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Games

for 4-H Club Meetings

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STEPS IN LEADING GROUP GAMES

1. Get players in correct formation.
2. Get the players to help in setting up the organization of the game, such as
 - a. Lining up equipment and properties;
 - b. Electing captain, and "It", runners, judges, scorekeepers, or other kinds of leaders that may be needed;
 - c. Counting off.
3. Present any directions or instructions needed for the different duties and use of equipment.
4. Present the first step in the game.
5. Let the group try that much.
6. Present the second step.
7. Let the group try it. Then have them do step one and two.
8. Add the final figures or patterns and have the group try that. Put the steps all together and get the players to do them without interruption.
9. Play the games.
10. Stop at the peak of interest.

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STARTERS

PENCIL AND PAPER GAMES

HOW BIG

Equipment needed: Paper and pencil

Ask the players to draw the following without measuring:

1. A line 2 inches long
2. A line the length of an average common pin
3. A line the length of a standard cigar.
4. A rectangle the size of a standard playing card
5. A circle the size of a penny.
6. A circle the size of a 50-cent piece.
7. A line the length of your foot.
8. A line the length of the pencil you hold up.
9. A rectangle the size of a Washington one-cent stamp.
10. A circle the size of an electrical outlet.

The most accurate draftsman wins.

WUNJERSTOOD

As people come in the door they are given cards and pencils with these letters written on the cards: WUNJERSTOOD. They are carefully told to unscramble the letters to make "just one word". It takes a while to catch on that the letters will spell "JUST ONE WORD."

WHAT'S YOUR GUESS

Have the players list on a sheet of paper their guesses for the articles, etc., you have placed on a table. Here are some suggestions.

1. How many beans in the glass jar?
2. How many cards in the deck?
3. What quantity of water in the pail?
4. What is the age of the child in the picture?
5. How many words on the quarter page of the newspaper?
6. How long is the stick or the small ball of string?
7. How much does the book weigh.

NAME BINGO!

"NAME BINGO" is a never-fail icebreaker for almost any age group. As each guest arrives, hand him a paper marked off in an appropriate number of squares and tell him to get the signatures of the other guests in the different squares. Then have a person read off a list of the guests present. Each person draws an X through each name on his paper as it is called. The first person to have a complete line of X's in any direction calls out "Bingo" and wins the prize. Two or three prizes will prolong the game.

FACE PAINTING

Especially adaptable for 4-H or younger groups. Two or three volunteers are gathered from the group and stationed before the group with cardboard or heavy paper tied over their faces. They are supplied with a paint brush of the water color variety, and a bottle of ink or other dark paint. They are asked to draw their own features. Continue naming features as long as desired. The secret of the game is to get paper heavy enough so the culprits cannot feel through it; and use brushes instead of pencils, for the same reason.

WHEN ANIMALS GET TOGETHER

If you saw any of the following animals in a group how would you describe them?

1. Sheep (flock) 2. Bees (hive, colony or swarm) 3. Quail (bevy or covey) 4. Fish (school) 5. Elk (herd) 6. Lions (pride) 7. Snipe (wisp). Set up in two unmatched columns and ask the players to match them.

TELEGRAMS

Each player is given a piece of paper and pencil. Leader chooses an appropriate word or set of letters which in given order should be the first letter of each word in a telegram. Give each player five minutes to write a telegram, then have each one read his aloud. The word chosen can be one that pertains to 4-H Club work or one that is in keeping with a specific theme. Example: P*R*O*J*E*C*T. Pete's Rather Ornery Stop Jane's Efficient, Cute, Timid. Stop.

WORDS AND LETTERS

A word of 5 or 6 letters is selected and printed in a column on the left and the word printed backward in right-hand column. Suppose the word named is PORTAL. The object would be for each player to try to fill in the space between P L the two words in each line with the longest words possible. "Parasol" or O A "Parallel" could be used in the first one. If a word happens to provide two R T sets of letters, as "window", it would then require that different words be T R listed. Determine a finishing time before the game begins. The player A O with the most letters wins.
L P

SONG INTRODUCTIONS

As people come into the play area, give them a card and pencil with the instructions that they are to describe a song that would be familiar to all by drawing a picture or a series of pictures. One can do this by drawing a picture for each key word in the title or in any other way that will describe the song but not make it too obvious. As each player completes his picture, he moves about the room and tries to guess the song that another person has pictured. If he guesses correctly he asks that person's name and writes it on the back of his own card. After a time when the game seems to be approaching its climax of interest and people have had a good chance to mix and get acquainted, stop the game and find out who has guessed the most songs. Then move on to your next activity.

STARTERS WITH ACTION

INTRODUCTIONS

First person says, "Hello everybody, my name is Jane." The second person says, "Hello, Jane, my name is Sue." The third person says, "Hello, Jane and Sue, my name is Jim". In this way, everyone greets each person before him by name, and gives his own name.

LOVER'S KNOT -- (String game)

Provide a forty-inch piece of string for each player. Have a few assistants to help tie up the couples. Divide the players as they arrive, into couples. First handcuff the girl by tying an end of her string to each wrist. Then, tie one end of her partner's string to his right wrist, loop the other end of her partner's string within her string and tie it to his other wrist. Make two complete links. The partners then try to get apart without breaking or untying the strings. The trick is simply to slip the loop of one of the strings between the wrist and the loop of string tied around the other's wrist and over the hand. This leaves the strings tied as before, but the partners are separated.

DOG HOUSE

The center person moves around the circle of players and points to someone either with his left arm or right arm and counts quickly to five (or ten when they first start). If "it" points with his right arm, the person pointed to must name the person on his right before the end of the count. If he points with his left arm he must name the person on his left before the count is ended. If he names the wrong person or gets the name out too late, he changes places with "it". With a large group more than one person in the center keeps more people actively engaged. When a single person is in the center and circle players are seated, the center person can call out "doghouse" and everybody has to change seats while the center person tries to take one.

INITIAL INTRODUCTIONS

Each person in turn describes the person on his right by using words starting with that person's initials.

ALL KEYED UP--

Everyone is seated in a circle, with the person who is "it" being without a seat. In his left hand, "it" holds a bunch of keys or some similar object that will make a noise when dropped. He takes someone by the hand around inside the circle with him, and as each person is "picked up", he adds another. After several players are in the line, the leader drops the keys and all run for the vacant seats. The one left without a seat picks up the keys and starts the line again.

ACCUMULATION

Two people start the game by walking around the room to music. Whenever the music stops or a bell or gong rings, they separate and select others from the sidelines. They introduce themselves. Thus the crowd on the floor grows from 2 to 4 to 8 to 16 and so on until all are changing partners at each ring of the gong.

CORNY

As each person enters the hall give him a handful of corn. Tell him he may say anything except "yes" or "no". If he speaks those words, he must forfeit a grain of corn to the person to whom he is speaking; he must collect a forfeit from anyone who uses those words in talking to him. Later a prize can be given to the one who has the most grains of corn, and to the one who has the fewest.

Variation: Instead of the words "yes" or "no", use the word "I".

COVER UP

A simple little paper game that can keep people busy for hours. Each player is given a piece of paper with ten spots on it and nine pawns. The object is to get all nine of the pawns in place in the following manner: Start on any of the spots and move four spaces in either direction and leave the pawn on that spot. You cannot start or stop on a spot that is covered. The secret of the game is to have the second pawn end on the spot where the first one had started, the third pawn where the second one started, etc. It does not matter on which spot the game is started.

OLD SAYINGS

As poor as a (churchmouse)	As bright as a (dollar)	As mad as a (March Hare)
As thin as a (rail)	As weak as a (cat)	As cross as a (bear)
As fat as a (pig)	As neat as a (pin)	As plump as a (partridge)
As spry as a (cat)	As black as your (hat)	As hard as (flint)
As red as a (beet)	As brown as a (nut)	As calm as a (clock)
As brave as a (lion)	As flat as a (pancake)	As bitter as (gall)
As firm as a (rock)	As deep as a (well)	As ugly as (sin)

STRETCH AND STRAIN

Put a rubber band (about 2 1/2" long) around the little finger at its base, twist the band once and a half, then draw it across the knuckles of the hand and place the other end over the thumb and up to its base. The object is for the player to remove the rubber band from his hand without touching anything or using the other hand. If you stretch the band and the thumb when you put the end over it, it will be easier to get off. However, with patience and a few contortions it can be done otherwise.

QUIET GAMES

(OF MYSTERY)

FIND THE LEADER (FOLLOW THE LEADER)

Players sit in a circle. Someone chosen to be "It" leaves the room. The players then name one of the group to be the leader. All watch secretly and imitate every movement of the leader, who starts by clapping as a signal for "It" to return. "It" tries to discover the leader. The leader changes frequently from one motion to another, looking as innocent as possible. He may wink, smile, make faces, move hands or arms or legs in some definite way. Eventually "It" discovers the leader who then becomes the next "It."

HYPNOTISM

The player needs an accomplice who will go out of the room while the group decides some action that they would like to have him perform after he is hypnotized. Suppose the action was "sing". The accomplice would come in and be seated in the special chair. The leader would then approach and say something like "Slumber will begin soon". Then he would stroke his forehead three times using both hands. Following this he might say "Now do you feel the urge within to do something", then after a pause he would say "Go, do that which your subconscious bids you". The one in the chair with eyes closed as in sleep and with arms extended now rises and moves slowly about; then he starts to sing. When the hypnotizer snaps his fingers at his ear he makes believe he wakes up and stops his action. The trick is to have the first word of each sentence give the consonants and the number of strokes on the forehead give the vowels - 1 stroke for "A", 2 for "E", 3 for "I", etc.

A variation of this kind of trick is to have the group agree on a number and then for the leader to return and go about feeling temples in search for communication. When he comes to the accomplice he tightens his jaw enough to make the temple muscles move as many times as it is necessary to give the numbers (right digit first, then pause). He can also get the information by going about and shaking hands (by slight squeezes).

SMELLING THE BROOM

This game needs an accomplice. While the latter is out of the room the leader asks someone in the group to touch a spot on the broom handle which the accomplice will try to find by smelling the magic broom stick. The simple secret is to have the leader move his toe slightly when the spot which was chosen is sniffed by the accomplice.

BROOM OVER HEAD

A leader works with an accomplice on this one. Before the latter goes out of the circle the leader makes sure that the top point of the broom is pointing to one particular person. The accomplice then leaves the circle so that he cannot see any of the people or the action of the leader but can hear his voice. The leader starts around the circle holding the broom over a person's head and then saying "Broom Over The Head" before moving on to several more and repeating the phrase each time. When he comes to the one that had been selected before the accomplice left he says "Broom Over Who's Head"? Immediately the accomplice calls out from his position the name of the person that was previously selected.

SASKATCHEWAN

This mental game requires an accomplice. The leader can begin this game by having the group choose some famous (or local) person that is known by everyone while the accomplice is out of hearing distance. He then starts talking to his accomplice by telling him he is going to take a trip. In this manner he will spell out the word or words necessary to communicate to the accomplice. The first letter of each place he travels to give the vowels (1-a, 2-e, 3-i, 4-o, 5-u). The only exception would be the use of the word Saskatchewan and any time stayed there. This is just a phrase that means nothing and is used to confuse. For example: If the group chose Jimmy Durante the leader could spell out the word "N-O-S-E" and give the accomplice an outstanding characteristic about that person. "I'm going to take a trip and will first go to Naples (n); we are going to be in a bit of a hurry so we'll only stay there 4 days (o). Then we'll slip down to the island of Sicily (s) and stay there in a summer place for 2 wonderful months (e)." The accomplice should always say the name and never give that which was spelled about the person. A wave of the hands by the leader would indicate to the accomplice that he was going to start another word.

TILLIE WILLIAMS

She likes coffee, but not tea; she eats lettuce but not spinach; she'll wear a dress, but not slacks; she will live in the street but not in a house. Sit in a circle or any convenient setting so that each person can in turn, tell what Aunt Tillie likes and does not like. The "catch" to this game is that Aunt Tillie likes anything with a double letter appearing in the spelling of the word.

CRAZY CANE

Provide a cane, wand, or broomstick. Each player in turn places one end of the cane on the floor, with both hands over the upper end. The forehead is brought to rest on the back of the hands. With eyes closed, walk around the cane in this position twice, then stand up, count to five, and walk a straight line across the room. Anyone failing to walk a straight line is eliminated. This may be used as a relay.

GOING TO THE KLONDIKE--

All the group sits around in a circle. Someone declares, "I'm going to the Klondike. I shall take some bread with me. What will you take?" -- asking the next in line. Those who know the point of the game will select some article which begins with the same letter as their first name. Thus the one who took bread was a "Betty or Benjamin". Those who are not informed will select anything they think of, but will often be wrong and won't be allowed to "go". After several times around many will catch on and will enjoy the fun more than ever.

MYSTIC STEPS

This is a mystery game with two people in cahoots to begin with. One leaves the room and those remaining decide on some object. The accomplice returns to the room and watches his friend closely to know how many steps he takes in the circle. If he takes three steps, then he'll know that the third object he names will be the one chosen. Each time, the one who stays in the room always takes as many steps as objects he will name before mentioning the correct one.

MY GRANDMOTHER LIKES COFFEE BUT SHE DOESN'T LIKE T

The leader starts by saying, "My Grandmother likes coffee, but she doesn't like T, so when I go to see her I will take _____, and he names some article such as apples, peaches, pears, etc. The first player to his left repeats the phrase and names an article he will take. The catch is Grandmother doesn't like anything containing the letter T. Most players assume it is Tea. The game is played until all the players catch on or until the leader starts a new game.

THE MOON IS ROUND

The leader takes a long pencil and draws an elaborate moon on the floor, saying something like this -- "I draw the moon. The moon is round. It has two eyes, a nose and a great grinning mouth. I drew the moon, now you draw it." She then hands the pencil to another person who must draw the moon as she did. The trick is to change the pencil quietly from one hand to the other before handing it to the next person.

TEAKETTLE

The group picks one person to be IT. The group picks a verb, such as running, dancing, walking, milking, eating, etc. After everyone, but the one that is IT, knows the words, IT can start asking questions on whether it is inside, outside, or in a specific place, or with a person or alone. The persons asked have to reply with YES or NO. The object is for IT to guess the verb, from answers to his questions.

SANTA CLAUS IS COMING

This is a catch game. The leader starts the game by turning to this right-hand neighbor and saying, "Santa Claus is coming". The neighbor asks, "What's he going to bring you?" The leader then names some article which he is touching with his hand at the moment such as "ring", "shirt", or "chair". The next player turns to his neighbor and does the same thing. If he fails to name something he is touching, he must sit on the floor until he catches on. This is very simple, but it is surprising how few people catch on at first because they are so busy trying out more difficult theories.

The game may be changed to fit the theme of the party or season of the year, for example, "St. Pat's coming", or "Cupid's Coming".

SPIRITS MOVE

The leader needs an accomplice. He then informs the group that if everybody will concentrate very hard on the name of the person that the other player (his accomplice) stands in front of, he will be able to tell who it is even when he is not in the room to see him. The accomplice then moves over to one of the players and says mysteriously, "Spirits move and now rest upon". The leader in the other room, or with back turned from the group, then completes the sentence by giving his name. The trick is a simple one, for the person that the accomplice stands in front of is the last one who spoke before the leader announced that he was leaving.

OTHER QUIET GAMES

WHO EATS THE GUM DROP?

Any number of people can play this. The materials you'll need for it are a cup of flour, a knife and a gum drop. Pack the cup tightly with flour. Then turn the cup over on a plate and lift it so that the flour remains in a mound. Place a gum drop carefully on top of this, and a knife across the edge of the plate.

One by one the players take turns cutting a slice of flour from the mound. The one who is responsible for the collapse of the mound and the fall of the gum drop must eat the candy without using his hands.

SCENTS

Four blindfolded players sit at a table facing the rest of the group. A "smelly" item is brought in. Use flavoring, cold cream, onion, cheese--anything with a scent. A scent-bearer approaches each player from the back and passes the scented object under the nose. Everybody watches the facial expressions. Scent-bearer goes down the line of players, one by one, giving each player sufficient time to try to think what the scent recalls to his mind. The blindfolds are then removed, and the four players sketch the smell-association idea on blackboard or paper.

Identification of scent has nothing to do with the game; it is the humor or cleverness of what the scent stimulates each player to draw. For example; if the scent is like cheese, one player draws a mouse, another a cow. Both are equally correct. Use about five different scents and perhaps change players for each. It's fun to hear a little explanation from players as to why they drew their sketches.

DONKEY AND FIDDLER

Players all stand in small circle, with someone to be "it" in the middle. "It" starts by confronting someone mimicking either a donkey (wiggle hands at ears), or a fiddle (play violin ardently). The player confronted must do the opposite action or take "it's" place. The best idea is to stand in front of one person and change action from donkey to fiddling rapidly.

HUNT BY HINTS

Before the group arrives various objects have been placed about the room, some of them inconspicuous to the hunter only because he doesn't realize that they are objects to be discovered. They should not be numbered or otherwise identified except for the description suggested by the phrase that is listed on their sheet. Each player is to write the object that he thinks fits beside the description. Here are some suggestions that you might use along with some of your own:

A place for reflection	(A mirror)
An old boyfriend	(Old ribbon bow)
Our favorite band	(Rubber Band)
A letter from home	(Letter "m" on a card)
A perfect foot	(Ruler)
A pair of slippers	(Two banana peels)
Cause of the American Revolution	(Box of tacks (tax) on box of tea)
Where peace is found	(Dictionary)
Headquarters	(Pillow)

UNCLE JOSHUA DIED

The leader turns to the player on his 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 his one eye shut (close eye) and his mouth awry" (pull down corner of the mouth). As he continues to hold his face in this position 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 his right hand neighbor again and says, "you know what else?" to which he replies, "No, What?" The leader then says and does, "Old Uncle Josh died with his one eye shut, his mouth awry, with one leg up (raise leg) and waving goodbye (wave)." This then progresses down the line.

HUMAN CHECKERS

Place seven chairs in a row and seat 3 boys and 3 girls as indicated: B-B-B-O-G-G-G. The object of the game is to move the boys or girls to opposite seats, like checkers, moving or jumping one at a time. No player may move backward. All may start over again if they get mixed up. The final result should be G-G-G-O-B-B-B. All girls or all boys could play by designating the players odd and even.

OUT OF PLACE

Place several familiar objects in unusual places, taking care to camouflage them or partly conceal them so that some real looking will have to be done to notice them even when looking right at them. Give the players a well described list of the objects to be found. Here are a few suggestions of items that one couple designed to fit their home and its furnishings. Original ideas will come easily once you start finding unusual settings for familiar articles.

<u>ITEM</u>	<u>PLACE</u>
A folded one dollar bill	Around title part of the back of a green book
_____ inches of Xmas ribbon	Around like colored lamp shade
One aspirin	On top of stove timer
4-H Clover	Pinned to figured curtain
Metal washer	Scotch taped to center of stove dial
Postage stamp	Pasted to clothes hamper of same color
Black Fountain pen	On the top of the telephone mouthpiece

INITIALS

A question is put to the whole group seated about the room such as: "What vocation are you suited for?" or "Why didn't you go to church last Sunday?" or if the group is made up of an even number of boys and girls, "Why I want you to take me out on a date!" for the girls, and "I will be glad to date you because..." for the boys. After the players are given a minute to work out the answer, which each player has to make up by using the initials of his name as the first letters in the words in the answer, they mingle about. At a signal each player goes up to another and the two tell each other their reasons. Example: Phillip A. Grave might answer as his excuse for not getting to the meeting: "Because I was PUTTING A GOLFBALL." This could also be played as a circle game.

VITAL STATISTICS

Give each player a sheet of paper with another player's name at the top. Instruct him to provide the information about his person that is listed on the posted sheet, using only words beginning with his initials. Be sure to keep this game short. It might be more effective to have the reading of the results after several other games have been played or during refreshments. Here are some suggestions.

- | | |
|------------------------------------|----------------------------|
| 1. Occupation | (Diaper Washing Concern) |
| 2. Favorite Pastime | (Dallying With Cuties) |
| 3. Favorite Food | (Dinner Without Company) |
| 4. That which he/she dislikes most | (Dancing with Children) |
| 5. Greatest Vanity | (Dancing with Cuties) |
| 6. His/her Hidden Ambition | (Destroying Women's Clubs) |

WHICH REMINDS ME

One player in the circle begins by saying anything that comes to his mind. For example he might say, "I was just thinking about school starting." The second in line then says whatever comes to his mind that is suggested by that statement. He might say, "Which reminds me of exams."; and the third might say, "Which reminds me of studying late at night." etc.; until all have been given a chance to give their thoughts. It is interesting to see how far from the original it gets.

HUMMER

This is a nonsense contest that can take place at intermission. All players stand in pairs. When the leader says, "Go", they look each other in the eye and start humming. They keep this up until one of them has to stop for breath and sits down. The winning one pairs up with another winner, and the contest is resumed. This keeps up until the "champion" hummer wins in the final bout. It is perfectly proper to try to make the other person laugh, but it's not fair to tickle.

STOCK EXCHANGE

Equipment needed: Paper and pencils. For use in a meeting, charts should be prepared in advance.

Each player has a bingo-like diagram. The players take turns choosing a letter of the alphabet. As each calls his selection everyone writes that letter in any one of the squares in his chart. The game continues until 25 letters have been selected.

A player may choose a letter that has been given before if he wishes to do so. The object of the game is to put the letters into the places in such a way that they will spell words in both vertical and horizontal rows. A letter may not be changed to another place when it has once been written down, and so it will seldom happen that all the letter combinations will form words.

A 5-letter word scores 5 points; a 4-letter word, 3 points, a 3-letter word, 1 point. Proper names and words of less than three letters are not counted, nor words within longer words (as "eat" and "eats" from "meats"). Words may be counted in both horizontal and vertical rows.

WRECKS (Ghosts)

The object for each player in this game is to try to add a letter to the word that has been started, but not to ever complete a word. Every time you do end a word you become a third of a wreck (ghost) and upon becoming a whole wreck (ghost) you must pay some kind of penalty or forfeit. Usually you allow three letters to be given before players are penalized for ending a word. Supposing three players in turn have given the letters "B" "E" "L". If the fourth gave "L" he would be penalized as a third of a wreck and the fifth player would start another word with a first letter. If the fourth player gave the letter "A", then he would not be penalized. If the fifth player didn't think the fourth had a word in mind he could challenge him and he would have to give his word or become a third of a wreck. If he should say a word as "belated" the fifth player would become a third of a ghost. Also, if you cannot continue a word you are penalized.

MAGAZINE SCAVENGER HUNT

Have a pile of magazines of various types, especially popular women's, on a table or floor. Have a list of articles big enough so that all can see it posted. The players then go through the magazines to try to find pictures of those articles which they are to cut out and bring up to the judge for approval. This can be scored several ways and it might be worthwhile to have the winner pay a forfeit later on instead of receiving a prize.

PRIZE ANIMALS

Players in a circle start with the leader telling of the animal that he is going to enter in the fair this year. Suppose he names a two-year old Hereford. He then starts to "moo," and continues while the next in the circle tells what animal he is going to enter. This could be a pet frog. By the game's end much noise and laughter should be dominating the scene as each makes his own chosen sound.

TESTING THE FIVE SENSES

This can be played as five different games or can be used as one progressive game with five parts. Articles to be used should be chosen and arranged beforehand.

- HOW'S YOUR SNIFFER** - Number five or six paper bags which contain spices or things with a distinctive aroma. Pass them around. After sniffing, the players are to write down their guesses. After all have had their chance, name the contents by the bag number.
- TOUCH AND TELL** - Number larger paper bags that have in them a variety of objects that are not too easy to identify by touching without seeing. Pass the bags around and have players write their guesses beside the corresponding numbers.
- LOOK AND REMEMBER** - Place 15 or 20 objects on a table. Let the players have 30 to 45 seconds to look at them and then cover them up again. They then write down as many as they can remember.
- HOW'S YOUR TASTER?** - Fix a variety of concoctions that have definite tastes and let players each have a chance to sample. Have them list their guesses in the same order. If they have to try things with sharper tastes first, then milder ones later on will not be too easy to identify.
- SOUND EFFECTS** - By making some very familiar sounds behind a screen or through a microphone, players sometimes miss identifying a sure thing (like an egg beater). Records of bird calls, musical instruments, etc., also work well. Have the players write down their guess as each noise is made beside the corresponding number.

BOBBY-D-BOB-BOB

One player is "IT" in the center of the circle and pointing at someone says "Bobby-D-Bob-Bob". The one pointed to must give his name before the statement is completed. If he fails to do this he becomes "IT". "IT" may also point without saying anything. If the one pointed to gives his name, he must go to the center and change places with "IT".

LOST AND FOUND

Have each player write a requested item and then pass the item to the right after he has folded the written part so that it cannot be seen. After several requests, and after the papers have been folded and passed along each time, have the players read the results. Here is a suggestion for a sequence of requests: 1. Name of the article that was lost. 2. By whom? 3. At what time? 4. Where? 5. Where was it found? 6. In what condition? 7. At what time? 8. What was the reward?

DRAWING IN THE DARK

Give each player paper and pencil and a magazine or hard surface to draw on. Turn out the lights and have the players draw a designated scene part by part. If it is to be a man on a horse by a lake in the moonlight have them draw the horse's body, then the man, the moon, the horse's tail, the man's hat, the lake, the face in the moon, horse's nostrils and eyes, etc. Turn on lights and let them see the results of their efforts.

YOUR HEART'S DESIRE

Each player is to write down one tangible thing he wants at the particular time. (Eliminate such wishes as health, happiness, success, etc.) All sign their statements and give them to the leader. Then the cards are distributed so that each member of the group has another player's card. The players are turned loose in the building to somehow find or make that which will fulfill that heart's desire. If they can't find the real thing, a reasonable facsimile or a suggestive substitute will provide even more fun and laughter. Sometimes this works well when the players are asked to bring back the heart's desire for the next meeting.

BIRD, BEAST OR FISH

The leader points to any player or calls his name and says either "Bird", "Beast" or "Fish" and starts to count to ten. Before the count is completed the person on the spot must name a species that fits that category.

PLOT

This game can be played only once with the same group unless someone who hasn't played it comes along. The victim is instructed (or two trying to guess often makes for some hilarious comments as they consult each other) that the group is going to choose a plot for a story and that he is to try to guess what it is by questioning the various members of the group. After he leaves, the leader announces that there isn't any real plot other than the one that the victim himself will be developing as he goes around. The instructions for the group are that the first person he asks a question of must answer yes (after a little apparent deliberation, of course), the second person questioned must answer no regardless of the question, the third yes, the fourth no, etc. This will lead to some very confusing contradiction and to the development of a weird plot.

ADVERBS

One player thinks of an adverb that can be acted and states that he has one. The other players then ask him to act out the adverb in various ways. Suppose "shyly" has been chosen. One player asks him to talk in the manner of the adverb, which he then proceeds to act out. If no one guesses correctly others may ask him to dance, walk, talk, shake hands, etc., in the manner of the adverb until someone guesses correctly. The first one naming the adverb has the next turn.

BUILDING WORDS

Here's a variation of the old game of Telegram where you make out a ten-word-message from a ten-letter word such as "stagecoach". In this one the leader announces a three-letter word as "Sat". As soon as the word is announced, the players quickly try to form a sentence as "Sailors always Tango". The first one to complete an acceptable sentence is given three jelly beans or three points. The next time take a four-letter word and then on up to eight or ten.

LACY ADJECTIVES

Have everybody write an adjective on a slip of paper and then collect them or give each player a number and have them read the adjective when their number is called. The leader then reads a short story, leaving a blank when an adjective would be in place, and has the contribution of one of the players supplied. Then the story is continued. For example, "It was a __, and __ night. The Mrs. Smith, wearing a __ party dress, quietly made her way along the __ alley."

GRIN

This game must be played with utter seriousness, except when someone receives a grin from someone else. The leader begins by grinning and then wipes it off with a sweep of the hand across the mouth. With a serious face he throws it across the circle and calls out to a player by name, "Grin, Joan!" At this point Joan is allowed to grin or laugh until she throws the grin to another. All other players must keep a solemn face. Why not have those who fail to break down and laugh pay the forfeit in this game.

TAKE A TRIP

The leader begins by saying "I'm going to take a trip, so I'll take my __ (he names some object)." As he names the object he goes through an appropriate motion. The next in the circle then repeats the phrase including the name of the object and the motion to go with it and adds something of his own. The third in line then must name the two items and add his own. The last one in the circle obviously has the most difficult task in trying to name all the items in their right order.

TWENTY QUESTIONS

The one (or two) chosen to be "IT" leaves the room while the others decide upon some object or famous person that would be known to the player. Only twenty questions are allowed to be asked of the various members of the group in the attempt to find out what has been chosen. To be successful it is important to establish certain general fields or areas, such as "Is it a person?" "Is it in this room?" "Is it fictitious (or real)?" It is amazing how quickly some things can be guessed.

HANK HENRY'S HEN

The leader in the circle turns to the player on his left and says, "Hank Henry has a hen," to which this player replies, "Does it cackle?" The leader answers, "Yes, it cackles." The player to the left then says the same thing in the same order as the leader did except that he gives the leader's name saying "John says she cackles." The next person in the circle repeats this sentence and adds the name of the player who has made the statement last. It might sound like this toward the end of the game: "John says that Marie says that Joe says that Sally says that Mike says she cackles."

TEXAS GRUNT

The center person is blindfolded and is given a yardstick. At a signal those in the circle stop moving. The center person then extends his stick toward someone in the circle and they grab the other end. The blind man then grunts and the other player replies with a grunt. If he cannot identify him with this kind of sound the blind man can make any kind of animal noise which will have to be repeated by a noise in kind. When the blind man is successful he changes places.

SCOUTING FOR WORDS

All this old time favorite requires is a set of cards with the letters of the alphabet on them. Usually two cards of each letter except s, y, and z make the game more fun. The group agrees on a category; such as, automobiles, grocery store items, flowers, kitchen equipment, movie stars, American history, Biblical characters, etc. The leader then chooses a card, holds it up, and the first one naming an item in the category gets the card. If the leader will make up a story and flash cards as he comes to the proper place in the narrative, it will make the game just that much more interesting.

SELF PORTRAIT

Each person has a half sheet of paper and is instructed to fold 1/5 of it back and away from him. On this part he is to draw a hat and some hair with the hair extending part way down on the next fifth of the paper. Then he folds it over so that his artistic efforts don't show (except for part of the hair). He then hands the paper to the person at his right who is instructed to draw the face with just the neck extending over on to the next fold. He turns his drawing back and hands it to the right. The next step is to draw the top of the body, the next draws down to the knees and the last draws the legs and feet, signs the name of his right-hand neighbor and hands it to him so that he may see his portrait.

WHO, WHAT, WHEN, WHERE

Players are seated in a circle except for four players who are to have the job of whispering to each one to start the game. The first of the four starts around the circle and tells each who he is; the second follows him whispering to the same players what he is doing; the third then comes along telling when it all happened; and the fourth ties up the little short story with a statement as to where it took place. Each one giving information should vary his statements as much as possible. Then each one in the circle in turn recites the four things he has been told. It could sound something like this: "I am Rita Hayworth, washing socks, at 3 O'clock in the morning, in the main dining room of the Waldorf".

ACTIVE CIRCLE GAMES

ALPHABET CHOO CHOO TRAIN

Captain is locomotive, rest of train falls in behind as quickly as possible, in alphabetical order. Each calls out his name as he joins in. Ending in circle when completed.

POOR PUSSY

Players are seated in a circle with one or more acting as IT, depending on size of group. IT kneels in front of another player, and "meows" or "purrs", and the person to which IT has kneeled has to stroke his head and at the same time say "poor pussy". If this person laughs or shows expression, he must take IT's place.

POOR HOUSE

Chairs are placed in a horse shoe formation. If the game is to be played by couples, two chairs are placed at the open end - if not, one. The players are given numbers. The person in the chair at the top of the circle is in the poorhouse and wants to get out. To do this he calls out numbers which means that those who have those numbers must exchange chairs. The one in the poorhouse tries to get one of the open places and put someone else in the poorhouse. He can call out two, three, or four numbers in a group or if he wants everybody to move he can call out "House on Fire". When played by couples each couple has only one number and they must continue to hold hands when they move. POSTMAN is like Poorhouse except that players are given the names of cities instead of numbers.

JERUSALEM AND JERICHO

All players stand in front of their chairs, in a line or circle. The leader stands before the group and says "Jericho" or "Jerusalem" as he wishes. Everyone stoops on "Jerusalem" and stands still on "Jericho." In the meantime, the leader may do what he wishes, preferably the wrong thing at the wrong time. Anyone caught making a mistake is "IT".

CIRCLE RELAY

Players stand in a circle and number off by two's. The 1's are designated as cats and the 2's as mice. An object is given to one cat and another object to a mouse who is located several players to the right of this cat. At a signal the objects are to be passed from one cat to another, and from one mouse to the other around to the right. This means that the objects must be passed in front of one person from the other team each time. If an object is dropped, the person dropping it must retrieve it, get back into place and pass it once again. Of course the cats try to move the object fast enough to try to catch up with the mouse object. After a time, even if the cats are unsuccessful, have the teams change from cat to mouse and vice versa and play the game once more.

CONFUSED ANATOMY

The leader stands before some player in the circle and points to one part of his body as he names another part of himself, then he counts to 10. In that period of time the other player is to do just the opposite - point to the part he named and name the part he is pointing to. If "IT" points to his knee and says "This is my nose," then the other must say, "This is my knee" and point to his nose before the count of ten is reached. If he fails they exchange places.

SNIP

"IT" moves around the center of the circle and then quickly points to one of the players and repeats a word, spells it (as Cat, C A T), then counts to 15 and ends with "Snip". Before he finishes the other player must name three objects that begin with C, A, and T. If he fails to finish in time he exchanges places with "IT".

SLIPPER SLAP

Players stand close together, shoulder to shoulder in a circle, with one player in the center. The players pass an old slipper or a sock stuffed with paper from hand to hand in back. When a player sees that the one in the center isn't looking, he reaches over and hits the one who is "IT" and immediately brings it back behind him. The center person tries to catch the player who has the object. If successful he exchanges places.

SLIDE KELLY SLIDE

One person is in the center, but his vacant chair is left in the circle. His object is to try to sit in some vacant chair and not on someone's lap. The game begins when he calls out "Slide Kelly, Slide Right (or left)". At this point the players move to the right as "IT" tries to sit on some vacant chair before the left hand person occupies it. This is not as easy as it sounds. He may have a better chance of causing someone to hesitate long enough if he will suddenly call out for them to reverse direction by saying "Slide Left". When he finally succeeds, the person who is to the far side of the line of direction called, becomes "IT".

A WHAT?

The leader can be in any part of the circle. He has two objects which he is going to start moving around the circle - one to the right and one to the left. He should demonstrate the method of moving the articles around the circle with three or four persons before beginning the game. For example, he starts the article to the right by first saying, "I have a big black bug". That person then replies, "A What?". The leader replies, "A Big Black Bug". Only then does he pass the object to the next person. This second person turns to the third player and repeats, "I have a Big Black Bug." The third player says, "A What?" At this point the second player does not give the answer, but turns back to the leader and says "A What?" to which the leader replies, "A Big Black Bug" which the second then passes on to the third. Each time before the final answer to the question "A What?" can be given and the object passed on the "A What"? Statement must make its way from person to person all the way back to the leader. At the same time the leader has his other object moving to the left with a statement something like this: "I have a Slick, Sickly Sow", to which the statement "A What?" must always come all the way back to the leader before the final statement "A Slick, Sickly Sow" is given and the object passes on to the next. The real fun begins when the articles meet at the bottom of the circle and start up the opposite sides.

SEVEN UP

One person in the circle begins by counting "1", the player to the right "2"; the next "3" and so on until the number "7" is reached. Instead of saying "7" this player must not speak, but substitute a clap of the hands. Counting is then continued. No number ending in seven or a multiple of seven is spoken, but must have the substitute clap. Every time a player misses the counting begins over again. Usually a good goal for the group to reach is 50 without missing.

LAUGH

The first player starts by saying, "Ha". The second says, "Ha, "Ha". The third, "Ha, Ha, Ha." and so on until each person has added a "Ha". Of course each statement must be made without laughter, but pronounced with solemn dignity.

RING ON A STRING

A ring and a string long enough to reach around the circle are required. The ring is placed on the string and then the ends are tied together. Each player puts both hands over the string and as they slide them back and forth, occasionally getting the ring and passing it along, the one in the center of the circle tries to discover who has the ring. When he succeeds he exchanges places.

RHYTHM

The object of the game is for each player to try to reach, and then hold, the head position. This means that the chairs are numbered and a player's number changes every time he changes position. The player down the line in the chair with the highest number begins. He starts the game by slapping his thighs, then his hands together followed by first a right finger snap and then a left finger snap; on this fourth count he calls out "RHYTHM" which indicates that a game is about to begin. (It is a good idea to practice this 4/4 time with motions with all the group participating.) The starter then repeats the slapping of thighs, clapping hands together, and then when he snaps his right fingers he calls out his own number and with the snapping of the left fingers someone else's number. That person must then answer with his own number and another number with the next snapping of fingers. This continues until someone fails to call out numbers in rhythm or gets his motions confused. That person moves down to the bottom of the line taking the highest number, and all those sitting below that vacant chair move up one.

HOLD YOUR HAT

All you need is a hat for every person present. Group the players in a circle, fairly close together, and have each person put on a hat. At the count of "one", each person places his right hand on the hat of the person at his right; at "two", he takes that hat and puts it on himself, but keeps his hand on it; at the command "change", he drops his right hand on his side and puts his left hand on the hat.

Then "one" is called again, and this time he takes his left hand from his head and takes the hat from his neighbor on the left and the game continues around. Alternate men and women and tall and short people to make it really interesting.

SWEDISH BLIND MAN'S BLUFF

One player is blindfolded and brought to the center of the circle. Players are allowed to move about to confuse him. At a signal all in the circle must be seated and the blindfolded one approaches someone in an attempt to identify him. He can sit on the person's lap, touch his hair and face, and ask questions. Replies to questions can be given in a disguised voice. When "IT" successfully identifies someone, he exchanges places.

ELEPHANT, RHINOCEROS AND RABBIT

Players are seated in a circle and the leader explains that the proper placement of the hands to indicate the animal he calls must be made before he counts to five. For Elephant the one pointed to must put his two fists together and up to his nose and those on each side of that person must cup their hand at his ear to make big elephant ears. For Rabbit the one pointed to puts his fists together but puts them behind him to make a cotton tail; the players on either side put their hands to the side of his head with fore and middle fingers up to make rabbit ears. For Rhinoceros the one pointed to grabs his left thumb with his right hand, puts his right thumb to his nose and points the two forefingers up (other fingers down) to make the two horns; those on either side of that player make a little curled ear on each side by putting up a bent forefinger. The player who fails to do the right motion or is too late becomes "IT" and must go into the center. For a larger group it is well to have two or three people "IT". This game should be demonstrated a few times before the playing starts in earnest.

POP AND I SAY

This is a versatile game which can be played with people seated in a row or in a circle. If you wish, have everyone stand to start with. Tell them that, just like in the old game of "SIMON SAYS," they are supposed to do everything "Pop" says but nothing you say. Then proceed to give orders- have them wave their arms, stand up, turn around, clap hands, etc. Those who move when "Pop" doesn't say so are out each time. At least when there are only four or five left, tell them how smart they are and ask them to come up-front -- all those who do are out of the game because "Pop" didn't say so.

FLOWER GARDEN

"IT" walks about the center and calls out the various flowers he has decided to pick to make a bouquet. Each player in the circle has been given the name of a flower and when his name is called he rises and follows the leader. When the one who is IT wants to find a chair he calls out "Poison Ivy!" and all the flowers find a chair. The one left standing then becomes "IT". This can be played by giving parts of an automobile, stage coach, etc.

ACTIVE TEAM GAMES

SINGING PROVERBS

Have each team choose a proverb with as many words in it as there are members. (If there are too few team members, omit the lesser words in the proverbs.) Each member is assigned one word which he is to repeat over and over, singing it to a simple tune which has been chosen for the team. All players in the team thus sing their word to the same tune. The other team tries to make out the proverb. Let the teams take turns singing out the proverbs. Score points. A variation is to have the team members all speak their particular word at once.

CROWS AND CRANES

The two lines of players stand about three feet apart, facing each other. Each side has a base line marked 15 to 30 feet behind them. The base lines should vary in distance according to the space, age of players, and occasion. One side is the "Cranes", and the other the "Crows". When the leader calls "Crrrrranes", the crows try to catch them before they get to goal. When "Crrrrrows" is called the cranes try to catch the crows. Those caught go to the other side. The team having the larger number of players at the close of a given time wins. The game is made more interesting when the leader draws the "r" in either Crows or Cranes so that the players are not at first certain which word he is going to say.

THREE DEEP

Three people stand in line behind one another. IT chases a person; this person can stop in front of the three people. Then IT must chase the last person in the line. If IT catches the person the game is reversed and this person must chase IT.

GIVE

The leader stands in the center of the room and asks for objects to be handed to him when he calls for them (bobby pin, grey hair, shoe, belt, 10 cents, etc.) Each team is to choose a runner and he is the only one that can bring the item to the center. Score points for this.

BALLOON BATTING (SEATED)

Five or more players on a team sit facing the opposite team, with the two lines of chairs about four feet apart. Each player must hold the edge of his chair seat with one hand throughout the game. A balloon is tossed between the two teams, both of which try to bat it over the heads of their opponents so that it touches the floor behind the opposite team. Each "touchdown" scores a point. A scorekeeper behind each team also acts as retriever.

In putting the balloon into play each time, toss it in at alternate ends of the line, to keep the action from concentrating among a few players. Two balloons can be used for larger groups.

BARNYARD INVESTIGATORS

Players are divided into two groups and each has a leader. All are instructed that beans or peanuts have been placed around which they are to try to find. You might want to have two or three different kinds of pellets so that more points would be given for discovering one kind of object than another. The difference in this treasure hunt is that only the chief or leader of each team is allowed to touch or pick up the objects. All the other players can do is stand or kneel beside the object they have discovered and make the noise of the animal that their group has been named for until their leader arrives and picks up the treasure. The player then continues in search of more. Instead of a prize for the winning group, why not have the losers act out a forfeit?

OLD CAT

Nine chairs or pieces of paper are lined up in a square formation, three each way, between the two opposing teams. The object of the game is for one team to get three of its own players in a straight line before the other team does--just as in the old pencil and paper game tit-tat-toe. Each team has a captain who calls out the next players and, of course, there should be no coaching on either side.

DRAWING CHARADES

Representatives from each team come to a central position where the leader tells them some song title, familiar saying, proverb, etc., that they are to describe to their teammates by making a drawing on a piece of paper. "Too many cooks spoil the broth" would have to be drawn quickly but adequately, as the team guessing the title first scores the points.

SNATCH

Players from two equal lines, facing one another. About 30 feet is allowed between the two lines. The players number off from right to left. In the center of the space between the two lines is a bottle or stick with a rag or handkerchief on it. Or there may be a stool, wastebasket upside down, or stump, with a bean bag or towel on it.

The leader calls a number. The players from the two sides bearing that number rush out to the center. If one of the players is slow getting up to center the other player snatches the rag and rushes back to his side. He is safe anywhere in his line. The other player tries to tag the player who has the rag. If he does so before the runner can get back to his line one point is scored for the tagging side. However, if the runner gets to his line with the rag without being tagged he scores two points.

If both of the runners get out to center about the same time they stall around, making feints at grabbing the rag. Finally, when one of them thinks he has his opponent off balance, he snatches the rag and breaks for his own line.

Players soon learn that it is not a good idea to rush out and grab the rag immediately.

After a player has touched the rag he is liable to be tagged. It does not matter that he did not get it. The other player may tag him, or, if he thinks he can get away with it, he may snatch the rag and rush for his line.

RELAYS

FAMILY RELAY

Each family lines up. The first person in line goes around a chair placed at the other end of the room, comes back and picks up the second person, and around the chair and so on until all the members of the family have been picked up and are back in line.

GLOVE AND CANDY RELAY

Five people make up each team which stands in a straight line. The first player on each team wears a pair of cotton work gloves. He starts with a package of gum, which he must unwrap; then he must take out one stick, unwrap that, and begin chewing on it before passing the gloves and package on to the second person on the team. This continues until the fifth person is chewing a stick of gum. The first team through wins.

PACKAGE RELAY

Starting position: Two members of a team holding inside hands. Contestants are required to wrap and tie a package - using only their outside hand. When the first two contestants have finished they return to their respective sides and the next two couples wrap and tie the package.

NECKTIE RELAY

Any number of players on each team form a straight line. A necktie or handkerchief is provided for each line. The first player in each of the lines is given the necktie or large handkerchief. When the whistle is blown, he ties the necktie (bow or four-in-hand) or handkerchief around the neck of the second player in line. As soon as the tie is tied, the second player unties it, turns, and ties it on the third player. The line that first passes the necktie or handkerchief down to the last player in this manner wins the game.

Variation: A coat may be put on, buttoned, unbuttoned, and passed on in the same way.

KEEP YOUR FACE STRAIGHT!

You can try having everyone pair off to play this one, but it's also good fun to let two people play while the others cheer them on from the sidelines. You'll probably need a couple of marble chasers small enough to fish marbles out from under the sofa. Two contestants sit cross-legged on the floor facing each other over a bowl of a dozen or so marbles. Each balances a pie tin on his head, and at the word "go" picks up a marble with the spoon and tries to transfer it to the pie tin. Penalty when the tin slides off or if touched by the player's other hand is to put all his marbles back in the bowl and start over. The winner is the one who has the most marbles in his tin after five or ten minutes--whatever length of time you can endure. The marbles roll, the pie tins wobble, the spoons wave! The players usually end up practically lying on the floor with the pie tin perched on an ear and a merry time is had by all.