave arms gently up and down.
East wind--face east and wave sideways with arms out to the side.
North wind--face north and clasp arms in front and shiver.
West wind--face west and wave the arms in a circle.
Cyclone--whirl the body around and wave arms vigorously.

SENSE OF DIRECTION

Age level: All

Materials: None

Procedure: The leader starts telling a story and informs the group that whenever he/she mentions any place or any direction in the story, the group must face that direction. This can include cities in the area, a room in the house, or a direction such as northwest. Anyone making a mistake must sit down. The success of this game depends upon the resourcefulness of the leader in telling a story.

ALL CLAP HANDS TOGETHER

Age level: All

Materials: None

Procedure: The following is sung to the tune of "Here We Go Round the Mulberry Bush":

My head, my shoulders, my knees, my toes;
My head, my shoulders, my knees, my toes;
My head, my shoulders, my knees, my toes;
We all clap hands together.

As the group members sing the song, they place their hands on their heads, shoulders, knees, and toes in order. The leader can repeat the song, changing the order to head, toes, knees and shoulders.

TAVERN IN THE TOWN

Age level: All

Materials: None

Procedure: The following lines are sung to the tune of "Tavern in the Town." Participants place their hands on the part of the body mentioned:

Head, shoulders, knees & toes (knees & toes)
Head, shoulders, knees & toes (knees & toes)
Or, it's eyes and ears and nose and mouth
Head, shoulders, knees & toes (knees & toes)

The order may be changed as desired.

Stunts and Puzzlers[?]

EYE WITNESS

Age level: 14 years and up

Materials: Various props

Procedure: This is an excellent game for a small group of older young people or adults. Two or three players enter the room unexpectedly. They stage a scene and commit a crime of some sort. A cardboard knife and a pop gun may be used, a purse snatched, and a chair or two upset in the mix-up. There should be a few remarks and plenty of screaming. After it is over selected observers are placed on the witness stand and asked to tell what happened. As expected, the reports will often be conflicting and no one will be able to tell accurately just what took place. The descriptions should all be pieced together, and they may not tell the accurate story. Can the eye witnesses of the crime be depended on to accurately describe what happened?

LEGS, NO LEGS

Age level: All

Materials: None

Procedure: Two people are in cahoots with each other knowing the scheme or knowing the solution to the mystery. One of them is sent out of the room and while he/she is out of the room, an item (such as a telephone) is selected in the room for him/her to guess upon return. The other person who remained in the room calls the first person back and proceeds to ask him/her questions about the object. The secret is for the person to make sure that the first thing that he/she will name will be something without legs. Everything from that time on that he/she names should have legs until he/she points to the telephone. The first person knows this is the cue that the telephone is the object. In a similar manner, if the item selected is a chair, the person will name something that has legs the first time. The next item that he/she names that has legs must be the chair; however, many things that do not have legs can be named in between and that can be very misleading. The solution to this activity should not be shared with any members of the group until they discover it.

MAGIC MONEY

Age level: 12 years and up

Materials: A large magazine
A penny and a quarter

Procedure: Two players work together. When one player leaves the room, the group decides on any number from 1 to 156. The first player then places the coins on the magazine and the second player is called back into the room.

The two players should agree ahead of time that the sections of the magazine will represent the numbers on a clock face. The quarter placed on any number means that number must be squared. The penny placed on a number with heads up means to add that number. If placed with heads down, that number should be subtracted. If one of the coins is placed in the center of the magazine, it is not to be counted. For some numbers, there is only one combination of placing the coins that will make the correct number, but for many numbers there are two or more combinations. For example, a number selected is 16. The first solution could be to place the quarter on 4 and the penny in the center. Or the quarter could be placed on 3 and the penny heads up on 7. A third variation would be to place the quarter on 5 and the penny tails up on 9.

EASY DOES IT

Age level: 12 years and up

Materials: 2 oranges

Procedure: Two boys or two girls stand back to back and an orange is put between their heads. They are instructed to lower the orange to the floor without dropping it. They do this by spreading their bodies and squirming to keep the orange from falling. They eventually sit down back to back and lower the orange to the floor.

THE MAGIC CLOCK

Age level: All

Materials: A large clock or clock face

Procedure: A single player can do this magic trick. A pointer is used to indicate the numbers on the clock. The group members are seated where they can see the clock face. While the player turns his/her back or leaves the room, the rest of the group members select one of the numbers on

the clock. When the player returns, he/she explains that each time he/she points to a number on the clock, the group members are to silently add one to the number they selected until they reach 20. When they reach 20, they should shout 20 aloud, and the player will end up pointing to the number with which the group started. The solution is in the sequence of the pointing. The player may point to any number of the clock for the first seven times. The eighth time the number must be 12, then 11, and so on backward around the clock until the group shouts 20. The leader will be pointing at the number which was selected.

NUMBERS MYSTERY

Age level: 12 years and up

Materials: Blackboard or large sheet of paper

Procedure: Two people in cahoots are needed for this game. One of them is sent out of the room and, while he/she is out of the room, a number from 1 to 100 is selected. When the first person returns to the room, the second person gives a combination of numbers in which the solution is contained. The first person can name the number immediately if he/she knows the multiplication table. The solution is as follows: In a series of numbers such as 23, 33, 11, and 6, the answer would be 99. The combination is to take digits in the first number, which in this case is 23, and separate them. The first digit indicates the number in the series that you will multiply the second digit by, which in this case was 3 ($3 \times 33 = 99$). In this series, 23 was the first number, 33 the second number, 11 the third number, and 6 the fourth number. Another example is the series 31, 62, and 17. The answer would be 17 with the third number being multiplied by 1 ($1 \times 17 = 17$).

CAPTAIN BUMPS

Age level: All

Materials: Water glasses
Table

Procedure: The group members are seated in a circle. The leader challenges them to remember what he/she does and says so they can repeat it. The leader should grasp a glass with forefinger and thumb and say, "Here's to Captain Bumps for the first time." The leader should then take one sip from the glass, place the glass on the table, rap table once with right forefinger and once with left forefinger, and tap floor once with right foot and once with left foot.

Then the leader should grasp the glass with the first two fingers and thumb and say, "Here's to Captain Bumps, Bumps for the first time" (two sips, two raps on the table with the glass, two raps with two fingers of the right hand, two raps with two fingers of the left hand, two taps with the right foot, two taps with the left foot).

Next the leader should grasp the glass with three fingers and thumb and say, "Here's to Captain Bumps, Bumps, Bumps for the first time" (three sips, three taps of the glass on the table, three taps with the first three fingers of the right hand, three taps with the first three fingers of the left hand, three taps with the right foot, and three taps with the left foot).

The leader then asks the group members to repeat what he/she just said and did.

The catch is to listen to group members changing the word "first" to "second" and "third."

TOOTHPICK PUZZLERS

Age level: All

Materials: Toothpicks

Procedure: 1. Place 12 toothpicks like this: 
Add 2 toothpicks to form a word.

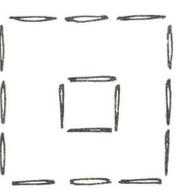
2. Arrange 24 toothpicks like this: 

Remove 8 toothpicks and form 2 squares

3. Arrange 12 toothpicks like this: 
Shift 3 toothpicks to tell what matches are made of.

The solutions are as follows:

1. 

2. 

3. 

SUGGESTED RESOURCES

County Extension Office

Russell, J. D., and Smith, Allen T. Recreation Leaders' Card File....
4-H Youth Program, University of Missouri-Lincoln University.

Public Library

Barry, Sheila Anne. Super Colossal Book of Puzzles, Tricks and Games.
New York: Sterling Publishing Co., 1978.

Depew, Arthur M. The Cokesbury Game Book. rev. ed. Abingdon, 1960.

Donnelly, Richard Joseph; Helms, William G.; and Mitchell, Elmer D.
Active Games and Contests. 2d ed. New York: Ronald Press Co.,
1958.

Geister, Edna. Fun Makers for Small Groups. Harper, 1949.

Hindman, Darwin Alexander. Complete Book of Games and Stunts.
Prentice-Hall, 1956.

Johnson, June. The Outdoor-Indoor Fun Book. Harper, 1961.

Sharp, Richard, and Piggott, John, ed. The Book of Games. New York:
Galahad Books, 1977.

INDEX OF GAMES

Agile Adverbs,20
All Clap Hands Together,24
Balloon Bat Ball,19
Bird, Beast, or Fish,9
Bumpy,16
Captain Bumps,27
Charades,21
Clothes Look, A,9
Coordination,23
Do This and Add Something,8
Does She Cackle?,12
Easy Does It,26
Elephant--Spirit of 76,15
Eye Witness,25
Fifteen,4
Find the Ring,9
Gab,12
Going to California,11
Grunt,7
Guess,3
Hand Clapping,22
Hidden Stamp,7
Hot Potato,17
How Is It Like Me?,10
Legs, No Legs,25
Magic Clock, The,26
Magic Money,26
Memory Test,2
More We Get Together, The,22
Musical Mind Reading,15
Numbers Change,17
Numbers Mystery,27
Old Witch Died, The,22
Old Zeke Died,20
Orchestra, The,6
Paper Bag Drama,21
Penny Shuffle,16
Ping Pong Blow,19
Scrambled Travel,4
See It and Draw It,3
Sense of Direction,24
Sense of Smell,2
Shouting Proverbs,8
Sock Slap,18
Spelling with Actions,18
Spirit of 76--Elephant,15
Squirrel in the Tree,13
Stampede,13
Stink Pink,10
Tavern in the Town,24
Telegrams,4
Toothpick Balance,5
Toothpick Puzzlers,28
Torn Art,14
Up Jenkins,16
Weather Forecast,23
Who Are You?,6
Zip,14