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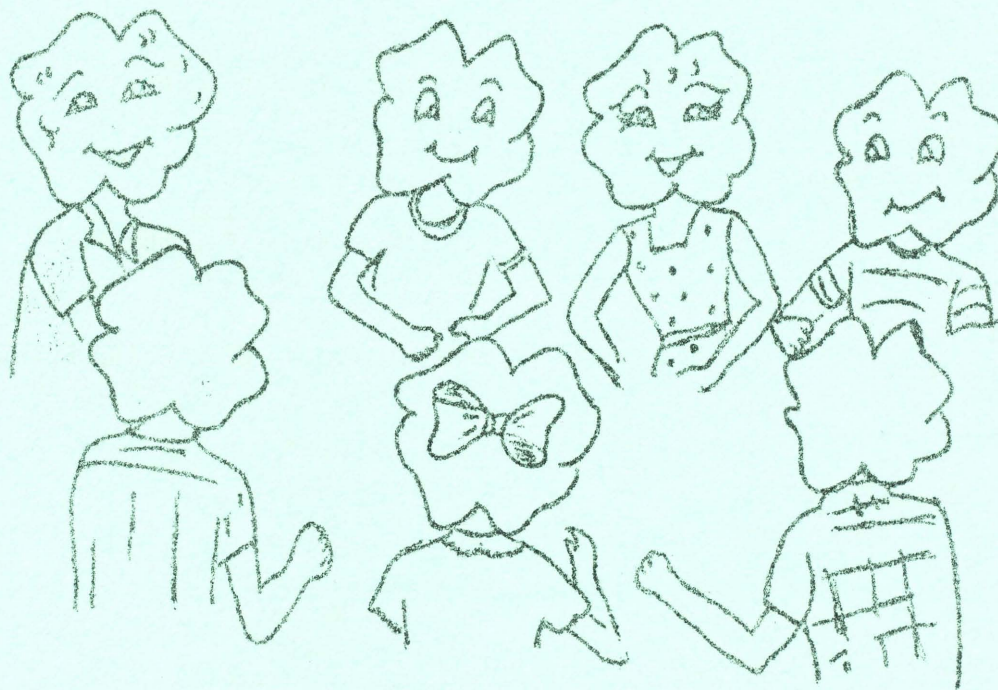
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FUN IN SMALL GROUPS



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Number 1 in "Fun at 4-H Meeting" Series

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

RECREATION FOR THE SMALL CLUB MEETING

Building Recreation Into Every Meeting

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

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

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

Some Hints for the Recreation Leader

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

BUSIFYERS

Memory Test

All Ages (Seated in Circle)
Tray, 12 to 20 small objects

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

Sense of Smell

All ages

Several liquids or substances to be identified by smell - in bottle or on cotton.

A collection of ten or more items is put on display. Members are provided with cards and pencils and identify these by numbers which are placed with each compound. The person identifying the most smells correctly is the winner.

(Variation of Sense of Smell)

The other senses can be used by bringing together a group of powders which the group samples by taste and then identifies; a group of objects placed in paper bags to be identified by touch; sounds recorded on tape or records such as the telephone busy signal, rocking chair squeaking, sandpaper scraping, etc.

See It and Draw It

14 years and up

Pencils, paper, pins

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

(Variation)

The leader can have prepared beforehand on each sheet of paper a letter of the alphabet done in a colored crayon. Using this as a basis for a picture, each player is then asked to complete some kind of a scene and to name it. They may shift the paper in any direction.

Guess

All Ages

Paper and pencil

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

1. The width of a dollar bill in inches.
2. The number of safety matches in a package.
3. The number of words on a page.
4. A person's height and weight.
5. The number of black keys on a piano, or the number of white keys, or both.

Fifteen

All ages

Paper and pencil

Make nine squares out of paper so that there will be three small squares in each direction.

The object of the game is to put the numbers 1 through 9 in squares so that the sum of the numbers will total 15 in any direction. Solution: place 5 in the center square and 2, 4, 6, 8 in the corner squares.

Telegrams

14 years and up

Paper and pencil

Using the letters in any word, have the group write a telegram in which

each word is to begin with a letter in the word. For example, if the word were Fathers' Day, you might come up with a telegram something like this: "Father, after this have eggs ready Saturday. Do answer yes."

Scrambled Travel

All Ages
Prepared lists

After being given a list, the player is requested to unscramble the mode of transportation. The answers, obviously, should not be on the prepared slip, but should be kept by the leader. IXAT, NAGOW, TASLI CAD, SEORH, NOACE, LISGEG, ENISBURAM, RANIT, COTXRA, LMAEC, CUKRT, CEYIBLE, TORGACD, TFRA, MOBAUTILEO. Solution: taxi, wagon, sailboat, horse, canoe, sleigh, submarine, train, oxcart, camel, truck, bicycle, dog cart, raft, automobile.

DEFROSTERS

Who Are You?

10 to 13 years
Pins, pencil, card

Each player is given a pencil and a paper. He writes the name of some famous person on the card and then pins it on his back. With another card in hand, he tries to find out and write down the names of as many other players as possible without letting others read his name. A time limit is set with a prize possibly being offered to the person being able to discover the most names

The Orchestra

All Ages
No equipment needed

Players stand in a circle facing the center. A stopping signal such as arms raised for attention is agreed on. Several hand motions are selected and practiced. Each motion will represent an instrument that can be a part of the orchestra. It might be a violin, piano, trombone, drums, or the like. Each player is assigned

Toothpick Balance

All Ages
Pop bottle, box of toothpicks

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

an instrument. The leader is assigned an alternate motion called wiggling ears. This motion is made by placing the thumb in the ears and then waving the fingers. An "it" is selected who stands in the center of the circle and, alternately wiggles the ears or plays one of the instruments. Immediately, all the players imitating the instrument wiggle their ears and the rest of the orchestra continues playing. The "it" in the center continues with the variations until he catches someone playing his instrument or wiggling his ears out of turn, and he exchanges places with "it". This is another version of the old game "Donkey and Fiddler".

Hidden Stamp

All Ages
A small seal or portion of a postage stamp.

Before the meeting starts, one of the people is secretly instructed to take a small stamp and to wear it somewhere. It might be on the heel of

his shoe or the temple of his glasses. It should be in plain view, but not easily seen. The group is then instructed that a small stamp is hidden somewhere. Each is to look around until he sees it and then, without saying a single word, sit down. The game continues until only one or two people are left who have not discovered the stamp. The person wearing the stamp should play the game like the rest and, at an opportune time, go and sit down, not giving away his identity.

Well Groomed
All Ages
No equipment

Members of the group are contacted beforehand and asked to come dressed in peculiar fashion, such as with one earring, wrong colored socks, and so forth. After people assemble at the place of meeting, they are to see how many things they can find wrong with those attending. The leader might suggest the type of thing to

look for to give the group a clue in starting. It should be indicated that what is wrong with the people has reference to their being well groomed.

Grunt
All Ages
Blindfold

This old popular party game is especially enjoyed by small groups where the players know each other reasonably well. All players except "it" join hands in a circle. "It" is blindfolded. He touches a player in the circle who is then requested to grunt like a pig. When he hears the words, "Grunt, pig, grunt," he must make the sound. "It" tries to identify the player by the grunt. As soon as he does, he takes off the blindfold, and the identified person becomes "it."

QUIET GAMES

Shouting Proverbs
14 and up
No equipment

From 6 to 10 people sit in a small circle. A person selected as "it" is sent out of the room. While this person is out of the room, the group selects a proverb such as "A stitch in time saves nine." Each member of the group is assigned one of the words which he will shout at the time indicated. The person who is "it" returns to the room, stands in the circle, and indicates by the motion of his hands when the group should give the proverb. Bringing the hand down will bring the jumbled words as each person yells his individual word. From this, the person who is "it" should try to figure out the proverb. The group soon learns that the louder

the words are shouted, the more difficult it is for the person who is "it" to discover what the proverb is. Upon discovering the proverb, the person who is "it" selects someone else to leave the room and hear the next proverb.

Do This and Add Something
All Ages
No equipment

The group sits or stands in a circle. The first player makes a motion like snapping his fingers as he says, "Do this and add something." The next person on his right makes the same motion and adds another as he says, "Do this and add something." The third player does both of these motions saying, "Do this, do this, and add something," as he adds another.

And so it goes around the circle. Each person does all the previous motions and adds another. The test is to see how many times this can be repeated before a person makes a mistake.

Find the Ring

All Ages

Ball of string, and rings

Players sit in a circle. The string is passed around and each person holds on to the string. One or two rings are slipped onto the string and they too are passed around. The ends of the string are tied so it makes a complete ring in a circle. One or two "its" are placed in the center of the circle to guess who has the ring. The object is for each person to pass the ring without the person in the center seeing it. Misleading and false motions add to the interest of the game. Whoever is caught with the ring is the next "it."

A Clothes Look

All Ages

No special equipment

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

Bird, Beast or Fish

14 and up

Group is seated in a circle. They have selected an "it" to stand in the center. He points to a player and says, "Bird, beast or fish, Fish!" and counts to 10 as quickly

as possible. If "it" counts to 10 before the person who is pointed at can answer with the specific name of a fish, the person who fails to answer becomes "it." If he answers in time, the person who is "it" must move to the others in the circle. Usually, specific animals, birds, or fish can be named only once.

Variation I:

Have the "it" say, "Bird, Beast or Fish -- Duck!" The person pointed at then must indicate whether the duck is a bird, beast or fish within the allotted time.

Variation II:

Teams of two or three people scatter about the room with each selecting an "it." The leader gives the "it" from each group the name of the same bird, beast or fish. This representative goes back to his own group, pantomiming first the type, he waves his arms for a bird, puts his arms down to represent four feet for a beast, and puts hands together and makes swimming motions for a fish. Secondly, he makes motions associated with the specific bird, beast or fish. When the team guesses the correct answer, the player runs back to the leader. The team that reports first scores a point.

Stink Pink

14 and up

No equipment

In Stink Pink each person in turn gives a descriptive phrase that is a two-word rhyme. The other members of the group must guess the rhyming words. For instance, he might say, "a child's toy" (red sled). Words with one syllable such as red sled are called stink pinks. If the person chooses to use two syllables, such as an "amusing animal" (funny bunny) it is called Stinky Pinky. Using three syllables such as the "home

of a famous person" (president's residence) makes it a Stinkety Pinkety. This game is particularly good when a group is traveling or is in a small space where there can be little activity.

How Is It Like Me?

All Ages

No equipment

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

Going to California

10 to 13 years

No equipment

A small group of players are seated in a circle. To start the game, one player says, "I am going to California and I am going to take with me an apple." (Or, he names some other item beginning with the letter A.) The second person then repeats, "I am going to California and I am going to take an apple and a barrel," naming something beginning with B. The third person names these two objects and then continues to name something with C. The game goes on to see if the group can go clear through the alphabet, each person repeating those that are named before him. If any of them make a mistake, they continue to sit in the circle, but do not play the game. The person with the least number of mistakes or the person staying in the game the longest is the winner.

Variation I:

Have each member pantomime what he is taking with him instead of saying it. He then will say, "I am going to California, and I am going to take with me an _____" and then he goes through the motions of tying an apron around his waist. The second one will do it in a similar way and then add the pantomime for B, etc.

Variation II:

A player starts the game by saying, "I am going back East and I am going to take _____." He names an object or an animal. Each person then repeats "I am going back East, and I'm going to take _____" and they name a different object or animal. A person or the name of a person should not be selected to take along. When each player has made a selection, the starter says, "When I go back East, I am going to _____," and then he says what he will do with the objects that he took. Each player must then in turn do the same thing with the object that he took. For instance, the starter took a toothbrush, No. 2 took a purse, No. 3 took a rabbit. So the starter says, "When I go back East, I am going to brush my teeth with my toothbrush." No. 2 then says, "When I go back East, I am going to brush my teeth with my rabbit." When all the group have brushed their teeth with the object they took, the second player says what she will do with her purse, and each does the same, each time the next player in line starts the game.

Gab

All Ages

No equipment

The group is seated in a circle. A person who is "it" points to someone in the circle and says a three-letter word. For instance, if "it" says "cat," the player pointed to must give one word beginning with C, one word beginning with A, and one

beginning with T. "It" counts slowly to 12 and says, "Gab." If he fails to give three words before "it" says "Gab," he becomes "it." If he can give three words before "it" says "Gab," he is safe, and "it" goes on to someone else. No word may be used twice during the entire game.

Does She Cackle

All Ages

No equipment

The players are seated in a circle with one person acting as leader. The leader turns to the person on his

left and says, "I have a hen for sale." The third player asks, "Does she cackle?" The second turns again to the leader and asks, "Does she cackle?" The leader then turns to the second player and says, "Yes, she cackles." The third player passes the statement to the fourth and so on around the circle, but each time the question must be returned to the leader and the answer sent back around the circle to the asker. While this is going to the leader's left, he may want to start another one to the right. This one, he may use, - "I have a duck for sale." The question asked is, "Does she quack?" The answer given is, "Yes, she quacks." And this goes on around the circle. As this goes around the circle, it becomes very confusing and entertaining to see the people opposite the leader trying to get the duck going one way and the hen the other way around the circle.

GAMES WITH ACTION

Stampede

All Ages

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

Variation:

Instead of players sitting in twos, they work as individuals and "it" wanders around and taps on the head with three taps those he wishes to have follow him. He can lead them

anywhere in the room or building and they must imitate what he does. When he shouts "stampede" everyone tries to find a seat. The last one without a chair becomes "it."

Zip

12 years and up

No equipment

The group sits in a circle. One player starts the count by saying aloud "1." The next player says "2," and the count continues on around the circle. When the count comes up to 4, or any number having 4 in it or a multiple of 4, the player passes one hand under the chin. Continuing on to the number 7, a multiple of 7, or any number containing 7, when that number should be repeated, the hand is passed over the head. For those numbers which contain both 4 and 7, like 14, 28, 42, etc., both hands are used, one to go over the head and one under the chin.

The count then would be 1, 2, 3, under chin; 5, 6, over head, under chin; 9, 10, 11, under chin; 13 both hands; 15, etc. A good variation to add to this game is to have the hands placed by the players in the direction that they wish the number to go. The direction that the fingers point is the direction the counting will go. The object of the game is to see how soon the group can count to 100 and who makes the least mistakes in that time. Any time that a mistake is made, the count begins again at one.

Tearable Art

All Ages

Old sheets of paper

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

Musical Mind Reading

12 years and up

No equipment

The players are seated in a circle. The one selected to be "it" leaves the room. While he is gone the group decides on a particular action or actions to be done by "it" when he returns. He might be asked to pick up a certain object, take it over to an individual, to take off their glasses and put them on himself, and then to go over to a chair and sit down. When "it" returns, the group either sings a well-known song or claps hands to indicate

where the player is to go and what he is to do. As "it" comes near the object or person, the noise gets quieter. If he goes farther away, it gets louder. If "it" is doing exactly what the group wants him to do, there is silence. If he moves out of the area, or starts doing the wrong thing, the noise increases.' "It" tries several actions until he finds what the group wants him to do. It should be made clear before starting the game that the actions will not involve any more than two people besides the "it." For younger members, it would be well to limit this to one action, such as turning out the light or putting a stick of wood in the fireplace.

Elephant -- Spirit of 76

All Ages

No equipment

Players are seated in a single circle with "it" in the center standing. "It" points to any member in the circle and says "elephant" and immediately counts to 5. The person pointed to must double his fists, place one on top of the other and put them to his nose for a trunk. The persons on his right and left must put their hands up to his ears to form the elephant's ears. The one not making the right motion before the count of 5 must go into the center and become "it." If no one is caught, "it" continues. After the group has learned this phase and played it for a short while, a variation can be added. The person pointed at pantomimes holding a flag. The one at his left beats a drum, and the one at his right plays the fife. Anyone not doing this before the person, ("it") says "76" and counts to 5, automatically becomes "it." After the group has played this version for a while, combine Elephant and Spirit of 76 and this makes an entirely new game.

Bumpsy

All Ages

Sturdy Chairs

Place chairs in a circle. The one who is "it" leaves his chair vacant and stands in the center of the circle. When "it" says "slide right" each player moves to his right in turn to fill the vacant chair. "It" tries to sit in a vacant chair before someone moves into it. When "it" succeeds, the player next in line is "it." "It" can change the direction of the group by saying "slide left" or "slide right" to help get the vacant seat. Caution: This takes very sturdy furniture

Hands Up

All Ages

No equipment

Players sit in a small circle, preferably around a table. No more than six or eight people should be in each group. They choose an "it" to guess who has the coin. The rest will pass the coin under the table while "it" tries to guess who has the coin. The members move their hands in such a way as to deceive and make it look like each of them has the coin. When they have passed it around for a short while, the "it" says "hands up." On this command, all of the players raise their hands. Then the person who is "it" looks at their hands and tries to figure out who has the coin. Then he gives another command -- "hands down." The group then brings their hands quickly down on the table. The person who is "it" then tries to guess by pointing to one hand at a time. As each hand is pointed to, it is dropped off the table. As soon as "it" discovers who has the penny, he counts the hands that are remaining. That is his score. Each person in turn becomes "it" and each person plays to see how big his score can get.

Variation

Players sitting without the use of a table will pass the coin around in back of them. At the signal, they raise their hands and put their hands on their laps. The same rules apply.

Penny Shuffle

All Ages

A coin

Six to ten people stand in a circle shoulder to shoulder around the person who is "it" in the center. With their arms around each other, these groups shuffle a penny or a coin with their feet and pass the coin from one person to another using their feet. The person that is "it" tries to guess who has the coin under his foot. As he requests someone to lift his foot, they must do so. However, the entire group continues shuffling and make believe that they are passing the coin while making many deceiving actions. Whoever eventually gets caught with the coin is then "it" and he moves to the center to replace the first "it." A smooth floor is necessary, as this cannot be played on a carpet or rough wood floor.

Hot Potato

All Ages

A handkerchief or rag

Group sits in a circle and has a person selected as "it" in the center. Circle should be large enough so that handkerchief can be thrown comfortably. The person who is "it" in the center tries to touch any one person in possession of this handkerchief. If he touches them when they are touching it or it is touching them, they automatically become "it." The person in the center does not try to get the handkerchief but tries to touch a person who is in contact with it. Any person who throws the handkerchief out of the circle immediately becomes "it."

Spelling with Actions

12 years and up

Group is divided into two teams. A leader is needed to give spelling words. Members of each team are given a word to spell in turn and the rules usually governing spelling contests are followed. Teams still having one or more members not spelled down when the other team is eliminated, wins. The catch to the game is the method of spelling. Certain letters are selected which are not to be spoken -- gestures are substituted. The usual list of substitutions is as follows: A, raise the right hand; T, Raise the left hand; R, whistle; F, shake the head; I, point to the eye; U, point to someone else. It might be well to start out using two or three of the motions and give the group words such as cat, fat, flat, and battle. Add other gestures, then more difficult words such as formation, capital, cupboard, and others as the group learns the game.

Slipper Slap

All Ages

A sock filled with paper or a roll of paper

Group stands in a circle shoulder to shoulder and "it" stands in the center. Players pass the slipper from one to another behind them. Whenever possible, the players hit the shoulder of "it" with the slipper. "It" tries to find the slipper and when he does, exchanges places with the person who has the slipper. Whenever "it" points to someone, he must raise his hands to show that he has or does not have the slipper. The slipper should be soft enough so that regardless of how hard anyone is hit on the head or shoulder with it, it cannot hurt them.

Balloon Bat Ball

All Ages

1 balloon for each 4 players

A team should be made up of five or more players seated in rows about three feet apart, facing each other. The left hand grasps the chair seat, and the right is held ready to pat the balloon. The leader tosses the balloon in between lines with players all seated. Each team tries to bat the balloon over the opponents so it touches the floor. The team doing so scores a point. (Example: If Team A bats the ball to the floor behind Team B, the point is scored by Team A.) One person is needed on each side to keep score and to throw the balloon back into play after the point is scored. If there are more than six or eight people in each line, it is well to increase the number of balloons.

Ping Pong Blow

All Ages

A long table and several ping pong balls

Groups of four to six people get down on their knees on either side of a table, place their hands behind their backs and chins just up to the table edge. A ping pong ball is dropped in the center of the table and each group then tries to blow the ping pong ball off the table edge near the opposing group. Hands may not be used as the ball must be blown. If a ping pong table is used, it is well to assign one or two people to each end from one of the teams. This end then becomes a side and the same rules apply. Each time that the ping pong ball is blown on the floor, it scores a point for the opposite side.

GAMES FOR ACTING OUT

Old Zeke Died
12 years & up
No equipment

Four, five or six people play this game. The leader joins the end of the line of people standing in a row facing the audience. The leader turns to them and indicates that he is going to say and do something that each person must repeat in turn. The leader repeats to the person at his right and then that person repeats it to the person on his right until it goes clear down the line. When the end person gets the message, he sends the message back to the leader who adds again another message and another action. This keeps going until they are doing four or five actions. The game starts like this: The leader says "Uncle Zeke died last night." The person at his right asks "How did he die?" Then the leader says "A winking his eye," and continues to wink his eye. This goes down the line with each person in turn asking "How did he die?" When it gets back to the leader, he says "A winking his eye and his face awry." And so it goes until finally the leader has added enough items so it becomes like this. "Uncle Zeke died a winking his eye, his face awry, one foot held high, slapping his thigh, and waving bye-bye." It ends up with the entire group facing the audience, winking their eyes, holding their faces all drawn out of shape, standing on one foot, slapping one thigh, waving bye-bye with the other hand. This game serves well as a penalty or forfeit. It should not be used with a person who is easily embarrassed or who is bashful.

Agile Adverbs
12 years and up
No equipment

Divide the group into two teams.

The team members get together and decide on an adverb. This is to be acted out for the other team to guess. When Team A is ready, Team B asks them to perform an action. For example, "How do you shake hands?" Team A then shakes hands in the manner of the adverb they have in mind. For example, furiously. Team B calls for other pantomimes until they can guess the adverb. Then Team B pantomimes an adverb for Team A. The team guessing in the shortest time or fewest number of guesses wins.

Paper Bag Drama
All Ages

4 to 5 articles in a bag for each group of 4 to 5 players

Each group is asked to plan and put on a skit, using all of the articles in the bag as props. Skits may be with pantomime or dialogue. All persons must take part. If they cannot act as people they can be such things as a water cooler, a kitchen chair, a television set, or a pencil sharpener. If groups have difficulty in getting ideas, ask them what each article in their sacks makes them think of.

There are suggested variations for this game. (1) Groups may be given all the same props. (2) Groups can be given a problem and are to use all of these props in solving this problem and to dramatize this solution.

Make Mine Music

All Ages

Bottles and glasses to suit the needs

A bottle symphony is made by filling eight bottles or glasses with varying amounts of water until they have the eight tones of the scale. It can provide a long period of entertainment for a group. Some real creative

expressions in music can result. A variation is to clean the finger and the edge of a water glass partially filled with water and then slide the finger around on the rim of the glass. With considerable practice you will find that you can make the keys in a chord by varying the amount of water in each glass. This is an excellent activity for a group who has time on their hands to develop some entertainment.

Poor Pussy
10 to 12 years
No equipment

A group of players is seated in the circle. One is chosen as "it." He goes around the circle kneeling in front of one player at a time meowing like a cat. Players must pat the cat on the head three times saying, "Poor Pussy, poor pussy, poor pussy," with-

out laughing. If a player laughs, he must become "it."

Charades
All Ages
No equipment

This game for acting out has many variations. Those currently seen on television work very well. A person is assigned a song title or book title and is asked to pantomime it to a group and see how long it takes the group to guess it. This may be a title of a book, it may be an occupation or anything that can be acted out. Where one group competes against another with separate leaders doing the same pantomime, a great deal of fun results.

A variation is to ask each group to act out a word or a proverb planning the action so that all the members of the group are included. The opposing group then tries to guess what is being acted out.

STRETCHERS

The Old Witch Died
All Ages
No equipment

Players are seated in a circle. The leader is the one who sits in the witch's chair. He says "The old witch died," and everyone asks, "How did she die?" The leader says "She died doing this" and does some motion that is very distinct. All the others repeat after him "She died doing this" and follow the leader's motion. Each new motion is added to the first one given until the group is doing many things at once. This continues till the leader says "The witch is alive" and everyone chants:

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

On the last line everyone moves one seat to the right which makes the person who was on the left of the

leader the new witch.

The More We Get Together

Singing the old song "The More We Get Together" the group is instructed that they are to do the opposite of what they are doing, that is, if seated they will stand or if standing they will be seated whenever the words "together" and "friend" are sung in the song. If the leader wishes to confuse the group, he can tell them not to follow him but to remember the rules and then he can do it any way he wishes.

Hand Clapping
All Ages

The leader stands in front of the group and instructs the group that whenever his hands cross each other, they are to clap. The leader holds the right hand above the left hand

and then at a given time drops the right hand and brings up the left hand so that they cross. The group follows his clapping and the leader can get them to clap out of tempo and then just when they are expecting to clap, the leader does not cross his hands and the group continues to clap. This usually brings laughs and real attempts to become skillful at following the leader. A variation is for the leader to clap out the rhythm of a song and have the group guess it.

Coordination

Everyone repeats the following verse and does the indicated action. Hand on your hips, on your knees. Put them behind you if you please. Touch your shoulders, touch your nose, touch your ears, touch your toes. Raise your hands high in the air, at your sides, on your hair. Raise your hands high as before and then clap, one, two, three, four.

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

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

Weather Forecast

As the leader tells a story or calls out weather terms, the members standing respond with the action described. South wind, face the south and wave arms gently up and down. East wind face the east and wave sideways with arms out to the side. North wind, face north and clasp arms in front and shiver. West wind, face west and wave the arms in a circle. Cyclone, whirl the body around and wave arms vigorously.

Sense of Direction

All Ages

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

All Clap Hands Together

All Ages

No equipment

To the tune of "Here We Go Round the Mulberry Bush" the following is sung:

My head, my shoulders, my knees,
my toes

My head, my shoulders, my knees,
my toes

My head, my shoulders, my knees,
my toes

We all clap hands together

As the group sings the song, they place the hands on the head, shoulders, knees, and toes in order. Repeated a second time through the leader can change the order singing head, toes, knees and shoulders, knees and shoulders.

Tavern in the Town

All Ages

To the tune of "Tavern in the Town" the following lines are sung as everyone places his hands on the part of the body mentioned:

Head, shoulders, knees & toes (knees & toes)

Head, shoulders, knees & toes (knees & toes)

Oh, it's eyes and ears and nose and mouth

Head, shoulders, knees & toes (knees & toes)

The order may be changed as desired, i.e., knees, shoulder, toes and head (toes and head), etc.

STUNTS AND PUZZLERS

Eye Witness

14 years and up

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

Legs, No Legs

All Ages

Two people are in cahoots with each other knowing the scheme or knowing the solution to the mystery. One of them is sent out of the room and while he is out of the room, an item (such as a telephone) is selected in the room for him to guess when he returns. The "it" who remained in the room calls the other person back and proceeds to ask him is it this, or this, or that. The secret is for the person to make sure that the first thing that he will name will be something without legs. Everything from that time on that he names should have legs until he points to the telephone and says it is this. In a similar manner, if the item selected is a chair, the person will the first time name something that has legs. The next item that he names that has legs must be the chair; however, many things can be named that do not have legs and that can be very misleading. The solution of this should not be told to any member of the group until

they discover it.

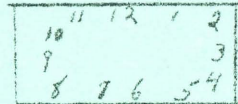
Magic Money

12 years and up

A large magazine and a coin

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

The confederates agree ahead of time on the sections of the magazine which will represent the numbers on a clock face as suggested here.



The quarter placed on any number means that number must be squared. The penny placed on a number with heads up means to add that number. If placed with heads down, subtract that number. If one of the coins is placed in the center of the magazine, it is not to be counted. For some numbers, there is only one combination of placing the coins that will make the correct number, but for many numbers there are two or more combinations. For example, a number selected is 16. (1) Place the quarter on four and the penny in the center; (2) Place the quarter on three and the penny heads up on seven; (3) Place the quarter on five and the penny tails up on nine.

Easy Does It

12 years and up

2 oranges

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

The Magic Clock

All Ages

A large clock or clock face

One player alone can do this magic trick. A pointer is used to indicate the numbers on the clock. The players are seated where they can see the clock face. While the player turns his back or leaves the room, the rest of the group select one of the numbers on the clock. When the player returns, he explains that each time he points to a number on the clock, the group is to silently add one to the number they have until they reach 20. When they reach 20, the group is to shout 20 aloud and the player will be pointing to the number with which the group started. The solution is in the sequence of the pointing. The player may point to any number on the clock for the first seven times. The eight time the number must be 12, then 11, and so on backward around the clock until the group shouts 20. The leader will be pointing at the number which was selected.

Numbers Mystery

12 years and up

Blackboard or large sheet of paper

Two people in cahoots are needed for this game. One of them is sent out of the room and while he is out of the room, a number from 1 to 100 is selected. When he returns to the room the one remaining in the room gives a combination of numbers in which the solution is contained and the one in cahoots can name the number immediately if he knows the multiplication table. The solution is as follows: In a series of numbers such as 23, 33, 11, and 6, the answer would be 99. The combination is to take digits in the first number, which in this case is 23, and separate them. The first digit indicates the number in the series that you will multiply the second digit by, which in this case was three. In this series, 23 was the first number, 33 the second number, 11 the third number, and 6 the fourth number. Another example in the series-

31, 62, and 17, the answer would be 17 with the third number being multiplied by one.

Captain Bumps

All Ages

Water glasses

Group is seated in a circle. As leader, you challenge them to remember what you do and say so they can repeat it. Grasp a tea cup with forefinger and thumb. Say, "Here's to Captain Bumps for the first time," one sip from the cup; place cup on table; rap table once with right forefinger; once with left forefinger; tap floor once with right foot; tap floor once with left foot.

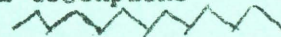
Then grasp the cup with the first two fingers and thumb. Say, "Here is to Captain Bumps, Bumps, for the first time," two sips, two raps on the table with the cup, two raps with two fingers of the right hand, two raps with two fingers of the left hand, two taps with the right foot, two taps with the left foot.

Next, grasp the cup with three fingers and thumb and say, "Here is to Captain Bumps, Bumps, Bumps for the first time." Then three sips, three taps of the cup on the table, three taps with the first three fingers of the right hand, three taps with the first three fingers of the left hand, three taps with the right foot, and three taps with the left foot.

Toothpick Puzzlers

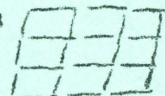
All Ages

- 1. Place 12 toothpicks



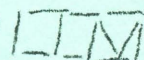
Add 2 toothpicks to form a word.

- 2. Arrange 24 toothpicks



Remove 8 toothpicks and form 2 squares.

- 3. Arrange 12 toothpicks



Shift 3 toothpicks to tell what matches are made of.