**Elementary Class Game/Activity Ideas**

**Balloon Games**

* Divide the children into two teams and give each team an inflated balloon to practice hitting it in the air. When you say, "Go," the children have to keep their balloon in the air. If a team's balloon touches the ground at any time, they lose. To make this game harder, keep adding balloons to the team circles every 30 seconds. For an individual game, allow the children to keep their own balloon in the air.

**Ball Games**

* Divide the players into two teams and draw a line down the middle of the room. Give each team 30 balls of yarn. Set a timer for five minutes and tell the players to toss all the yarn balls to the other side. Both teams must keep throwing the balls of yarn back and forth until the timer goes off. The object of the game is to have the fewest yarn balls on your side when the timer goes off.

For another ball game, try a ball pass relay. Divide the players into two teams and give each team a ball of the same size. Have the players stand in single file. The first player in line should have the ball. When you say, "Pass," the first player must pass the ball over his head to the second player in line. The second player must pass the ball through her legs to the third, and so on. Players must keep this pattern all the way down their team line. The first team to get the ball to the last player in line wins the game.

**Hula Hoop Games**

* Have all the children stand in one large circle and join hands. Two players' hands go through a hula hoop. The children must pass the hula hoop around the circle without letting go of each other's hands. They must work together to get the hoop all the way around the circle. For another variation, time them each time with a stopwatch and tell them to try to beat their fastest time.

**Tag Games**

* Play a game of octopus tag by selecting one player to be the octopus. The octopus stands in the middle of the room and all the other players are the fish. The fish must stand on all sides of the room. When the octopus says, "Run," the fish must run from one side of the room to other side while trying to avoid the octopus. If the octopus tags a fish, the fish becomes seaweed and must freeze. Seaweed can try to tag players as they run by and freeze them as well. The game ends when all the fish turn to seaweed and the last player tagged is the octopus for the next game.

Another tag game is tail tag. Give each player a string or long piece of paper to hang from the back of his pants' waist. When you say, "Go," all the players must try to grab each other's "tails." If a player loses his tail, he is out of the game. The last player with a tail wins the game.

**Game: Blob Tag**

**How the game is played:** When the tagger tags someone, they join hands to form a tagging pair. They now chase while holding hands, moving as a "blob." When they tag someone else, that person joins hands and becomes part of the tagging blob. The members of the tagging blob have to work together to keep moving in the same direction to achieve their goal.

**Tips for adults:** Break up groups of four into two-person blobs to minimize confusion and stepped-on toes.

**Game: Tunnel Tag**

Tunnel tag is a variation on freeze tag. In freeze tag, kids "freeze" in the position they're in when tagged. In tunnel tag, someone has to crawl through a child's feet to "unfreeze" him or her so they can rejoin the game.

**Game: Vegetable/Fruit Tag**

**How the game is played:** When a tagger approaches a child in this game, he or she must squat down and say the name of a vegetable or fruit for protection. If the tagger gets you first, you also become "it."

**Game: Snake in the Gutter**

**Number of kids:** 6 or more.

**How the game is played:** Depending on the number of kids, make at least three kids the snakes. Have the snakes form the gutter by standing in a line with wide spaces between them, facing the rest of the kids, who should be at a distance. The adult in charge (or a child) yells, "Snake in the gutter!" The children attempt to run through the gutter without being tagged by a snake. Those who get tagged are now snakes and stay in the gutter. Those who make it through can make another run through the gutter. But anyone who was tagged must join the snakes. Continue the game until everyone has been caught.

**Tips for adults:** If a child is fearful of making a run through the gutter, help him or her brainstorm a way to get through (or partner two kids up to make a plan).

**Other Game Ideas**

**Instant Replay:** A good get-acquainted game. Taking turns, each person announces his or her name and does something. Everyone repeats the name and gives back an “Instant replay” of the action.

**Find Your Mates:** Divide the players into Cows, Ducks and other distinctive barnyard animals. Have them close their eyes and find their fellow animals by sound alone.

**Quack:** Everyone stands with feet slightly apart, hands on knees or ankles, looking back through their legs. Then they start moving backwards. Those who make any contact with another player must say a loud “Quack!” This game will loosen up a group!

**Volcano:** Form tow concentric circles with each of those in the outer ring standing behind someone in the inner ring, and one person is (“It”) in the center. The volcano begins to “erupt” when “It” starts clapping and the inner ring joins in with the clapping. Those in the outer ring must start running madly about shouting in panic. When “It” stops clapping, the inner ring also stops. Then “It” and the panicking villagers must each find a spot behind someone in the inner ring. The one without a spot then becomes the new “It.”

**No Lose Hot Potato:** Form a circle and start passing a ball around. Leader counts to a number between one and 12 and shouts “Hot Potato!” The person caught holding the ball joins the leader, chooses the next number to count to and play starts again. Younger children like counting games like this.

**Wildlife:** Each person has an animal identity, e.g., buffalo, frog, bear, snake or ape. “Slap, slap, clap, clap (your animal name)….. (Someone else’s).” Failure to do in the proper moves you to the bottom of the line. Variation: For older youth and smaller groups, each adopts hand signals for his or her animal.

**I’m Going Hunting:** A good memory really helps in this game! Form a circle. One person starts the game by saying, “I’m going hunting and I’m taking an arrow” (or something else that starts with the letter “A”.) The next one in the circle repeats what the first person said and then adds something new starting with the next letter of the alphabet, e.g., “I’m going hunting and I’m taking an arrow and a bow.” Keep going around the circle until someone cannot remember what he or she is taking. That person is out. The next person tries to complete the phrase and the game keeps going until only one person is left. Note: You don’t have to choose something that you normally take hunting. The object could be something silly or funny.

**Circle Delight:** For this game you need to two balls. Form two teams. The two teams form a single circle with teammates alternating, i.e., every other person is on the same team. A player from Team 1 takes a ball. A player from Team 2 on the opposite side of the circle takes the other ball. At the signal both starters toss balls to their next teammate in the circle, going either clock wise or counter clockwise. Both balls must be going the same direction! The goal is to move the ball from teammate to teammate as quickly as possible, to see if one team can pass its ball so fast that it overtakes the ball from the opposing team. If this happens, the team scores one point and the game begins again. The first team to score three points wins. Note: The ball must be relayed between players of one team without hindering the opposing.

**Blanket Identification:** For this game you will need a blanket that you cannot see through. Two people hold up the blanket as if it were a curtain. Separate the rest of the players into two groups and place them on opposite sides of the blanket. Each team selects one player (very quietly so the other team doesn’t hear), who then stands next to the blanket. Make sure the two opposing players cannot see each other. Each team selects a player who will shout out the name of the opposing player standing at the blanket when the blanket is dropped. The one who shouts the name correctly first gets a point. The first team with 10 points wins. Hint: Do not tell them the game or the rules until the blanket is up and the teams are separated

**Pictionary**

**Charades**

**Heads Up, Seven Up**

# Museum Statues

### What You Need:

* 3 or more players
* A spacious room

### Instructions:

1. Have the players gather in a large room, called the “Museum.” One person, who is “it” should then leave the room and count to 20.
2. The players then pose like statues, and the person who is “it” comes back and pretends to be a museum guide.
3. If the guide leaves the room, the players must choose a new pose.
4. When the guide spots someone moving, that player becomes a tourist, and must follow the museum guide.
5. Anytime the guide looks at another statue you can quickly change your pose.
6. Continue play until only one statue is left. He becomes the new museum guide