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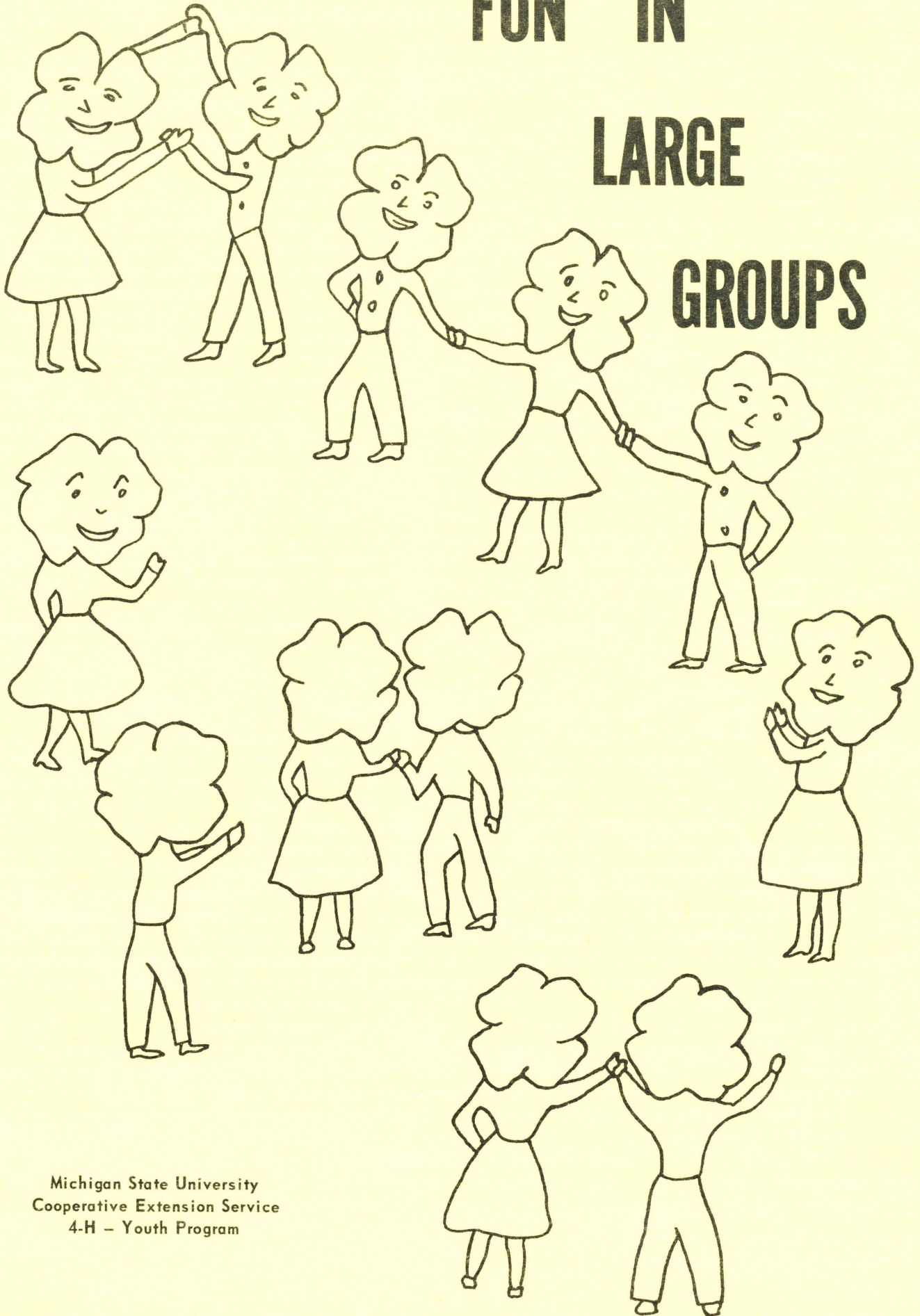
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FUN IN LARGE GROUPS



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RECREATION FOR THE LARGE CLUB MEETING

Many 4-H Clubs meet in groups of 20 or more persons. In order to get everyone to participate, we should start with something the entire group can do together. Dividing a group by means of a game or special plan not only is fun, but is a natural way to involve the wall flower or shy person. Group dividers are a must in large groups.

Once the large group is divided into several smaller ones, team games and relays may be used with everyone in the large group now involved. Games for small groups then may be made a part of the program.

Number 2 in "Fun at the 4-H Meeting" series.

ENTIRE GROUP

Starters: Starters are used as soon as a number of the group have arrived. It isn't necessary to wait until all are present.

First Impressions

14 years and up
Cards, pins, pencils

Each person has a 3 x 5 (or larger) card pinned on his back and is given a pencil. All are then instructed to move around and write on the card a word or short phrase which expresses their first impression of the person on whose card they are writing. After time has been given for cards to be filled, each person looks at his own card. The wise leader offers an opportunity for "selected" persons to read some of these impressions.

Ghostly Scrawl

14 years and up
Cards, pencils

Each person is given a pencil and a card. On signal each player tries to be first to get 13 different names and addresses written with the left hand.

Odd or Even

All ages
Beans

Each guest is given a dozen beans. The object is to get as many as possible. Someone approaches a guest and asks, "Odd or Even?" The player addressed answers, for example, "Odd." If the questioner happens to hold an odd number of beans, which would be the correct answer, he must give that number of his beans to the other person. Each player approaches as many people as he can possibly get to in the time allowed. A person may lose all his beans, but still continue by having people approach him.

Yes and No

All ages
Beans

Each individual is given 5 to 10 beans. He must try to make conversation with the group, but must not say "yes" or "no." Anyone using either word must give one bean to the person making him say it. The winner is the person with the most beans after an allotted period of time.

Sit and Sing

Everyone leaves the room or blinds his eyes. The leader hides a coin in a secluded spot, but in plain sight. Everyone is instructed to look for it. When someone finds it, he must not say a word, but just go back to his seat and sit down and sing. Last person to sit down and sing must pay a forfeit. Perhaps a solo would be just the thing.

What You're Doing

All ages

The leader selects three leaders and coaches them beforehand. One leader moves around among the players and whispers to each the name of some person whom he or she is supposed to be with. The second leader whispers to each player where he is, and the third what he is doing. The leaders, of course, work independently. The group is then assembled and each person stands, states his name, tells whom he is with, where he is, and what he is doing. For example, one might say, "My name is Bill Smith. I'm with Mae West, at Peking, China, washing pajamas."

Get Acquainted Musical Chairs

All ages

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

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

Mysterious Millionaires

(25 or more persons)

All ages

Coins

Ahead of time arrange with two people, preferably a girl and a boy, to be the millionaires. Then give to each of them a coin. This makes them millionaires. As people come to the party, have them couple off and tell them to go ask any two people who are walking as a couple if they are the millionaires. Unless both of them are, they will reply "no," and they will exchange partners and go off and ask somebody else. In this way everyone keeps mixing and exchanging partners until quite by coincidence the millionaires get together as a couple. The first two people who come up and ask them if they are the millionaires are the winners of the game and get the treasure or some other suitable prize.

QUIET GAMES

Quiet-type activities for larger groups seem to be in less demand than active games. Games and ideas may be adapted to particular situations with little effort.

Blind Postman

All ages

Blindfolds

One or two players are blindfolded and stand in the center of the group as postmen. The leader is postmaster and has a list of cities--the names of which have been given to the players, one to each person. The postmaster calls the names of two cities, such as "New York to Dallas," for instance. "New York" and "Dallas" must immediately rise and exchange seats. The blind postman tries to catch one of them or attempts to sit in a vacant chair. The player who is caught becomes the postman. Players may crawl, run, walk, dodge or dive to escape the postman, but they are not allowed to step outside the circle of chairs. If

the postman seems to have great difficulty capturing someone, the leader may call as many as four or five cities at a time, thus making it almost certain that someone will be caught. Announcement of "parcel post" means that all players must exchange seats.

Project Exchange

All ages

The players are seated or standing in small circles about the room--about the same number of players in each circle. Each player chooses a number (within a limit) or the name of a 4-H project. One person does not have a chair in any circle and stands out in the middle of the room as "It." He starts the game with those numbers or projects. Immediately all players

with those numbers or projects leave their own circles. The one left without a chair is the next "It." Sometimes two or three will be left in the middle of the room, as no one may return to his own circle for a chair. When two or three are in the middle, one of them calls the next numbers or projects.

Hen and Grasshopper

All ages

Clothespin, glove

Players sit in a circle. There should be at least 25 people and not more than 50 to play this game at one time. The players number off 1 - 2, 1 - 2, and so forth. The 1's are given an item such as a clothespin, and a representative of the 2's is given an item such as a glove. The 1's try to pass the clothespin to their neighboring 1's. The 2's sitting between try to stop them. At the same time the 2's try to pass the glove to the other 2's in the circle so that it is passed around the circle, while the 1's try to prevent it. The 1's try to stop the 2's from progressing and the 2's try to stop the 1's from progressing. This may be done by waving the arms, leaning forward or backward, but everyone must remain seated in his chair. No one is allowed to stand up at any time. The 2's do not touch the object being passed by the 1's, nor do the 1's touch the

object being passed by the 2's. They merely, by their various actions while sitting in the chairs, try to stop the item from being passed. Both try to get their objects back to the starting place first. The one which gets there first wins. If the circle is large enough, it might be well to start with two hens and two grasshoppers, being sure that they get clear around and back. This is a game that is rather rough, but is enjoyed by those who like noise and movement.

Stammerjammer

All ages

Object to pass

Players stand or sit in a large circle. An object such as a bean bag is passed around while music plays. The person holding the object when the music stops is "It." At a given signal he starts to move the object around the circle. While it is handed from person to person around the circle, "It" must name as many words as he can beginning with a letter named by the leader. When the object reaches him again, he takes note of the number of words named. Then the object is passed again, a new "It" is chosen and the game continues. The person naming the most words is the winner.

GAMES WITH ACTION

Active games usually require a large area. These can be done outdoors as well as indoors. Care must be taken that in games like "Underground Railway" people wearing glasses remove them.

Poorhouse

All ages

Pairs of chairs are placed side by side throughout the room. Couples are formed, given numbers, and told to grasp inside hands firmly. One

set of chairs is the "Poorhouse." The couple who is assigned to the Poorhouse calls out two sets of numbers: For instance, 7 and 17. The couples holding these two numbers must exchange chairs. If the Poorhouse couple can beat either of the other two couples to their

places, or get them to break hand holds, then they leave the Poorhouse and the couple not finding a place must go to the Poorhouse. If the couple at the Poorhouse calls "Fire," every couple must change places. If "Lightening" is called, only the girls exchange places and if "Thunder" only the men exchange places. The new couples formed in the last two methods will take the number of the man.

Couple Stoop
All ages

Partners stand in a circle. When the music starts, or the group sings a lively march song, all march in one direction. At a signal from the leader, when the whistle blows, the music stops, and partners run to each other, join hands, and stoop down. The last couple "down" is penalized. (It is probably better to have the ladies stop in place and the men go to them.) Music starts again and the game is repeated.

Touch and Go
10 - 13 years

Players are with partners. Holding inside hands at all times with their free hand they touch wood, their home base. When the leader says "touch something red," the players then run out, touch something red and return to their home base. The last couple returning is "It." Different things like a yellow necktie, gray hair, the sole of someone else's shoe, can be called to make the game more interesting.

Underground Railway
10 - 13 years

Players stand shoulder-to-shoulder in a double circle, partners facing each other with hands joined and raised to form a tunnel. One player is "It." He runs through the tunnel and chooses the couple that he wants to tag. He

taps their hands and steps into their place in the circle. Immediately each member of the couple runs to his right through the tunnel. This means that the two players run in opposite directions. They pass each other en route and dash to their original places. The one who gets back first becomes the partner of the tagger who is waiting there while the other becomes "It."

Loose Caboose
10 - 13 years

Players stand in groups of threes, arms around the waist of the person in front. One player is being chased by "It," who tries to tag him before he latches on to the caboose end of a train. As soon as he does, the engine of that train must break loose and run. The idea is to keep anyone from "latching" on to your train. There is much whipping around of cars and caboose.

Stagecoach Upset
All ages

One player assigns a name such as coachman, horses, whip, right front wheel, and other parts of the stagecoach to each of the players. He then begins to tell the story of the journey. Every time he mentions a part of the equipage that has been assigned to a player, that player must rise and turn around. When he says, "The stagecoach was upset," all must change places.

Any player who fails to turn around immediately when his name is called, or anyone who gets the story-teller's seat when all change places, becomes the story-teller and must take up the story where the previous story-teller left off.

Catch the Stick
All ages
Cane or stick

Ten or more players may take part in this game which requires a large space. The players, who should be numbered

consecutively, stand in a circle or semicircle. One player stands in the center of the circle, or in front of the semicircle with his index finger on the top of a cane, wand, or closed umbrella, which is perpendicular to the floor. Suddenly he lifts his finger from the cane, at the same time calling the number assigned to one of the players in the circle. The person whose number is called must run forward and catch the cane before it lies on the floor. If he fails, he must return to his place in the circle. If he is successful, he changes places with the center player.

circle. "It" stands in the center of the circle with a rubber ball in his hands. He calls the name of one of the players and, at the same time, drops the ball on the floor, and runs away as do all the others but the one called. The player whose name was called runs forward, picks up the ball and calls "Stand." When "Stand" is called, all must stop and not move again. The player then tries to hit one of the other players with the ball. The player at whom the ball is thrown may bend or duck to avoid being hit, but may not move his feet. If he is hit, he becomes "it" for the next game. If he is not hit, he becomes one of the circle and the player who threw the ball is "it."

Ball Stand
10 - 13 years
Soft ball

All but one of the players form a

STRETCHERS

Stretchers during a "sitting down" meeting are very important. These combine songs and poetry with feats of skill.

Smile Awhile
Tune: "Smile Awhile"
All ages

Words:	Action:
"Smile awhile and give your face a rest,	(All smile)
Stretch awhile and ease your manly chest,	(Arms to side)
Reach your hands up toward the sky,	(Hands up)
While you watch them with your eye.	(Heads up)
Jump awhile, and shake a leg, there, sir,	(Jump lively)
Now step forward, backward--as you were.	(Step back and forth)
Then reach right out to someone near,	(Shake hands with neighbor)
Shake his hand and smile."	(All smile)

6 & 8 Stretcher
All ages

All stand up, waving one foot in the form of a figure six and at the same

time waving one hand in a figure eight. Then reverse the order and repeat the procedure.

Circle Two

All ages

Try moving both arms in a circle (rotary motion) in opposite directions, the right hand away from the body and the left towards the body. Start with one hand, then try both hands together, or try to pat the head with one hand and rub the stomach with the other simultaneously.

Folded Fingers

All ages

Have half of the players extend their

arms full length in front. Tell them to cross the hands, palms together and fingers interlocked; then from this position bring the hands toward the chest and turn them upward. Now point to one finger and tell them to wiggle it or raise it quickly. They will have trouble doing so and will persist in wiggling the equivalent finger of the other hand. The finger must not be touched, however.

ENTERTAINING THE CROWD

There are times when activities are limited due to lack of room, fixed chairs etc. To allow for situations where the group participates as an audience or as spectators, these ideas are suggested.

Chain Reaction Pantomime

All ages

Three players are sent out of the room. The group inside decides on some detailed action such as washing the family car. Then one player is called back in and shown in pantomime by someone the action decided upon. The first player, without trying to guess what the action should be, acts it out in turn for the second player when he comes in. The second player acts it out for the third player, who then acts out what he saw and tells what he thinks the action represented. This works like "Gossip," and the story changes a little with each "actor." Some rather unfamiliar action like "washing an elephant" is really funny as it progresses through the three "actors." (Caution: the action should be detailed enough to be at least two minutes long.)

Pop Says

All ages

The leader tells the players that they are going to play a game in which they are to do anything "Pop" says, but nothing the leader tells them

to do. Then the leader starts going through many motions, sometimes saying "Pop says" to do them and sometimes not. Any player not doing what Pop says, or doing what the leader says, is eliminated from the game. When there are only a few players left, the leader tells them to come up front or to the center of the circle because they are the winners--and, of course they always do--then he says, "Pop didn't tell you to come."

Aunt Sally Went Shopping

All ages

The leader begins by telling them that each action started by him during the course of the game is continued for the duration, each person turning to his or her neighbor and repeating in turn what has been told him.

The leader turns to the first player and says, "My Aunt Sally has been shopping and guess what she bought?" The second player says, "What?" The leader says, "A pencil sharpener," and begins making the motion of a pencil sharpener with his right hand. When this has been repeated the rounds, he adds various other things, and motions to go with them such as: (Cont'd.)

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

What Dropped?

All ages

Equipment: 20 or so unbreakable objects, paper and pencils for the players or teams.

Behind a screen or a sheet held by two friends, drop the various objects you have chosen. Have the others write down what they think they are.

GROUP DIVIDERS

Dividers help make "getting into groups" a lot of fun. Some of these are good for couple games and dances. All are helpful in giving variety and continuity to a program for large groups.

Pre-arranged Systems for Dividing

Name tags with identifying numbers, colors or shapes; pieces of ribbon pinned on members; or other identification ideas may be used very effectively for dividing a large group into smaller groups. Planning ahead for the number of groups wanted is all that is necessary. The Grand March is a convenient system for dividing into groups of 8, 16, 32. (See "Musical Mixers, Folk Games, and Dances.")

Musical Madness

All ages

The players march around the room while music plays. When the music stops, the person, if he plays the piano, plays a certain number of chords, or shouts a certain number. Everyone must then try to make a circle of that many players and join hands.

Try different numbers, having the groups do a little activity--shake

Some good choices for dropping would be tin can, keys, ball, wet washcloth, a kitchen pan, shoe, and so on.

Jerusalem -- Jericho

All ages

The leader tells the group, which is standing, that when he says "Jerusalem" they stand still and when he says "Jericho" they must jerk their bodies (similar to curtsey). Anyone not doing the correct action must sit down.

hands, sing a song, hop on one foot-- before changing the size of a group. When they finally form into the size and number of groups you want, you're all ready for some team games, small circle dances, or refreshments.

Birth Months

All ages

Ask your guests to find others who have birthdays in their month and join them. One quick look over the groups is all you'll need to decide which groups you may like to have join together. By calling them out month by month, it is easy to combine months into the pre-determined size groups.

Choo Choo

All ages

All the players stand in a circle facing the center of the room. Four or more players are asked to come to the center to start the game. These people, when the signal is given to start, go up to anyone in the large circle and introduce themselves. The player approached then

tells who he is. The first player then repeats the other's name in a loud voice five times in rhythm, at the same time sliding first the right then the left foot forward, alternately. Thus, if the name were Mary, it would be like this:

Mary Mary Mary Mary Mary
R L R L R

The last three slides are done quickly. The first player then turns around in place so that the person in the circle puts his hands on the first player's waist, and hangs on. The two of them now form a train which "choo choos" across the room to get another player in the same manner. When this third person has repeated his name, both the other players slide their feet and say it five times as above. The players then turn around in place, letting go of each other first, and the third person is now the tail, and the second person is leader. The team to have the most people in it in five minutes is declared winner.

Circle Poison

All ages

Hats

Form a big circle and have music playing. Start passing around the ring a number of different objects --equal to the number of groups you want. Have similar objects visible in different spots of the room. When the music stops, the persons holding objects must go to the place where the similar object is and there await their teammates who will be designated in the same way. Variation: Use kinds of hats or hats with numbers inside bands.

Matching Songs

All ages

(For partners or groups)

For partners, select songs, and on each slip write out one line of the

song. Partners are those whose lines rhyme. The lines will have to be separated so one line is handed to a boy and its rhyming line to a girl. For example,

1. Tell me why the stars do shine,
2. Tell me why the ivy twines,
3. Tell me why the ocean's blue,
4. And I will tell you just why I love you.

Lines numbered 1 and 3 would be handed to boys while 2 and 4 would be given to girls. For groups we would hand out song titles and the group would assemble by singing their song. If we wanted our entire party in four groups, we would hand out a slip with title, "Tell Me Why" to one person, "Jacob's Ladder" to another, "Row, Row, Row Your Boat" to another, "Vive L'Amour" to another. The fifth person would get "Tell Me Why," etc.

Variation:

Equipment: Slip of paper

Each person is given a slip telling him to do one of four or five strange things; for example, sing "Jingle Bells" or dance a polka, and to find others doing the same thing. The group which gets all its players together first wins.

Barnyard Scramble

All ages

Prepare slips of paper with the names of farm animals on each slip. For 40 persons to divide into 4 groups, 10 slips of each of the following might be used:

Chicken, cow, dog, cat

At a given signal, each person makes the sound of the animal and continues to do so until all members are in their respective groups. The number of persons in each group may be pre-determined easily.

Name to Numbers

All ages

Have each person change his name into the number in the alphabet that indicates its position. Example: Don becomes 4-15-14. Have each person total the numbers and then find someone whose total most closely equals his. Then after they are paired off, they can pair with other pairs, etc., until the desired number is reached.

Circle Arches

All ages

Formation: Have players form a circle in a single file. Two people form an arch under which the file of players pass. They march through to music. The music stops suddenly, and whoever is under the arch at the time is caught. Person caught stands in the center of the circle until another is similarly caught. Persons caught form other arches in other parts of the circle and help catch people still in file. The game continues until all are caught, the last person being the winner. Players are in formation for circle games, folk dances, or are combined into the size groups wanted.

Shoe Scramble

All ages

All the fellows take off one shoe and put it in a pile in the middle. The shoes are all stirred up. Then

the girls each get one shoe and match it up with the other...and, of course, have a partner for the next event. The procedure may be reversed, too... girls putting their shoes in, boys fetching them. After they are in partners, the group may be enlarged by 2's, 4's, 8's, etc.

Fingers for Partners

All ages

The entire group stands in a circle facing the center. Upon a signal, each person will raise his right hand in the air and display from one to five fingers. Continuing to hold his hand high in the air, each boy who has one finger up will find a girl with one finger up and they become partners. The boy with two fingers up finds a girl with two fingers up and they become partners, and so on up with three, four, and five. Those who do not have partners then begin circling in the center, bringing their hands down and on signal again raise their hands and choose partners in the same way until all have partners. If one wishes to use this system for dividing into groups, he might have to make some adjustments, because more people will put up one finger than will put up five. In this case, certain corrections will have to be made.

FUN WITH SEVERAL SMALL GROUPS

(Team Games)

Contest games with competition between groups always create an enthusiastic response. Here are a few excellent ones.

Alphabet Race

All ages

Eight to twelve people are assigned to each group and all groups sit in a small circle with an extra empty chair in the center of each circle.

The leader tells each group to find 26 different objects or things and put them on the chair. Each thing has to start with a different letter of the alphabet. The group having all the objects first, wins. After the group has said they have them all,

let them name the object for "A" and then if any other group has a different object they should let it be known what it is. Continue as all letters of the alphabet are first named by the winning team and then by others. If it is impossible within a period of a few minutes for any one group to complete the alphabet, then the leader should give the point to the group which has the most of them.

Alphabet Scramble

All ages

Alphabet cards

The players stand in relay formation. A complete set of alphabet cards is laid on a chair about 10 feet away from each team. A base line is drawn about the same distance back of the row of chairs. When the leader announces a word, the first few players in each team--as many as there are letters in the word--hurry forward to the chairs, select the needed letters, carry them on to the base line and stand there holding them up, arranging themselves in the proper order as rapidly as possible. The team finishing its word first is the winner. Then these players go back to their own lines, taking their places at the rear so that the next players may take the next word announced.

Song Title Charades

12 years and up

Paper and pencil

Each team sits in a close circle at equal distances from the leader who stands in the middle of the room. Each group selects a person to go to the center of the room and get the name of a song title from the leader. As soon as he goes back to his group he may either pantomime it to his group, not saying a word, or he may have pencil and paper and draw something to illustrate the song title. As soon as the group discovers what it is by asking a question that may be answered by yes or no, then the person who discovered it goes up to

the leader and gets the second one. The leader whispers it in his ear and he goes back and pantomimes or draws it out. The group which guesses the most of the number and gets them all completed first, wins.

The leader should have a prepared list of song titles beforehand, so that he may refer to it and as each of the persons comes and gives him the song title that they discovered, he gives them the next one. This is a good game for all ages, and a lot of fun.

Dumb Spelling Bee

12 years and up

Words are called by a leader to be spelled in the regular way excepting that a substitute is made for the vowels.

For "A" -- player holds up right hand

For "E" -- player holds up left hand

For "I" -- player points to his eyes

For "O" -- player points to his open mouth

For "U" -- player points to another player

If any of these letters is spoken or the wrong sign is given, the group loses its point. A new person spells each time in each group with groups taking turns. The group getting 5 points first wins.

German Football

All ages

Two chairs, two brooms and a rag

Line all the players up on chairs in two long rows--an equal number on each side. At each end between the rows, place a single chair, and on it place a broom. Midway between the teams, put a rag (old sock) at least a foot long. This is the "football." Now have the players on each team number from "one" up the line on one team, and down the line on the other. When the leader calls a number, players on both teams with that number run to get their broom (which is at the opposite end of their

at a time with team members standing side by side with little fingers linked at all times.

Driving Pig to Market

All ages

Broomsticks and bottles

Each team is provided a broomstick and a bottle. On the signal, the leader of each team pushes the bottle around a goal about 15 feet away and back to the starting line. Each person in line does the same thing in turn. The bottle must be pushed, not batted.

Ailing Car

14 years and up

Eight persons on each relay team face a goal approximately 15 feet away. The leader explains that each individual becomes an "ailing car" for his part of the relay.

1st needs tune-up -- two steps forward, one step backwards (with occasional backfire).

2nd has flat tire -- limps with stiff leg.

3rd has forward gears stripped -- must go backwards.

4th and 5th won't run -- one pushes another.

6th has defective steering -- zig zags to goal and back.

7th has frozen brakes -- walk with knees touching using very short steps and squealing noise.

8th has wheels out of balance -- walk two steps, stop and shimmy.

Try These

Here are a few suggestions to use in working out some of your own:

- | | |
|---------------------|----------------|
| Feathers on a spoon | Life Saver |
| Balloon Blow | Bean and Straw |
| Lighted Candle | |
| Package Wrapping | |
| Twine Wind | |
| Necktie | |
| Folding Chair | |
| Alphabet | |
| Over and Under | |