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4-H RECREATIONAL GAMES
For 4-H'ers, Other Youth and Volunteer Leaders

JUST TO MAKE 4-H FUN

Issued in furtherance of Cooperative Extension work, Acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture. Leo E. Lucas, Director of Cooperative Extension Service, University of Nebraska, Institute of Agriculture and Natural Resources.

The Cooperative Extension Service provides information and educational programs to all people without regard to race, color, national origin, sex or handicap.
This guide is for volunteers, 4-H'ers, parents, and teachers interested in recreation and games, as a tool to provide a well-rounded 4-H curriculum. Providing the right game at the right time is a skill that comes only through experience, practice, and planning.

Objectives

- Participate in a variety of creative, cultural, physical and mental activities
- Identify talent for 4-H
- Develop recreation leadership skills
- Use leisure time profitably in pursuits that strengthen the club, home, community, and world
- Provide outlet for expression of 4-H project leaders
- Assist the 4-H volunteer leader in conducting a well-rounded recreation program for the club

Appreciation: Our appreciation to Deborah Robb, Springfield, Nebraska for helping to select suitable games for youth. Miss Robb is a freshman at the University of Nebraska College of Agriculture.

John D. Orr
4-H Specialist
Get Acquainted Games

Crazy Handshakes

All players start walking around the room when music starts to play. When it stops, everyone tries to get back to back with someone. The leader calls out the handshake they are to use, and the players turn, introduce themselves, and execute the specified handshake. Some handshakes that are fun might be:

- **Chinese** Shake one’s own hand and bow three times.
- **Paul Bunyan** Grasp one’s own right thumb in left fist, hold other person’s right hand with own right and saw away, saying “Timber!”
- **Model T** Grasp opposite’s right hand and turn it like cranking an old Ford.
- **Pumphandle** A vigorous one.
- **Victory** Clasp one’s own hands above own head.

**Rock, Scissors, Paper**

Players stand in two lines facing each other about six feet apart. The first person in each row is the captain of a team. The leader explains the signs for the words: “rock,” “scissors” and “paper.” The outstretched right arm and clenched fist represent rock; the outstretched arm with the index and middle fingers working in scissor-like fashion is the scissors sign; the outstretched arm and open palm turned upward suggests paper. The rock (which can break scissors) is superior to scissors; the scissors (able to cut paper) wins over paper; the paper (able to wrap rock) excels rock.

At the command “signal” the lines turn their backs to each other, and the captains of each line throw out the sign their team is to use when the leader directs “Turn.” If one side throws out the sign for rock while the other uses scissors, the rock sign wins a point for the team using it and so forth in the order of the superiority of the signs. The same sign used simultaneously by the teams gives no point. A winning score might be ten points.

Honeymoon Race

Each couple is given a closed suitcase and an umbrella. At the signal to go they run arm in arm to the goal, the woman carrying the closed umbrella while the man carries the suitcase. On arrival at the goal line the suitcase is opened and the wearing apparel in it is donned. It may contain various articles—hats, pair of large man’s oxfords for the woman to wear, raincoat, kimono, bathrobe, baby cap for the man. When the articles have been donned the suitcase is closed, the umbrella is opened, and the couple returns to the starting line. Arriving there they must take off the articles of wearing apparel, put them in the suitcase, close it, and close the umbrella.

Blind Date

The girls are numbered. The boys have left the room. They are told how far the numbers range. A boy steps up to the door and knocks the number of times he desires. If he knocks three times, for instance, the girl wearing that number answers the door to meet her blind date. The two go for a short walk while the game proceeds. Or they go to another room for refreshments or for some other game.

Get Acquainted Musical Chairs

The players arrange their chairs, or sit on papers, in a circle facing out. A certain number of players are asked to rise and are introduced to the group (four players in a group of 60). Everyone rises and these four sit. As the music plays, the players walk around the circle. When they pass one of the seated persons, they must call that person by name. If someone forgets to speak to the one sitting down, that person must sit down, too.

When the music stops, everyone finds a chair and sits down. The last four to find seats stand and introduce themselves. The number marching keeps getting smaller as everyone caught must remain seated. The group needs to speak only to the last four caught each time.
Honey If You Love Me

The players are seated in a circle with one or more people to be IT in the center of the circle. IT walks up to anyone in the circle and says, "Honey, if you love me, please smile." The person must reply without laughing or smiling, "Honey, I love you but I just can’t smile." If he laughs or smiles, he must exchange places with IT. If not, IT tries someone else. **Anything goes in this game except**

**TICKLING**

Elephant-Rhinoceros-Rabbit

The players sit or stand in a circle. To imitate any of the animals requires three players. It is best to start with one animal until the group is familiar with the game.

For elephant, the person in the middle holds both hands in fists at the end of his or her nose to imitate the elephant’s long trunk. The player on each side holds one hand with fingers spread wide to one of the center player’s ears to indicate the large ears of the elephant.

One player is IT. He or she points to a player in the circle and says "Elephant." To confuse the players he or she can count to 5 very rapidly. The player pointed to, and the neighbor on each side, do the actions to imitate an elephant. The slowest of the three takes the place of IT in the center. In this way there is a rapid change of players and many get into the action. When one "animal" is learned, add a second, and then a third.

For the rhinoceros, the player in the middle makes a nose with two fists on which the index finger of the second hand is held up to indicate the horn on the rhinoceros’ nose. The players on each side indicate small ears with a closed fist held by the first player’s head.

Ring On A String

Players form a circle holding a long string which is tied at the ends. They pass their hands back and forth on a string, passing a ring from one to the other. A player in the center tries to guess who has the ring. He or she may stop the passing at any time to make a player lift his or her hands. If the player has the ring, he or she becomes IT.

**For variation use a Lifesaver**

Caterpillar

Players sit in a circle, with no extra chairs. One player IT goes to the center, leaving a chair empty. IT orders, "Slide left" (or "Slide right"). IT then tries to get a seat. The players try to prevent this by keeping moving. IT may change the direction by ordering "Slide right" (or "Slide left").

When IT gets a seat, the player who should have slid into the empty chair becomes IT.

The constant shifting of the group makes it look like a giant caterpillar.

Electric Shock

The players stand or sit in a circle. One player is IT and stands inside the circle trying to discover where the electric shock is. All of the players hold hands and one player is designated to start the shock going. He or she squeezes the hand of either the player to the left or right. That player passes it on. The shock may move either direction, and at any time a player may send it back the other way. IT watches closely the faces and hands of the players trying to detect the position of the shock. When IT guesses correctly, the player responsible takes his or her place.
Find The Leader

Players sit in a circle. One person is chosen to leave the room. Then one of the remaining players is selected to be the leader who is to make various motions, such as folding hands, crossing legs, smoothing hair, etc., each of which the group does, changing as the leader changes. The person who left the room tries to locate the leader. If the leader is caught, the leader becomes the next person to leave the room.

Shopping

Players sit in a circle with IT in the center. The game is started by IT pointing to a player and saying, "I am going to Zanesville (or any other city) shopping. What can I bring you? 1-2-3-4-5-6-7-8-9-10." Before IT counts to ten, the player pointed at must give three things that may be purchased, each beginning with the first letter of the city named. In this case the answer might be zebra, zinnia, or zinc. If the player fails, that player changes places with IT.

Concentration

Players are seated in a semi-circle. They number, beginning with the first chair, 1 through 10 (or more). All players keep the following rhythm throughout the game: Clap knees, clap hands, snap right fingers, snap left fingers.

After the rhythm is started the player in chair No. 1 begins by calling his or her number on the first snap and another number on the second snap, i.e., on the first snap the number one player calls "1" on the first snap and "4" on the second snap. The No. four player would call "4" on the first snap and another number on the second snap. If players fail to respond or lose the rhythm they will go to the last chair and the players will move up, thus getting a new number. Whenever there is a mistake the number one player starts the game again.

The object of the game is to work to the number one chair and remain there.

Fall Guy

Players sit in a circle on the ground, as close together as possible. They stretch their hands in front of them shoulder high, with fingers up and palms out. IT stands stiffly in the center, hands at side. He or she falls back toward the outstretched arms. The players push IT back. IT continues to fall back on the group until one player fails to catch IT.

This player takes IT’s place and becomes the fall guy.

Plug

Old Plug is made up of five players who stand in a row, each firmly holding on to the shoulders of the one in front. The one in front is the head, the one on the end is the tail of the horse. The other players stand in a circle and attempt to hit old Plug on the tail with a large ball or beanbag. Old Plug avoids being hit by keeping his head toward the ball. The player who hits Plug’s tail becomes the head. The tail drops out and takes a place in the circle. In a large circle, there may be two horses.

Buzz

One person begins to count by saying "ONE," the player on the left says "TWO," and so on until the number seven is reached, when the word "BUZZ" is substituted. The next player says "EIGHT," and so on around until a number containing a seven, such as seventeen, or a multiple of seven, such as fourteen, twenty-one, twenty-seven, etc. is reached, then the word "BUZZ" is substituted for the right number. For 71, the players say "BUZZ ONE," for 72, "BUZZ TWO" and for 77, "BUZZ BUZZ." If a player says a number when he or she should say "BUZZ," or says "BUZZ" in the wrong place, he or she is out of the game. The counting is then begun again at one by the next player. The object of the game is to reach 100. The counting should be done quickly. A variation of this game is to say "FIZZ" for numbers containing the number 5 or multiples of 5, in addition to numbers containing 7 and multiples of 7. This game is called "BUZZ, FIZZ."

Squirrel in the Tree

Groups of four persons each join hands to form small circles. One player from each circle steps into the center, leaving three with hands joined. The three become a hollow tree and the player in the center is the squirrel. Two extra players—a squirrel and a hound—play among the trees. The hound chases the extra squirrel in and out between trees. For safety the squirrel may crawl into any hollow 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. Continue the game in this manner.

Hot Potato

Players sit or stand in a circle with IT in the center. They throw a small, knotted towel across the circle from one to another, trying to prevent the center player from touching it. The center player tries to touch it at all times, even when it is in the hands of a player or when it lands outside the circle. The one who lets IT touch the towel then becomes IT.
The Leaning Tower

Prepare for the game by packing a coffee cup full of flour. Pack firmly. The cup must have straight sides or slant to a narrow bottom. Turn the packed flour onto a dinner plate or pie tin by placing the plate on top of the cup and then turn over. Place a ring on top of the mound.

The players sit in a circle and the plate is placed on a stool. The players in turn go to the plate and with a table knife, make one small cut on the side. The object is to make a cut and not have the mound of flour topple over. The suspense builds up as the mound can be undermined slightly and still stand. If desired, the person who makes the cut causing the ring to fall, may be asked to pick up the ring with his or her mouth.

Uncle Joshua Died

The leader turns to the player on the right and says, "You know, poor old Uncle Joshua died last night!" To which the next player remarks, "Naw, How'd he die?" The leader then replies with appropriate actions in order to illustrate. "He died with one eye shut (close eye) and his mouth awry" (pull down corner of the mouth). The leader continues to hold his or her face in this position while the second then turns to the third and proceeds to go through the same order, until all the people in the circle have one eye shut and their mouths pulled down in the corner. The leader then turns to the right hand neighbor again and says, "You know what else?" to which the neighbor replies, "No what?" The leader then says and does, "Old Uncle Josh died with his one eye shut, his mouth awry, with leg up (raise leg) and waving goodbye (wave)." This then progresses down the line.

Drop The Handkerchief

Players stand in a circle with IT outside. IT runs around the outside of the circle with a handkerchief. At some unexpected time IT drops the handkerchief behind one of the players. This player chases and tries to catch IT before IT can run around the circle and get into the empty place. If IT is caught, IT tries again. If IT is not caught the player becomes IT. If IT goes all around before the player realizes the handkerchief is behind him or her, that player must go to the center of the circle. The new IT may get out only if someone throws the handkerchief into the center, when IT takes its place in the circle.
Pass and Squat Relay

Players stand in a line behind a starting line. The captain of each team stands 10 feet in front of the line facing the players. Give each captain a ball or beanbag. At a signal from the leader, the captain throws the ball to the first player in the file. This player catches the ball, throws it back to the captain and squats. This continues until all players are in squatting position. Any player dropping a ball must recover it and return to the first position before throwing it. The first team to get all members squatting including the captain, wins. The captains squat after the last player returns the ball. Throws may be made in any manner.

Ankle Relay

Each team is seated in a row, with legs straight out and feet together. An object, such as a small paper plate, a ball, or other small article is placed on the ankle of the leader, who passes it to the ankle of the next person without using the hands and so on down the line. If the object falls to the floor, it must start again and pass down the line, completing the trip without falling and without being touched other than by the ankle.

Artists Relay

White paper on floor or blackboard is needed for this event. Arrange the teams in parallel files in front of it. The leader assigns each team an animal or bird. At the signal the first player runs to the board, outlines the animal roughly, returns, and gives the chalk to the second player, who adds a contribution to the drawing. Continue until the last player’s turn comes—it is this player’s duty to finish the drawing. The team that presents the best drawing, in the estimation of the judges, wins.

The Family Takes a Walk

Divide the group into equal lines or “families” with a “father,” a “mother” and “children.” The first player of each team (the father) walks as fast as he or she can up to and around a designated goal. When the father returns to the starting line, he or she takes the mother’s hand, and both of them walk around the goal. They return to the starting line, and one of the children joins them, clasping hands with the mother. The trips around the goal continue until the whole family makes the last trip. The family that finishes first wins.

Balance Stick Relay

Players are divided into two teams and the first person of each team is given a stick or pencil and has to balance it horizontally on the forefinger of the left hand (palm up), run to the goal and back, passing it on to the next person. When the stick falls off, the person must stand in place, balance it on his or her finger and continue the race. The first team to finish is declared the winner.

Getting up Steam

Teams stand in close groups. A napkin or thin piece of paper is cut around, and slit on the edges. This is held high by one person in each competing group. On the signal to start, each team blows up its “steam,” trying to keep it in the air the longest.

Balloon Kicking Relay

Arrange the teams in a file at one side of the room and place a balloon in front of the first player on each team. At the signal the first player kicks the balloon across the room to some designated line and back to the next person on the team. Each player repeats the performance. The balloon cannot be touched with any part of the body except the feet and legs.
Lighting Candle Relay

The teams are arranged in parallel files. Opposite each team on the turning line, place a lighted candle on the floor. Give the first player on each team a box of matches. At the signal the first player runs to the candle, puts it out, lights it again, returns, and gives the matches to the second player who repeats. Continue until all have run. The team finishing first wins.

Chariot Race Relay

Chariots are made by two players (with inside elbows joined) standing side by side and with free hands extended backward to another player who is the driver. Blindfold the first two players. All chariots line up at a starting line.

A bridge is formed about 20 feet in front of the chariots by two players raising hands. A balloon (inflated) is placed behind each chariot.

Object is to drive the chariot over the bridge and back to stomp on their own balloon.

Fishing

Give each team a small paper fish and an ordinary drinking straw for each player. The object is to see which team can pass the fish down the line first, without using hands. (Just inhale on the straw until the fish sticks to it and pass it on in a similar manner.)

Egg Relay

The group should divide into teams. Each member of each team holds a tablespoon in his or her mouth. The object is to pass an egg down the line with the spoons (and without hands) by tilting heads with spoons in mouths. (Boil the eggs, but do not let players know it.)

Ping Pong Relay

Give each team a ping pong ball on a paddle to pass to the end of the line - balancing the ball on the paddle.

Skin-The-Snake

Two or more teams line up single file. The first player in line reaches his or her right hand back between his or her legs and grasps the left hand of the player behind. This player does the same with the player behind and so on until the line is linked. The last player lies flat on his or her back, still holding on to the hand of the player in front. The line moves backward at a signal from the first player until each player is lying down. The last player down gets up and moves forward, pulling the whole line.

The first team to get back in position wins.

Lariat Tag

Three players who run in a line with hands clasped are IT. To tag another player they must surround that player and hold the player within their circle. When caught, a player joins the line until there are six. Then the line breaks up into two groups of three, both of which continue to tag until all are caught.

Straw and Bean Relay

The teams form in lines. Each player is given a straw. Number one also is given a bean. At a given signal, number one places the bean on the end of the straw by sucking in, holds it there. Number two takes the bean off the straw of number one without using hands and repeats as number one. The team finishing first is the winner. One hand may be used to steady the straw.

Hummer

This nonsense contest can take place at intermission. All players are on the floor in pairs. When the leader says "go," they look each other in the eye and start to hum. Hum until one of them has to stop. The loser sits down. The winner pairs up with another winner and the contest is resumed. This contest lasts until the champion hummer is discovered.

It is perfectly proper to try to make the other person laugh, but it's not fair to tickle.

Highway Patrol

Have each group draw a picture of "Wanted Person" by Highway Patrol in the following way: On wall in front of each team tape a large piece of wrapping paper or newspaper. Give first person in line a black crayon. On word "go," first person runs to the team's paper, draws an outline of head, comes back, gives second person crayon. That person draws eyes, next people in order draw nose, mouth, ears, scar, hair, eyebrows. Tell order of parts to be drawn beforehand, so you can see which team finishes first.

Cranberry Carry

Each player dips hand palm down into a bowl of cranberries, beans, or other small objects. The player carries as many cranberries as he or she can hold on top of his or her hand, runs around the room and back to the bowl. Where desired, there may be two sides and two bowls for each group, one from which the player drops all of those returned. The side that has the most cranberries in its bowl when the last runner completes the turn is the winner.
Medley Relay

The first player in the team runs to the goal, unfolds a chair, sits down, puts up an umbrella, unscrews a bottle cap, takes out a horn, blows it, puts the horn back in the bottle, screws on the cap, lets down the umbrella, folds up the chair, and runs back to tag off the second player. Use a horn that can be squeezed to make a noise.

Hoop Relay

A hoop is started at the head of each line. Each person has to put the hoop over his or her head and step out of it. The hoop continues down the line in this fashion. The team that completes this movement first wins.

Variation: Couples run to a line, pick up the hoop, put it over their bodies and run to tag off the next couple.

Hoops are made by tying the end of 1/4 inch cotton rope together to form a hoop just large enough for two people to go through at the same time.

Fifty-Cent Relay

If the group is large, run as a couple. The player holds a balloon between the knees, a beanbag on the head, a 50 cent piece in one eye and hands behind the back. The partner walks along beside to replace the balloon, or beanbag, or 50 cent piece if they should fall. The partner may hold them in place while the first player hobbles along but if they fall the progress must stop until they are in place again. Each couple moves to a line 10 to 15 feet away and returns to the starting point. This relay is more fun for the watchers than the performers.

Pin Up

Equipment: A clothesline string at goal line, a handkerchief for each team, a spring clothespin for each player.

Each member must pin the handkerchief on the line without touching it with his or her hands, remove it, and pass it on to the next person in the line who takes it with his or her clothespin and pins it on the line, etc. If the handkerchief is dropped, it must be picked up with the clothespin again without using the hands.

Driving the Pig to Market

Give the first player in each line a stick and an empty tin can, "the pig." On the signal, the players drive the pigs (rolling the tin cans with the sticks) up to the designated goal, around it, and back again. The second player repeats the process, and so on until every member of the team has had an opportunity to play.

Newspaper Race

Each contestant is furnished with two newspaper pages. Each step in the race must be made on the newspaper. Thus the player puts down a sheet, steps on it, puts down another sheet, steps on it, reaches back to get the first sheet and moves it forward, and so on until the goal line is reached.

Knee Ball Relay

You will need a large rubber ball or balloon for each team. Players line up in teams of five or more players. First player of each team places ball between knees and without dropping it, walks to the finish line. The player runs back to the next player with the ball in hand, who in turn does the same thing. Variation — carry an unsharpened pencil between knees and pass to the next without using hands.

Fan Race

The group divides up in even teams behind a starting line. The first person on each team is given a ping-pong paddle and a ping-pong ball. The ball is laid on the starting line. At a given signal the first player fans the ball across the room to some designated line or spot. The player isn't allowed to hit or touch the ball in any way. Locomotion of the ball is created by fanning. If the ball is hit, the player must run, get the ball and return it to the spot where it was hit and continue from there. After it gets across the line, the player must get behind it and fan it to get it to stop for the return trip. When he or she crosses the starting line, the next player repeats the performance until every player has had a turn. The first team through is the winner.

Variation: Use a whiskbroom and a feather, tissue paper or a cork.
Still Pond, No More Moving

One player is blindfolded and placed in the center of a group of players. They rush away while the blindfolded player counts out loud to ten as fast as possible. Then IT shouts, "Still pond! No more moving!" and they must stand still. After this the players may take three steps each to avoid being caught.

Pom Pom Pullaway

Two lines, 30 to 50 feet apart, are marked by trees, sticks, stones, or tape. All players except one, who is IT, stand back of one of these lines. IT stands in the center of the playing field and calls:
"Pom Pom pullaway!
If you don't come,
I'll pull you away."

At this call all players must leave the line and run across to the opposite line. IT tries to tag as many as possible before they reach the line. Anyone who is tagged, joins IT and tries to catch the other players. The game continues until all players are caught.

Holly and Mistletoe

When all the guests are seated, present each with a bag containing 10 candy kisses. Also hand one of the guests a sprig of mistletoe. Then give the person sitting directly opposite him a piece of holly. Take your place, standing a few feet from one end of the table and explain that when you say "ready" you will close your eyes and count to 10. While you are counting the holly and mistletoe must be passed rapidly to the right. (The counting may be slow or rapid, but it is better to count unevenly, so it may be harder to gauge the time for passing.) At the count of ten, open your eyes and look for the person holding the sprig of holly. That person must give a candy kiss to the person who holds the mistletoe. The game may continue until someone has succeeded in doubling the kisses (i.e., has 20 in possession). That person is the winner and entitled to a prize; or the game may be permitted to continue for 10 minutes and the prize awarded to the person who has the most kisses at the end of that time.

Checkerberry On

The game takes concentration and keen observation. All players stand in a circle facing the center. Each one thinks of some distinct motion to do with hands or feet that might be performed to the rhythm of the following little chant which they all say together, "Checkerberry, checkerberry, checkerberry, on." They practice saying the words and doing the motion together. It is important that two people standing together do not have the same action. Each player watches the right-hand neighbor and no one else through all the game.

The game begins with everyone simply clapping hands. As soon as they all say "on," each begins doing another different motion. Then, on the next "on," all players begin doing the motion of the right-hand neighbor. No two people are ever doing the same motion at the same time. Anyone who breaks the sequence drops out of the game (usually the "watching" neighbor calls a halt) and becomes a heckler. Each time the game must begin with player's original motion.

Spoon and String

The player at the head of the line is given the spoon and string. On a signal the first player passes the spoon down the front of his or her shirt and lets it come out the pants leg below and then passes the spoon on to the next player, letting out the string. Each player repeats the process with the first person unwinding more string. As soon as the spoon has been passed to the end and all players are connected by the string, the last player pulls the spoon back out and the whole process is reversed, coming up the line as the first player winds in the string a little each time. The winning team is the one which first gets the spoon down the line and back and ends up with the string all wound up on the ball and the team sitting down.

Instead of pulling the spoon back through the whole line, you might let them pull the loose end of the string through. Another option for the contest would be to give all the teams the same amount of string and see who could put the most people on one.
Up, Jenkins

Two teams sit on opposite sides of a table. Each team has a captain. An object (coin, button, pebble) is given to one team. The members of that team put their hands under the table and pass the object back and forth.

The captain of the team with the object commands, “Down, Jenkins!” The members of the team holding the coin place their hands on top of the table, palms down and flat against it.

The other side consults awhile. Then their captain commands, “Up, Jenkins!” pointing to one of the hands on the table. That player must lift his or her hand and put it under the table.

The object of the game is to leave on the table until last the hand which covers the coin.

The captain keeps calling, “Up, Jenkins!” until he or she happens to call the hand that covers the coin. When this is done, a count is made of all of the hands left on the table. This is the score of the side holding the coin.

The coin is now given to the other team and the game proceeds.

No one but the captain may give orders, though he or she may consult with the group before each order.

Variation: Advanced Up, Jenkins! This is meant for groups that are clever at palming a coin.

Orders by the opposing captain are:
2. “Jenkins says, ‘Fences!’” Players make fences with their hands, thumbs up and palms in.
3. “Jenkins says, ‘Dance!’” Players bring hands down on table with fingertips touching the table, palms above the table. The thumb also extends downward to the table, and the hands look like so many spiders. A player has to be skillful in palming a coin to keep from dropping it onto the table!
4. “Jenkins says, ‘Creepy Crawly!’” Players extend closed fists, with the heel of the palm touching the table, knuckles up. Then they slowly open their hands, one finger at a time, until the entire hand is palm down on the table, fingers extended.

After any one of these calls the opposing captain calls for hands to be raised, one at a time.

From here on the game is the same as in regular Up, Jenkins!

Aunt Sally Went Shopping

This is for paying off forfeits or to do with the whole group! The leader begins by telling them that each action he or she starts during the course of the game is continued for the duration, each person turning to his or her neighbor and repeating in turn what has been said.

The leader turns to the first player and says, “Aunt Sally has been shopping and guess what she bought?” The second player says, “What?” The leader says, “A pencil sharpener,” and begins making the motion of a pencil sharpener with his or her right hand. When this has made the rounds, he or she adds various other things, and motions to go with, such as:

- an electric milker (milking motion)
- some bubble gum (chew and blow)
- a new bicycle (bicycle with feet)
- a spring seat (bounce up and down)
- bite of a flea (scratch self with elbow)
- a cuckoo clock (say “cuckoo”)

Easy Does It

Place an orange between the heads of two boys, or two girls, standing back to back. Tell them to lower the orange to the floor without dropping it. To do this, they spread their bodies and squirm to keep the orange from falling. Eventually they will be sitting back to back to lower the orange to the floor.

Poppity-Pop-Pop-Pop

All players stand or sit in a circle. IT approaches a player. If IT says “Poppity-Pop-Pop-Pop,” the player must say “Pop” before IT finishes saying “Poppity-Pop-Pop-Pop.” But if IT merely says “Pop,” the player approached remains silent. If a player fails to respond as directed, that player becomes IT. In most groups three or four can be IT at once.
Sit On It

Place a chair out in front of each team. When the signal to start is given, the first person in each team must run to the chair, blow up a balloon, and then try to burst the balloon by sitting on it. When the balloon has burst, that person can return to the team and tag the next person.

If your teams are not even, you might just give each team the same number of balloons to break. Another possibility is to time the event and see which team can break the most balloons within a given period of time.

Human Tic-Tac-Toe

Put nine chairs or pieces of paper in a square formation (three each way). Place the square between two opposing teams. Each player has a number. As the leader calls the number, players come out and take a seat or stand on the paper.

The object of the game is for one team to get three of its players in a straight line before the other team does. If one team places something on their heads, it helps to keep track of teams.

Saskatchewan

One player leaves the room. The group decides on a city where they wish to travel. When the player returns, the leader asks, "Is it Denver? Is it Seattle? Is it Chicago? Is it Los Angeles? Is it Tacoma? Is it Reno?" The accomplice says, "No" to the first five because he or she knows the correct answer will be the second city after a city with a double name (in this case Los Angeles).

If you do not give the answer away, this can be used over and over.
Salabadach—Africa
One player has three white stones or markers, and the other has three black ones. The game is played on a diagram marked on the ground or on paper. This diagram is in the form of a large square divided into four small squares by two lines. The plays are made on the nine points of this large square.
Players take turns in placing their markers, one at a time, on any of the nine points of the square. The purpose is to get three in a row before the opponent can. After the six pieces are placed, players take turns in moving along the lines, a space at a time, until one of the players wins.

El Periquito (The Little Parrot)—Mexico
All the players are seated in a ring. One of them is chosen to start the game. That player holds something small, such as a little stone or a match. He or she turns to the player on the right and says very seriously, “Won’t you buy this little parrot?” The other asks, “Does it bite?” The first answers, “No, it does not bite.” Then the first player gives the small stone or other object to the player to the right.
The new owner turns to the right and asks the same questions of the third player; but if asked if the parrot bites, that player must not answer. The third player must then turn to the first player and ask, “Does it bite?” When he or she receives the answer, “No, it does not bite,” that answer is repeated to the third player, and then the stone is given to the third player.
The game goes on in this way, with the question, “Does it bite?” always being referred back from child to child, around the circle, to the first player for the answer. The answer is likewise passed from player to player back to the one who then holds the small stone or object. The one who forgets to pass along the dialogue or who laughs must pay a forfeit.

Il Cucuzzaro (The Pumpkin-Planter)—Italy
One player is chosen to be the “cucuzzaro” (IT) and the others are pumpkins and sit in a circle. IT gives each player a number, and standing in the center says: “In my orchard there are (for instance) five pumpkins.” Pumpkin No. 5 says “why five pumpkins?” IT says “if not, how many?” and No. 5 says, (for instance): “thirteen pumpkins.” No. 13 answers the same way and the game goes on faster and faster. If players forget to answer quickly to their number or get confused, they are punished with some silly penalty.

Cencio Mollo (The Wet Handkerchief)—Italy
One player is chosen as IT. The rest line up, one behind the other. Holding a handkerchief in hand, IT goes to the first player in the line and says, “The wet handkerchief has come to you.”
Player answers, “Let it come. I shall not laugh, cry nor kiss it.” IT tries in every way to make player laugh. But IT can only touch player’s face or head, and only with the handkerchief. If IT doesn’t succeed in making the player laugh, IT must go on to someone else in the line. The one who laughs must pay a penalty.

I Dieci Passaggi (The Ten Passes)—Italy
After drawing to see which team will have the ball first, both groups (A & B) stand in the field. They have no particular order. If Team A has the ball, they try to pass it to each player on their team. Passes are counted aloud. The ball is dead and goes to the other team when it touches the ground. You may not pass it back to player who passed it to you. Players on Team B may stand or run any place. They may not touch a player on the opposite team with their hands, otherwise anything is fair. Points are lost when ball is dead. Ten points wins a game.
**Tabaat — Lebanon**

Equipment: a ball

Mark two parallel lines on ground — 10 yards to 30 yards apart, depending on size of players. Each team lines up behind one line — each player facing an opponent.

Below are six different plays. To win, one team must complete each of the plays. Ball must go beyond opposing team’s line. It must bounce before being caught by opponent or batter out.

1— Throw ball up with one hand; hit with the other
2— Throw ball up with one hand; hit with same
3— Bounce on ground, hit;
4— Throw ball up, clap; hit
5— Throw under leg, up; hit
6— Throw behind back, up; hit

When a team is “up at bat,” each player on that team gets a turn. Second person starts on the play that first person lost, etc. However, when returning to bat from the field, each team must start all over again.

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**Arousti Dayi’a (My Bride is Lost — What is She?) — Lebanon**

One player is chosen IT and must leave the room while others decide on one object, animal, etc. IT returns, goes from player to player asking, “Arousti Dayi’a?” Each player must reply with a question mentioning something pertaining to the object decided upon by the group, for example...Is she an animal? IT can only ask “Arousti Dayi’s” until IT guesses correctly. This game can be complicated by placing a time limit on players for answers — and by limiting IT’s guesses, depending on age of players.

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**Ya Jara Indik Nara (Oh, Neighbor, Have You Fire?) — Lebanon**

One player is chosen IT. Other four stand at bases at four corners of a rectangle. IT goes to one player and says, “Ya Jara Indik Nara.” The answer comes back, “No, my neighbor has.” IT goes to another to ask same question, and during this time two players try to change places. IT tries to tag one. If successful, the player caught must take IT’s place; if IT fails IT stays in middle and repeats the same thing. Player questioned must move from the safe base. IT must tag a player while running and cannot merely run to the safe base that a player has abandoned. Lebanese boys and girls playing this in the country use trees as safety zones so their distances are not necessarily equal.
Peteca—Brazil

Number of players: Single player or many — out of doors.
Equipment: Badminton Birdie. The boys of Brazil like to play this game after school is over for the day. Their peteca is made in this way: They take a piece of leather, cut and sew it in the form of an empty cone. Then they fill it with sand. It is then about the size of a tennis ball. Into its open upper end they put several long feathers and tie them firmly.

The peteca is tossed into the air and kept there, each boy striking it upward with the palm of his hand. The players take turns, each hitting the peteca, only once at a time, and always upward. Often they repeat the letters of the alphabet as they play, one letter to each strike upward. If the peteca falls, the game must begin all over again.

Maravilla, Maravilla Mbae Mo Tepa—Adivina, Adivina, que sera:—Define, Define, What Is It?—Brazil

Paraguayans of all ages love riddles and puzzles and they love to act. This game is similar to Charades. Any number can play. This is a game of definitions. One person volunteers to be IT. IT presents the group with a situation and a problem. For example, IT says: “What has four arms and a woman’s head on it and it moves like this” ...then IT moves backwards and forwards... “it has many colors, six legs, etc.” People may interrupt and make guesses throughout. The player who guesses right is the next IT. (Answer: a chair with a lady in it.)
**Wora-Wora Tjintjin (Ring and Loose Rope Game) — Indonesia**

Equipment Needed: A thin durable string and a finger-ring. Group sits in a close circle. IT stands in middle. Put ring on the string, and using a little more string than it takes to go around the circle, tie the ends in a very small knot (ring must be able to pass over knot). Everyone holds the string with both hands and passes the ring from person to person. The position of the ring is known to all in the beginning, but the players all shout together "wora-wora tjintjin" (pronounced war-ra and chin-chin) going faster and faster. IT can't say STOP until group has said this four times. IT only gets one guess as to where the ring is. If IT is right, the person caught with ring is IT. If, however, IT is wrong, he or she gets punished (giving player "misjudged" a piggy-back ride around the circle is a common punishment with Indonesian children), and must be IT again.

(The first two games are from East Java. The last is from Celebes).

Here's the Indonesian way to pick who is IT. Each team captain sticks up either a thumb, a forefinger, or a pinkie,

the thumb is the elephant,
the forefinger is the human, and
the pinkie is the ant.

The story goes like this: Human is over ant because a human can squash the ant; ant over elephant, because an ant can crawl into the elephant's ear and drive the elephant crazy; elephant over human by trampling.

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**Oyster Shell — Greece**

Equipment: Two-colored bean bag or wood block. Formation: Two parallel lines are drawn 10 feet apart and are known as the starting lines. The territory between the lines is the neutral area. At a greater distance behind each starting line a goal line is drawn for each side. The players divide into two teams. One team is the "light" and the other is the "dark" as decided.

A referee tosses an oyster shell (any flat, round object darkened on one side) in front of both teams as they stand on their starting lines. If the oyster shell falls dark side up, then the "light" team runs for its goal as the "dark" team chases them. The team chasing scores one point for each opponent "captured" before reaching their goal line. The game may be scored up to any agreed number of points, say 25-50.
**Bille-pili (bee-yuh pee-lee)—Guinea**

This is a cross between marbles and billiards. The players stand on a line about ten feet from a hole dug in the ground, into which each one tries to throw a palm nut. A small rubber ball or golf ball can be used. The one who gets the ball nearest the hole starts the game. If the player succeeds in getting the ball into the hole, he or she then stands beside it and tries to prevent the other players from reaching it by hitting each ball, as it is thrown, with his or her own. The game ends when everyone has succeeded in making a goal. This game is played all year round by both boys and girls.

**Loo K’Bah Zee—Burma**

Number of players: Six or more.

Formation: Players form a straight line, holding their hands open behind them. One player is back of the line.

Action: The player behind the line holds a stone or other small object (a marble perhaps) in hand. He or she walks up and down pretending to put the object in a player’s hands. Finally this player does drop it into another player’s hands. That player darts out of the line, trying to avoid being tagged by those on either side. The taggers may not move out of their places, but must catch this player as he or she leaves place. If the runner is not caught, the runner goes back in place and the game continues. If caught, the runner exchanges places with the player behind the line.

**Cuai-Ru Cany Anillo Perdido—The Lost Ring—Spain**

Any number can play. One player is chosen IT and leaves the room. Another is the Leader. The leader is given the ring. Players form a circle. All put their hands in front of them in a prayer position. The Leader goes around circle from player to player passing the hands — also in prayer position — over theirs. The leader must not show where or when the ring drops. After the leader goes around the circle no more than two times, the leader calls “Who’s got the ring?” and IT comes back into the room to guess. IT gets only one guess. IT may not touch any player, but can make faces or try to make a player laugh so hard that the player will drop his or her hands or indicate in some way that he or she has the ring. If IT does find the person with the ring, IT may give the player a prize or a punishment. In Paraguay a boy would usually kiss a girl, and give another boy something funny to do. If IT is wrong, the group decides on a punishment. (Imitate an animal. Sing a song. Climb a tree.)
Hit the Penny—Brazil and many other South American countries

Number of players: Two or more.
Equipment: A bamboo stick, twelve to eighteen inches long, is set up in the ground. A piece of broomstick may be substituted, if bamboo is not available. On top of the bamboo is placed a penny or other coin, or a metal washer. The stick is in the center of a circle about three feet in diameter. This circle is marked on the ground. If the game is played indoors, the coin may be placed on a stool and the circle may be indicated by a string.
Action: Players stand at a distance of four to six feet and take turns trying to knock the coin off the bamboo by throwing a penny at it. If they knock it off and outside the three-foot circle, they score one point. If it drops inside the circle or if they miss it, they score nothing.

Paloma Y Gavilan (The Eagle and the Pigeon)—Bolivia

Number of players: Eight or more.
Action: One person is chosen to be the eagle. Another is chosen to be the pigeon. All the others form a circle and join hands. The eagle chases the pigeon about the circle. Those who make up the circle are on the side of the pigeon and let the pigeon pass under the clasped hands. They try not to let the eagle come through. The game lasts until the eagle catches the pigeon or gives up trying.

Rakan-San (Japan)

All players decide on a pose they want to take for this game. (Hand on ear, scratching head, etc.) Game begins with leader saying, "Rakan-san, 1-2-3-Pose!" Each player strikes a pose. Again the leader says "Rakan-san, 1-2-3-Pose!" This time the players must strike the pose of the player to the right. As the game proceeds, it is speeded up. If you wish, you can eliminate players who make mistakes until they are out.
Note: Rakan-San was an ancient Buddhist priest.

Spin the Platter

This is a good way to learn people's names. All players sit in a circle. IT calls out a person's name, then spins the platter. The person called on must catch the platter before it stops, otherwise that person is IT.
To make the game more interesting, the person spinning the platter can call out a category also, such as "automobile," "bird," "cow," and the player called must name something in that category before catching the platter.