

Inbal's Game Collection

Toffee

- A Player is chosen, and stands up.
- The rest of the group is sitting on the ground, and starts holding one another's hand or leg, so they will create a big mess.
- The "chosen player"'s job, is to get the group out of the mess, and the group's job, is to resist to chosen player and stay in the mess.

Who am I?

- On each player, stick a Sticker with a name of a Character/celebrity/people that are familiar to the group, so that the player cant see his own sticker.
- Each player treats the other players as they were the character/celebrity/people that are on their sticker.
- The game can be held during meals, or while resting, and eventually each player needs to guess who is written on his sticker.

Winked

- Make sure people are physically warmed-up.
- Form a circle, all facing in one direction then sit (on ground or in chairs).
- Every second person is designated as a catcher.
- Catchers watch the backs of the person in front, who are runners.
- Runners maintain eye contact with the winker, who is in the middle of the circle.
- When the winker winks at a runner, the runner gets up as fast as possible and tries to get away - and run a full lap.
- The runner behind the winker must be alert and try to catch the runner.
- The winker keeps it moving.

Chair game

- Place chairs in a tight circle, with the chairs touching each other.
- Have 1 person stand in the middle - there is now a vacant chair.
- The person in the middle tries to sit in an empty seat.
- The group prevents the person by someone moving seat, creating a new vacant seat.
- The game moves fast -- due to the strategic "bum-shuffling" by the group, the place of the empty seat is in constant movement, like a Mexican wave, changing directions, tempting, then moving fast - or instantly appearing on the other side if a bold cross is made by someone.
- Eventually the person in the middle makes a successful lunge for a seat (it can get very dramatic).
- The group member who was aiming for the seat (group consensus) now goes in the middle.
- And so on...

Tug of war

- Participants should prepare appropriately e.g., watches and hand jewelery off.
- Divide into groups and make sure the groups appear to be of similar strength.
- Each team assembles at either end of a long rope. Holding strongly on to the rope, each team tries to pull the other team towards their side. The winning team is the one that succeeds in pulling the other team a significant distance from its original starting point (to be decided by activity leader - depends on teams' strength!)

Ha-ha

- Each person places his head on another person's tummy, so that everyone is connected.
- The 1st person says "Ha", then the 2nd person "Ha-ha" and so on.
- The goal is to get all the way through the group without anyone laughing; its infectious if someone starts laughing!

3way Thumb Wrestle

- In groups of three, each person puts in one hand.
- Join hands with grip as per a 2-way thumb wrestle.
- Try to pin the other two members thumbs for victory.
- Victors can then go into competition etc. if you want a grand winner.

Trains, Fox & Hunter

- Groups of three. Two are free - fox and hunter. If fox gets on end of train, train becomes fox. If hunter catches fox, they swap.

Hobby by Pantomime

- In a circle, each person says own name & shows his/her hobby by pantomime.

Circle Dance

- In a circle, everybody swaps to opposite side
- Return to old place backwards
- Go to opposite side blind!

Mini-Chasey

- (version 1) In pairs in a small space (e.g., rope circle) - Try to catch partner. If caught, switch chaser
- (version 2). Catch partner by sight - using binoculars made from hands.

Vampires

- Everybody is blind or normal.
- If normal people meet each other they have to make a sound – but one person will be a vampire (chosen by leader) who doesn't speak.
- If you meet a vampire, become a vampire.
- If two vampires meet, they become normal.

1-2-3

- This games happens in pairs, face to face.
- Alternate counting 1 - 2 - 3 (keep going) then replace saying...1 with a clap...2 with clapping legs...3 with a jump

Dragons

- Groups of 5 to 8 players each arranged in a chain facing the same way.
- The ending player has scarf like tail.
- The head of dragon has to catch tail of the other dragon.
- Don't break the dragon formation!

Group Papers-Scissors-Stone

- Two lines play paper-scissors-stone.
- If person wins, he/she moves up in the line.

- If person loses, he/she swaps into the opposite line (remember some winners in that line will be moving up).
- The line will keep moving!

Jungle knots

- Instruct the players to stand in a circle facing inward.
- Everyone extends his or her right hand into the ring and takes a hold of someone else's hand.
- They then do the same with their left hands.
- The object of the game is to see if they can untangle the "knot" by stepping over, ducking under people, or turning around.
- Whatever happens, they can't let go of hands!

The ambush game

- The group splits up into two sub-groups which we will call A and B.
- Group A leaves 5 to 10 minutes before group B and must leave clues behind (footprints, marks, arrows, codes, pieces of paper, etc....).
- They must then camouflage and set up an ambush for group B.
- Group B leaves and follows the footprints and clues left by group A and tries to discover the ambush site.
- During the ambush the groups face each other in mock combat (stealing of scarves, indian wrestling, etc...).
- The meeting of the two groups could also result in the yelling of, "AMBUSH" and a race back to home base again.

Auto Trip

- Players sit in a circle and are assigned the names of auto parts. (ie. hood, wheel, door, etc.)
- The storyteller tells a story of an auto/car trip.
- As the player tells the story, the parts mentioned get up and follow him/her.
- When the storyteller yells "Blowout" each player scramblers for a seat.
- The one left out becomes the next storyteller.

A What?

- Equipment: 2 objects.
- The leader of the game starts by passing the first object to the person on their right and saying, "This is a whit." The reply is, "A What?" The leader would then clarify, "A whit."
- This question sequence continues around the circle but the question "A what?" is passed all the way back to the beginning and back again.
- This game can be confused by adding an additional object called a Watt in the opposite direction.

Birds Have Feathers

- One player is leader.
- They and all the others flap their arms like birds.
- The leader calls out names of things with feathers. He/She can also call out names of things without feathers.
- If a player flaps his/her wings on a calling that doesn't have feathers he/she is eliminated.
- The leader flaps his/her wings on almost all things to confuse the group and calls as rapidly as possible: "Birds have feathers, bats have feathers, babies have feathers, etc." !

Body surfing

- All the players lie face down, side by side, spaced about a body's width apart to form a long

human breaker.

- A player kneels at one end of the line of bodies and launches himself/herself onto the surface, belly down with his/her arms outstretched. The wave action now begins.
- Those at the beginning of the line start rolling over continuously in the same direction.
- As the surfer moves onto new players, they roll as well.
- When the surfer reaches the beach at the other end of the line he/she lies down and becomes part of the wave and the person at the head of the line gets to try his/her surfing skills.

British bulldog

- The players are at one end of a field, with 3 players as 'bulldogs' standing in the middle.
- Whenever they are ready they will call: "British Bulldog".
- The other players must then run to the opposite side of the field without being caught!