



Games

1. **I spy**- one person says, '*I spy with my little eye something beginning with....*' Whoever guesses right becomes the next, 'I spy'.
 2. **Bird has feathers** - one player is the leader and calls out the name of something with feathers e.g; '*birds have feathers*'. Everyone must flap their arms like a bird. However, if a player flaps his wings on something without feathers (e.g babies). They are out of the game. The last one left wins.
 3. **Wacky Character**- each player draws part of a person, starting with the head. Then they fold over the paper and pass it to the next player, who draws the next part down. When the last player has drawn the feet, open up the paper and see your wacky character!
 4. **Hot potato** – For this game you need a bean-bag or an item similar '*hot potato*'. Get everyone in a circle. The hot potato is passed from person to person while music plays. When the music stops, the player who has the bean-bag/ item is out and must sit in the centre. The last one out wins.
 5. **Storytelling circle** -Ask someone to start telling a story. When they cannot think of anymore, the next person should take over and continue the story.
 6. **Sitting**- Ask everyone to close their eyes for 5 minutes, sit still and make no sound- see who can manage it!
 7. **Wink murder**- One player is chosen as a '*detective*' and goes away. The others then choose a '*murderer*'. All stand in a circle and the detective goes to the centre. The murderer then '*kills*' other players by winking at them. The detective is allowed 3 guesses to work out who the murderer is.
 8. **Chinese Whispers** – Ask someone to think of a message and whisper it to the person next to them. Then they have to whisper the message to the next person round, and so on. The last person says the message allowed.
 9. **The Alphabet Game** – The first person says, '*I'm so hungry I could eat an apple*'. The next person repeats this and adds something beginning with 'B', e.g. '*I'm so hungry I could eat an apple and a bathtub,*' and so on through the alphabet.
 10. **Mystery Item** – Hide a mystery item in a small bag or napkin. Ask the group if they can guess what it is. If no one guesses, give clues. Some objects, they can touch them as a clue.
 11. **Hum – a- tune** – One person has to hum a tune to the group and they have to try and work out what it is. If they get it right, they become the hummer.
 12. **Hangman** – One person thinks of a movie/famous person, animal etc and draws a dash for each letter. The other person then guesses the letter. If correct, the letter goes on the dashes. If wrong, the start of the gallows is drawn. The player has to guess the word/sentence before the gallows is finished.
 13. **Button, button, who's got the button?** – A child is chosen to be '*it*' and closes their eyes as a button/or suitable item is given to another child to hide in their lap or behind their back. '*It*' is then given 3 chances to guess who has the button. Each person hides their hands as if they have it.
 14. **Charades for kids** – Put pictures of animals or cartoon characters in a bowl. Have one player pick a picture but they are not to show it to anyone else. That player must then pretend to be that animal or character and the others guess what it is. The correct guesser has the next turn.
 15. **Buzz** – Players take turns counting, beginning with number 1. Every time a player gets to a number that's divisible by 7 (e.g. 7, 14, 21) or has a 7 in it (e.g. 17) they must say '*Buzz,*' everyone has to start over.
- 