

Small abbreviation:

- Description:** description about the rules and the chain of the game
- Preparation:** All things which should be done before the game starts.
- Goal:** What the participants should learn out of it or what should be trained
- Time:** The time data is relative and only a guide line
- People:** It shows how many people are at least needed for the game
The small hyphen behind the number means that there can be more participants.
A number without hyphen means that you need this certain number of participants for the game.
- Materials:** All the equipment which is needed for the game.
- Special Advices:** what to be attend of/important things to know about the game/ new rules or versions to make it more interesting/examples

I. COOPERATION GAMES:

Blind in a certain line (Germany)

- Description:** The participants are blindfolded and standing in a line, now they are told to place themselves after height without talking together. The game is over when the participants are placed in the right order.
- Preparations:** /
- Goal:** Cooperation
- Time:** 10 min. -
- People:** 8 -
- Materials:** Scarves for blindfolding
- Special advices:** Make it very clear to the participants that they have to be silent.
If it is to easy the task could be to make the line after shoe size e.g.

Eagle and chicken (Japan)

- Description:** One person is the mother chicken and one is the eagle. The other players are the baby chickens and they are standing in a line behind the mother chicken. All mother and baby chicken are holding each

other on the hips. The eagle has to catch the babies now and the mother has to protect her babies. The baby chicken which is caught by the eagle is out.

Preparation: /
Goal: move, catch one of the babies
Time: 15 min. -
People: 6 -
Material: /
Special Advices: /

Find your partner [different versions] (Germany)

Description: 1. Version:
Write two times the same name, animal, meal, vegetable ... on a small piece of paper. Put these papers in a hat and mix them. All participants have to take one paper out and they have to find their partner by saying the name, meal, vegetable,... or making the animal sound.

Preparation: papers with names, ...
Goal: to listen carefully and to find the partner
Time: 5-10 min. -
People: 6 -
Material: paper and pen
Special advices: This game is very good if you have a new group where people don't know each other and you want to separate them into pairs or small groups

Find your way (Romania)

Description: You need a place with squares. (if you don't have one paint squares on the floor, at least 6 to 6 squares) This place is a lake, and the players have to find a way to the other side. But only one stone in each line is save. The players are not allowed to talk to each other and they have to find every stone. Only the game leader knows how the way is over the lake and he/she is only allowed to answer with "biff" for save and "buff" for water. If the player is standing on a save stone only one of the three tones which are in front of him can be the other save stone. The players are also not allowed to jump. If one of the players get the answer "buff" he/she has to go back again and another person can try his luck.

Preparation: draw the way thru the lake on a piece of paper
Goal: cooperation in the group
Time: 15 min. -
People: 4 -
Material: place with squares or were you can paint squares on

Special Advices: e.g. for a way and a lake

			X				
				X			
					X		
				X			
				X			
			X				
				X			
					X		

Go over the line: (Germany)

- Description:** Span a rope 1, 50 m over the ground and hang a small bell on it. All participants have to cross the rope to come to the other side. But they are not allowed to touch the rope. If they touch the rope (and the bell is ringing) all participants which already crossed it have to go back and try again. The only thing they can use as a help is a big beam. The game ends when all participants crossed the rope
- Preparation:** span the rope
- Goal:** to find a way over the rope together, to discuss different possibilities in a group
- Time:** 60 min. -
- People:** 8 -
- Material:** rope, bell, beam 2 m long (should be strong enough to carry two persons)
- Special Advices:** If you want you can give the participants a certain time to fulfil the task (30-45 min.)
You should try to stay completely out of the game give only help when it is needed.

Greenland Kiwis (Germany)

- Description:** The game leader has to hang balloons filled with water on a small tree. (These are the Greenland Kiwis) Then he/she will gather the players on another place, as far away as possible from the tree, but the tree must be seen by the participants.
Now should the participants bring the group in a certain order so that all participants are connected by holding hands or s. th. like that. Then they get blindfolded. The leaders of the game should break their order now and mix them really up. No participant should be

connected to another one any more. They have to find the exact order in which they stood before again and then they should walk to the tree with the Kiwis. They are not allowed to break to connection. During the whole game they have to keep the body contact to another in which way is there own decision. When they arrive at the right tree they get a scissor. With this scissor all of them have to cut of a Greenland kiwi without damaging it. But everybody needs to cut of the kiwi himself. The others can help by giving the hanged kiwi from hand to hand.

- Preparation: filling the balloons with water, hanging them in the tree
Goal: to fulfil the task together
Time: 45 min. -
People: 6-16
Material: balloons (as many as participants), scarf's (as many as participants) one scissor, yarn
- Special Advices:
- an example how the participants could stand in an order: Stand in two lines, put one hand on the shoulder of the person who is standing in front and hold the hand of the person who is standing beside.
 - The leaders should watch the participants to save them from accidents.
 - Some people panic when they are blindfolded for such a long time

Istváns crocodile (Romania)

- Description: There is a lake again and you are putting papers with some space in between like a way on the ground. Now the participants have to go on the other side of the lake by using the way. But there is also a crocodile (another person) in the lake and this crocodile is taking the papers away if nobody stands on them. So you have to help each other to arrive on the other side.
- Preparation: /
Goal: cooperation in the group
Time: 15 min. -
People: 8 -
Material: paper
Special Advices: To make it more difficult use more crocodiles or make the way longer. If you have two groups you can make two ways over the lake and they could have a competition but make sure the participants from each group are making teamwork.

My enemy:

- Description: Phase 1:

The whole group is sitting in a circle and each participant should tell how he/she typically reacts during a conflict and estimate their reaction. The other participants can give statements but they don't have to.

Phase 2:

Now all participants consider a group or a person with which/whom they had the biggest conflict and which/whom they abominate most. But they are not talking about them later.

All participants should now write on a piece paper the attributes which they hated most on this persons and on the other side of the paper the attributes they like most on themselves or they would like to have.

Phase 3:

The participants should tell if they want to the tree negative attributes. The leaders are telling the work hypotheses which the group should consider about e.g. If I look at these attributes there is one which also fits on me.

After that the participants should tell their positive attributes. Here the hypotheses could be At least one of the positive attributes fits to my "enemy". The experiences should be exchanged in the group.

Preparation: /
Goal: to think about the own behaviour during a conflict
Time: 60 min. -
People: 6 - / 1
Material: pens, paper, cards
Special Advices: /

Spider net: (Germany)

Description: Span a rope in all directions between two walls. Leave holes (as many as participants) which are big enough that a person can go thru. The participants have to cross the web to come to the other side of the web but they are not allowed to touch the rope and the wholes are only useable one time. (if the group is bigger they can use the wholes two times) If they touch the rope everybody who was already at the other side has to go back and the game starts again.
The game ends when all participants went through the net.

Preparation: make the spider web
Goal: work together, discuss different possibilities
Time: 45 min. -
People: 6 -
Material: rope
Special Advices: The leaders should try to stay outside the game

Sourness Lake: (Germany)

Description: Tie the ends of the short rope and put it in a circle on the ground in front of a tree.
Put an apple in the middle of the circle. The participants have to take the apple with the help of a climbing rope, a climbing belt, a helmet and the tree in 30 min. But the circle is a lake of poisoned sourness. So they are not allowed to touch it.

Preparation: make the rope circle and put the apple in the middle

Goal: to find a way to the apple, work together

Time: 45 min. -

People: 8 -

Material: a tree on which you can tie a rope, a climbing rope (30 m), a rope (20 m), a climbing belt with snaphook, a climbing helmet, a apple

Special Advices: make sure that s. b. can work competent with the climbing belt.

Tied: (Germany)

Description: The participants should stand very close together and then the leaders are tiding as close as possible a rope around them. Then the group has to go from point A to point B.

Preparation: /

Goal: work together, reduce reservation

Time: 15 min. -

People: 8 -

Material: rope

Special Advices: some people panic when it's too narrow

Tied meal: (Germany)

Description: All right hands of the participants are bind together before the meal. The game sounds very easy but the participants have to find a strategy how they can eat together.

Preparation: /

Goal: work together

Time: 30 min. - (during a meal)

People: 6 -

Material: rope, $\frac{1}{2}$ m per participant

Special Advices: /

II. ADVENTURE GAMES:

Border police (Denmark)

Description:	A place is marked as the border; some of the leaders are the border police. The participants have to smuggle pasta over the border. They can cross the border as often as they want to and they are allowed to hide the pasta according to the rules made by the leaders. When they cross the border the leaders are allowed to surge for the pasta and if they find it they keep it. For the participants the point is to smuggle as much over the border as you can, for the leaders the point is to find as much pasta as possible but at the same time give the participants a real chance.
Preparation:	mark the border, make the rule about where the participants are allowed to hide the pasta.
Goal:	to play with a separated (compared to the participants) but active part with the participants
Time:	40 min. -
People:	12 -
Material:	pasta (or other things which are useful to smuggle)
Special Advices:	to make the frame even more realistic the leaders could wear a kind of uniform, they could wear marks on there cloth like policeman and the participants could have passports and they could get stamps when they gross the border.

Murder game: (Estonia)

Description:	All the names of the participants are written down on pieces of paper and everybody drags one piece. The participants are not allowed to tell anybody whose name is written on the paper. They have to kill the person and they can only do it if they are totally alone with the person and if they can put their hand on the persons shoulder and say "You are dead". Then the dead person gives the murder the piece of paper with his target and the murder has a new target, while the dead person is out of the game. But the dead are not allowed to tell anybody who killed them or that they are dead. The point is: kill before you die yourself and try to avoid being alone or together with only one other person. This game can be played while other activities are going on.
Preparations:	To collect all the names of the participants and write their names down.
Goal:	To have fun and to use our 6. Sense
Time:	1 day -
People:	10 -
Materials:	Paper to write the names on
Special advises:	Make sure that the participants fully understand that it is important to keep it as a secret who their target is and also if they are dead or not.

III. RUNNING GAMES:

Banke boef (Denmark)

Description:	The participants are placed in a circle except one person who is standing outside the circle. This person begins to walk around the circle, clapping all the people on the bag saying "Banke". When he/she feels like it he/she says "Banke" instead of "Boef" and the person who's bag is clapped at that moment must run as fast as he/she can the other way around the circle. The other participants are clapping during the run. The one of them who first reaches the free place in the circle wins and the other person must walk around the circle and clap the others on the bag.
Preparations:	/
Goal:	To run
Time:	10 min -
People:	8 -
Materials:	/
Special advices:	Make sure that the person walking around the circle, always walks the same way then you avoid confusion. Instead of clapping people on the bag the person walking around can just walk and place himself between two person, these two person has to run around the circle, crawl under the legs of the person who placed himself between them and reach the middle of the circle first. This is a version from Belgium and here it is important to know that everything is allowed, lifting each other, dragging each other out from under the legs and also lay on each other.

Catching games: (intercultural)

Description:	In a group there is one catcher (if the group is bigger take more catchers) who has to catch the others by touching them. If he/she caught on the person is not aloud to move any more but he/she can be freed by the other participant and there are different versions: <ul style="list-style-type: none">- The caught person has to stand wide legged. To free this person a free participant has to crawl between the legs of the caught person.- The caught person has to leg down and four other free participants have to take him/her and carry him/her to "the hospital" (a special marked place at the play ground). If they arrive there the person is free again. See elsewhere.- When the catcher catches a person he/she is telling him/her one name of the other participants e.g. Jan. The caught person is free when " Jan" is caught.
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- When a person is taken he puts out his arm, when one of the other participants has given him a hug his is free again.
- Preparation: /
- Goal: running
- Time: 15 min. -
- People: 10 - (as much as possible)
- Material: /
- Special Advices: /

Crown hiding (Denmark)

- Description: One person (the catcher) closes his/her eyes and counts to 100, while the rest is hiding. The place the person counts (an empty tin) is placed on the ground. The catcher has to find the other persons, when he/she has found one he/she runs back to the tin and yells "e.g. Maria, Tom,... in the tin" before the person he/she founded (here e.g. Maria, Tom) reaches the tin and yells "One, two, three, crown to myself". When there is only one person not found the others yell that he/she is the last, and if he/she reaches the tin, while he is yelling "One, two, three crown for everybody", before the catcher does the catcher has to count again. Otherwise the first person who was found and not succeeded in reaching the tin first is the new person to count. The game ends when the participants are bored.
- Preparations: Finding a tin and an area with lots of places to hide.
- Goal: To hide well and run fast
- Time: 15 min -
- People: 8 -
- Materials: An empty tin
- Special advices: Tell the person who counts that he has to move a little bit away from the tin sometimes otherwise the game dies.
The game is very funny when it's dark. But then you should put a candle in the tin so everybody can see it.

Hospital (Denmark)

- Description: One person is the catcher who has to catch the others; if a person is taken he has to lay down with his arms and legs up into the air. Four other participants has to take either an arm or a leg and move the person to the place decided to be the hospital (they are like an ambulance) then the person is back in the game. When you carry a person you can not be taken. The game stops when there are not enough persons to make an ambulance or when the participants loose interest.
- Preparations: Mark the area you want to use, find a mattress or another soft thing to be the hospital.

Goal: To teach the participants to take care of others
Time: 10 min -
People: 15 -
Materials: Things to mark the area and a mattress.
Special advices: Make sure that the participants are carrying each other and not dragging them over the ground - it can hurt.

Indian game: (Germany)

Description: It is one choir leader who is running around and all other participants are behind him. He starts to sing some words and the others are singing it after him. To make it funnier try to make it faster or louder or both from line to line.
Flie flieflei fliefleiflo wissa na na na na na wissa enemene
soelle mene oh wau wau mene
Enemene hexa mene oh ah tradadap bum tradadap bum bum ex
bidi odenduden dadap die diden daden pscht

Preparation: /

Goal: to move the people and to wake them up

Time: 10 min. -

People: as much as possible

Material: /

Special advices: This game is a good starter and it is also good to tell a small story before you started it e.g. That the participants have to imagine that they are Indians and they are singing a special Indian song or that they are Vikings and they are preparing themselves for a rubbery with this song...

Red, yellow, green, stop (Denmark)

Description: One person is placed 20 m. away from the other with his bag to them. This person now says "Red, yellow, green, stop" and while he is doing that the rest are running towards him. When his has finished saying "Red, yellow, green, stop" he turns around and the rest has to stand totally still, if someone is moving he can tell them to go back and begin from the start line, after 5 sec. he turns around again and says "Red, yellow, green, stop". The first person the reach him is the new one to be in front and judge.

Preparations: /

Goal: To be fast and motionless

Time: 5 min -

Materials: /

Special advices: Make sure that an adult help the judge to judge and don't let the judge be too slow in his judging.

Rob the golden skin (Denmark)

Description:	The participants are divided in two groups, they are standing with a distance at around 20 meters in the middle a skin is placed. One from each team is chosen to start. The leader says "Ready, steady, go" and the two participants run towards the golden skin. The point is to bring back the golden skin to the group. The person who first takes the golden skin has to run back to his group but if the other one touches him the skin is lost and the other group wins both the skin and the participant who lost. Then the skin is placed in the middle again and two new participants are chosen to be the runners. The game ends when there are 0 members on one team or when the participants begin to loose interest.
Preparation:	Find an area there is big enough and a golden skin
Goal:	To be tactic and fast
Time:	10 min
People:	6 -
Material:	The golden skin (a piece of cloth)
Special advices:	Make sure that the persons running against each other are almost equal that makes the game more fun.

Stik (Denmark)

Description:	One person has the ball and has to throw it against the other participants, if he hits, the person is dead, if the person catches the ball the person who throws it is dead and if the ball just hit the ground everybody is free to take it and throw it again. The participants are not allowed to run when they have the ball and if you die you go out of the game
Preparations:	Mark how big the field is and find a ball that is useful for this game - a soft one which is not too big
Goal:	To stay alive as long as possible
Time:	5 min -
People:	4 -
Materials:	Ball
Special advices:	Make sure that the participants are not moving with the ball and accept it when they die. The game can bee changed so when you die you just sit down where you are, and if you succeed in getting the ball because it comes to the spot you are placed or the person who killed you dies you are alive again and back in the game. You can also put things in the play area that the participants can hide behind or you can put in several balls in the game.

Stone, paper, scissor (intercultural)

Description:	The participants are divided into two groups. Each group is standing behind a line, there should be around 20 meters between the two lines - there is also a line on the middle. Each group now decides if they choose stone, paper or scissor, then they walk to the middle line and stand face to face with the other group. Now everybody counts "One, two three" and then each team show with the hand what they have chosen. The team that wins (scissor wins over paper, paper wins over stone and stone wins over paper) has to catch as many people from the other team as possible before they reach their line. The people who were taken go to the other team, and the game repeats. The game is over when there are no participants on one team or the participants begin to loose interest.
Preparations:	Mark the area.
Goal:	to react fast
Time:	10 min -
People:	10 -
Material:	Something to mark the line with
Special advices:	instead of stone, paper, scissors you can do different things e.g. dragon, elf, wizard and think about different movements

IV. CIRCLE GAMES:

A ram sam sam (Belgium)

Description:	All players are kneeling on the floor in a circle and sing the song. When they sing "a ram sam sam" you clap on the floor during "sam sam". During "wulli wulli wulli wulli wulli" you rotate your hand around. During "arabi" you put your hand strait up and go down with the upper part of the body.
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Song:

A ram sam sam , a ram sam sam

Wulli wulli wulli wulli wulli

Ram sam sam

A ram sam sam , a ram sam sam

Wulli wulli wulli wulli wulli

Ram sam sam

Arabi arabi

Wulli wulli wulli wulli wulli
Ram sam sam

Arabi arabi
Wulli wulli wulli wulli wulli
Ram sam sam

And then you sing it faster and faster.

Preparation: /
Goal: having fun
Time: 10 min. -
People: 2 -
Material: /
Special Advices: /

Damdamdidi (Germany)

Description:

1. Clap on your lab then on your neighbours of the right, your own again and then your neighbours on the left..... until the song is over
2. Clap on your own lab then clap on your own lab again but cross your arms (right hand on left leg left hand on right leg) on your own lab again normal then with your right hand on one leg of your right neighbour and with your left hand on one leg of your left neighbour.....
3. Clap on your own lab then put your hand on the shoulders of your right neighbour clap on your lab again and put your hand on the shoulders of the left neighbour....
4. Clap on your lab then put your arms strait in front of you (as high as your shoulders) an clap with your left hand your right hand then your elbow and your hand again. Clap your lab again and do the same on your left arm.
5. Clap your lab then put your right hand on your nose and your left and on your right ear. Clap your lab again and put your left hand on your nose and the right hand on your left ear.....
6. Clap your lab then your feet, your lab again and then put your arms as high as you can and stand up.....

And then you start again and your getting faster and faster with each time you sing.

Song:
Dam dam didi
Di dam dam didi
Dma dam didi
Di dam dam dam

Preparation: /

Goal: coordination of hands and singing
Time: 20 min. -
People: 8 -
Material: /
Special Advices: /

Fruitsalat (Denmark)

Description: The participants are divided into 3 different kinds of fruit e.g. banana, apple, pear. One person is standing in the middle of the circle and he has to get seated by say one of the 3 fruit names and the people who are this fruit has to change seats, so the person in the middle has the opportunity to find a new seat. The person in the middle can also say fruitsalat and then everybody has to find a new seat. The game is over when the participants start to loose interest.

Preparations: Put the chairs in a circle

Goal: To teach people to listen to what is said and to reach on the things that is said.

Time: 10 min

People: 10 -

Material: As many chairs as participants minus one

Special advices: Make sure the circle is big enough, so people have enough space to move around

Handclaps: (intercultural)

Description: Everybody is lying in a circle on the floor with their hands in the middle, but so that every person has one hand from each neigh bough between his own hands. One person starts with clapping one time in the ground the hand to the right claps one time and so one, if one person claps twice the direction changes. When a person forgets to clap or a wrong hand is clapping, that hand goes out of the game, when both hands from a person is dead the person is out of the game. The last person left is the winner.

Preparations: /

Goal: To coordinate what you see with what you do

Time: 10 min -

People: 5 -

Materials: /

Special advices: If it is too hard to lay on the ground you can sit on the knees.

I'm sitting in a flower field and I'm waiting very Longley for...: (Germany)

Description: Make a circle out of chairs one more chair than participants. Try to put the chairs as close as possible to each other. The person which is sitting next to the free chair is beginning. He/she is moving on the free chair and is saying "I'm sitting", then the next person is moving on the chair and is saying "on a flower field" then the next is moving and saying "and I'm waiting", then the last is moving and saying "very Longley for ... (e.g. Michael, Susanne, ...) "and then he/she can chose a participant to sit beside him/her. The chair on which "Michael or Susanne" was sitting is free now and the faster participant who is sitting right or left from this chair is starting the game again by moving on the free chair saying the beginning of the line. The game is ending when the participants are bored.

Preparation: making the chair circle

Goal: to react fast on what is said

Time: 15 min. -

People: 8 -

Material: as many chairs as participants plus one

Special advices: you can also play this game in different languages e.g.
 - German: Ich sitze im gruenen und warte voll Sehnsucht auf...
 - Danish: Jeg sidder I det groenne og venter med laengsel paa...
 This game is very good to play with smaller children (age of 4...)

Kiwi, kiwi, kiwi (Germany)

Description: The participants are placed in a circle except for one person standing in the middle. Every participant decides what kind of fruit the person would like to be (also the person in the middle finds out). None of the participants are allowed to be the same fruit. The person in the middle now points at one person and this person has to say its own fruit name one time before the person in the middle can say it three times. If the person in the middle success in being fastest the other person has to go in the middle otherwise everybody stays were they are and the person in the middle has to try again.

Preparations: /

Goal: to be fast

Time: 5 min -

Materials: /

Special advices: It doesn't have to be fruits that people are the theme can also be cars, countries, names of cigarettes e.g.

Protecting a treasure: (Germany)

Description: One participant is blind folded and he/she is sitting on a chair. Under this chair is the treasure (e.g. chocolate, sweets, stuffed animal,.....) which he has to protect. All the other participants are sitting in a big

circle around him/her. They have to rob the treasure through crawling on the floor as silent as possible and if they are close enough they can steal the treasure with their hands. But if the protector hears them and maybe catches them when they are trying to steal his treasure the protector gets the treasure and the robber has to protect a new one.

It's better if there is only one robber each time trying to get the treasure. (If it's a big group there can be two at one time)

Preparation: put a chair on a useful place and a treasure under it
Goal: listen and to move quietly
Time: one round 5-10 minutes
People: 4 -
Material: chair, treasures
Special Advices: /

V.I.P. - Party: (intercultural)

Description: Every participant deliberates a famous person and writes the name of this person on masking tape which he/she adheres on the forehead of his right neighbor. The participants have to find out which famous person they are through asking questions like, "...am I dead? Am I born in the 17th Century? Am I a politician?..."

Preparation: /
Goal: to have fun,
Time: 40 min. -
People: 8 -
Material: tape, pens, paper
Special Advices: /

V. TRUST GAMES:

Blinde buk: (Denmark)

Description: One participant is blindfolded the others are standing around one or two meters away from him/her. The blindfolded participant has to catch one of the others and then he has to feel who he caught. But the caught person is not allowed to talk. The game is over when everybody was blindfolded one time or the participants get bored.

Preparation: /
Goal: to catch a person when you are blindfolded
Time: 15-30 min. -

People: 6 -
Material: scarf
Special advices: The participants who can see should watch the blindfolded participant so that he is not bumping in a tree or having another accident.

Hugging a tree (Denmark)

Description: The participants are divided into pairs one person in each pair is blindfolded. The person who can see now leads the other person to a tree, this person now hugs the tree (touches it as much as he wants to) and afterwards he is lead away again so he is not standing near to the tree. Now he takes of his blindfolding and has to find back to the tree he hugged. Afterwards the other person tries also.

Preparation: Find an area with a lot of trees and find scarfs

Goal: To trust each other and learn to use senses

Time: 5 min

People: 2 -

Materials: Scarfs

Special advices: Make sure that people are taking good care of the blindfolded people.

Mine field (Denmark)

Description: One participant is blindfolded, and the rest of the group has to guide him though the mine fields, by telling him were to put his feet, e.g. "One step forward, two small steps to the left, turn a little to the right, forward again slow." If the person steps in a mine he is dead and another one can try.

Preparations: To make the mine field - show clearly the sighs.

Goal: To cross the mine field alive

Time: 10 min -

People: 2 -

Materials: Rope to show the sighs of the field and candles, bottles or pieces of cloth as the mines.

Special advices: Take care of the person who is blindfolded, he trust you and he is addicted to you
This game you can make more difficult depending on the age group and the sighs. You can make the distance between the mine small if the participants are older, you can change the material of the mines - candles are not good as mines for small children. You can also let the mines bee wet pieces of cloth and let the person walking though being barefooted. If you do it in the night is looks very good if the mines are candles.

Mother chicken (China)

- Description:** All players are blind folded only the mother chicken is not. The mother is standing somewhere on the room and the babies have to find her. So they are walking around in the room if they meet another somebody they ask Pip pip? And if it's another baby it will answer Pip pip but if it's the mother she won't answer. The goal of the game is to find the mother.
- Preparation:** /
- Goal:** to find the mother
- Time:** 15 min. -
- People:** 6 -
- Material:** scarves, a room
- Special Advices:** people can panic when they are blindfolded

Peter's miracle: (Slovakia)

- Description:** Make a circle out of the chairs but make sure that the distance between the chairs is always the same. The participants have to sit on the chairs all with their legs with the watch. Then they have to lay with their back on the lap of each other. Now the leader of the game (if there are many people like 12 or more there should be two or three leaders) is taking away the chairs. If the circle is right the participants are not falling down.
- Preparation:** put the chairs in a circle
- Goal:** cooperation
- Time:** ca. 15-20 min.
- People:** 8 -
- Material:** as many chairs as participants, music (not necessarily)
- Special advices:** the participants should be around the same sights (one at least the one who are sitting next to each other)

The fall: (intercultural)

- Description:** One participant is standing on the edge of a table with its back to the other participants. (This is way he/she will fall.) He/she should put the right hand on the left shoulder and the left hand on the right shoulder. The falling person should be very straight in the back so their weight is balanced over the whole body.
- The other participants are standing in two lines behind the table facing each other. They should stand shoulder to shoulder and the two lines should stand max $\frac{1}{2}$ meter away from each other. Their forearms have to be in front of their body with the inside of the

hands up. (The upper arm and the forearm should stand in a 90% angle to each other)

The participants should put their arms in this order:

Each participant should have the right arm of the one participant who is standing in front of him/her and the left arm of the other participant who is also standing in front. But they shouldn't touch each other. The hands should be in the same high like the elbows of the person who is standing in front.



! ! = one participant

The person who is falling can be given to the end of the lane if he/she wants to. The leaders of that game have to make sure that the participants which are catching the person who is falling doesn't make fun and that everybody is ready when the falling person starts.

Preparation:

Goal:

Time:

People:

Material:

Special Advices:

make the line of catchers; put the table on its place

for the participants whom are falling to experience that they get caught, for the group that they can catch some body and to create a atmosphere where they can trust each other

10 min. for each person who wants to fall

8 -

table, or another high place where a person can stand on (it shouldn't be much higher than the hands of the catchers)

This game is made for older people

The catchers should not be younger than 9 years old if they catch children which are as old as they are; the age of the people who want to fall is not so important but the leaders have to make sure that they rely want to fall.

Many people are making the back round during the fall so that the heaviest point is in the middle of their body. Tell the fallers they should try to remember not to do that and place catchers which are strong around that point (second and third person of each line).

It is easier to keep the body strait when you contract many muscles at the backside of your body.

The trusting ring (intercultural)

Description:

All the participants are standing in a circle shoulder to shoulder, except for one person who is standing in the middle with his eyes

closed. When everybody is ready the person falls to one side, the persons in that side now catch him and easily push him in another direction and so on...

Preparations: /
Goal: To learn to trust each other
Time: 5 min -
People: max 12, 3 persons can easily do it alone
Materials: /
Special advices: Make sure that people are ready to catch the person in the middle. Don't push anyone to be in the middle, you can't force a person to trust the other ones.

VI. INTRODUCTION GAMES:

Blanket game (Ukraine)

Description: Two persons are holding a blanket, the participants are divided in two groups - one on each side of the blanket. Every group sends one person to stay just behind the blanket. Then the persons holding blanket puts it down and the person yelling the name of the other person fastest wins and the other person has to go to the other team.

Preparations: Finding a blanket
Goal: To be fast
Time: 5 min -
Materials: Blanket
Special advices: Have a fair judge otherwise the game is not funny.

Peter and Paul: (Germany)

Description: The participants are building a circle and then they are making a certain rhythm with there hands. The rhythm is the basement of the whole game to they should keep on doing it all the time.

Rhythm:
They clap on there lap then they clap there hands then they snap there right fingers and then there left fingers.
During you are snapping your right fingers you say your own name e.g. "Peter" during you are snapping your left fingers you say the name of another participant e.g. "Paul". Then you are continuing with the rhythm (clap on your lap again you clap your hands) and then "Paul" is saying his own name during he is snapping his right fingers and another name during he is snapping his left fingers...

People who miss that it's there turn or he/she can't stick to the rhythm or they are saying the name of a person who is not in the game they are out. The winner of the game is the person who is last.

Preparation: /
Goal: to learn the names of the people in the group
Time: 15 min. -
People: 6 -
Material: /
Special Advices: You can also play the same game with numbers instead of names.

Sort out: (Denmark)

Description: The participants should put there chairs in a line and sand on them. Then the game leader is telling them the order in which they should stand and where they should start e.g. birthdays, shoe size, how many brothers and sisters, how many ants and uncles, grade of school, piercing,...

The participants should stand in this order but they are not aloud to touch the ground.

Preparation: put chairs in a line
Goal: to get to know more about the participants in the group
Time: 20 -
People: 6 -
Material: chairs (as many as participants)
Special Advices: if you want to make it more interesting you can put in a new rule that they are not aloud to talk to each other.

VI. WILD GAMES:

Little Horses: (Belgium)

Description: The children are riding on the back of the leaders like on horses. First all leaders are standing in a circle with the children on the back. In the middle of this circle are laying name signs (as much as children minus one). Then a person is whistling and all the leaders with the children are going clockwise. They stop when the whistle is blown again; the children are dismounting and running one whole circle. When they are coming back to their leader (hors) they are crawling thru the legs of the leader in the middle of the circle and picking one of the name signs. Leader and child who don't get a name sign are out. The game stops when there are only 2 children left.

Preparation: collect the name signs or something like that to put in the middle
Goal: the leaders are a team with the children
Time: 30 min. -
People: 6 couples -
Material: /

Special Advices: be careful that you are not breaking your back

Organism (Denmark)

Description: All the boys are sitting on the floor in a circle, holding arms with their bag to the middle. The point is for the girls to drag out one boy so he is not in contact with another boy, when that happens he is out of the game. When no boys are connected the game is over.

Preparations: /

Goal: To the boys to stick together and to the girls so separate the boys

Time: 5 min

Persons: 6 - , the best thing is if there are around the same number of boys and girls

Materials: /

Special advices: Make sure the ground is not too rough otherwise the clothes can be damaged.

Spider (Belgium)

Description: The participants are divided into two groups, one group is standing in a circle, very close together, with their arms around each other and their heads bowed in the middle. Each person in the other group chooses a person from the inner group and places himself on the outside of the circle upper side the chosen person. When everybody is placed right and the persons in the inner circle have a good grip in each other and their heads very much down in the middle, one person from the outer circle runs to the inner circle, jumps over, but not totally, grip the chosen person around his waist and is now hanging under this person with only his feet in the ground. All the other ones in the outer circle does the same after tour and when everybody has a person hanging underneath or is hanging underneath, the people in the inner circle is allowed to jump 3 times and the persons from the outer circle has to try to keep hanging underneath. Afterward you can switch around, but the best thing is actually to have the biggest people in the inner circle.

Preparation: /

Goal: To have fun

Time: 10 min

People : 10 - 14

Materials: /

Special advices: This is a Belgian game, it is supposed to be violent, but make sure that it is clear to everybody before the game starts - it can easily hurt.

The carton box game (Denmark)

Description: All the participants are standing in a circle holding each other very tight around the wrist. In the middle a carton box I placed. The point

is to drag the other ones into the carton box so they touch it, when one person has touched the box, he is out and his two neighbors get a grip in each other. The last person standing is the winner of the game. If some people let go of each other both persons are out.

Preparations: Finding a carton box
Goal: To survive
Time: Depending on the number of participants but around 10 min
Persons: 2 -
Materials: Carton box
Special advices: If there are many people you can divide them into two teams and so that they are placed not next to a person from their own team.
This game it pretty rough to the arm so make sure people are not wearing watches or bracelets during the game.

VII. FUNNY/SWEET GAMES:

Blim Blim:

Description: One person (game leader) starts to sing the blim blim song. During the singing he/she is drumming on fictive drums and walks with very small steps to another person. Then the leader says blim blim to the person he/she is standing in front (still playing the drum) the other person answers bilm blim (also playing the drums). The leader is turning around and both persons are walking and singing the blim blim song until they arrive to another person. The leader is asking again blim blim the person he/she is about to is answering blim blim then the leader is turning around saying blim blim to the other one who is answering again blim blim. But now this person turns around and all three are singing the song, playing the drums and walk until they stop in front of another person and so on. The game ends when all participants are in the line singing the blim blim song.

Preparation: /
Goal: to pick up all participants
Time: 15 min. - (depends on how big the group is)
People: 6 -
Material: /
Special Advices: the game is very good if you want to gather all participants or if you want to bring them all together to certain place e.g. to a meal

Do you want to be my (our) tail? (Ukraine)

Description: The leader starts with the question: Do you want to be my (our) tail? If the person who is asked says yes, he has to go down on the floor and crawl between the legs of the leader and then take him on the shoulders or the hip. After that both are asking another person, and he has to do the same. Then all three are walking around, until no persons are left or the game is getting boring.

Preparation: /

Goal: stopping touching fears

Time: 15 min. -

People: 4 -

Material: /

Special Advices: in the end you can try to make a circle and start a new game (which you need a circle for)

Evolution (Estonia)

Description: Play:
When you meet s. b. from your own kind, you play stone, paper, scissors. (!!!) If you lose you are going down in the evolution if you win you are going up until you are a human being.

Animals:	sound:
1. Amoeba	blub blub blub blub blub...
2. Gemini:	chichir chichir chichir..
3. Rabbit:	muemmmmmeln
4. Monkey	u u u a a a a...
5. Human being	

Preparation: /

Goal: become a human being, have fun

Time: 15 min. -

People: 8 -

Material: /

Special Advices: you can play the same game with different animal and sounds or you can play it like growing up (first baby then child, teenager, youngster, mother/father). You can also think about different versions...

Hoved, Skulder, Knæ og Tå (Denmark)

Description:

Sing the song and put your hand on the parts you say.
Hoved = head, Skulder = shoulders, Knæ = knee, Tå = toe,
Øjne = eyes, ører = ears, næse = nose, mund = mouth

Song:
Hoved, Skulder, Knæ og Tå → knæ og Tå (whole line 2x)
Øjne, ører, næse eg en mund

Hoved, Skulder, Knæ og Tå → op og stå (when you say this you stand up)

Preparation: /

Goal: cooperation

Time: 10 min. -

People: 2 -

Material: /

Special Advices: /

Nice to all persons (Philippine)

Description: Everybody has a piece of paper on the back. All the participants circulate around and write a nice thing about the person wearing the paper. Everybody must write something nice for all the others. After finishing this everybody reads (aloud) what is written on their piece of paper.

Preparations: Finding paper, pens, tape or safety needle (for putting the paper on the back)

Goal: To give the participants the opportunity to say nice things to each other and to promote better self-esteem

Time: 20 min -

People: 3 -

Materials: Paper, pens, tape or safety needle

Special advices: Make sure that the participants write only nice things and that they are not reading what another person is writhing, otherwise the participants can't use the complements afterward. Your job as a leader is to create the right environment for this game.

Secret friend: (Ukraine)

Description: You write the name of all participants on small peaces of paper and fold them one time so you can't see whose name is written on. Then everybody is taking one paper and opens it. The one whose name is written on it is your secret friend. You are not aloud to tell each other who it is. During a certain period e.g. a camp or a weekend...you have to do s.th. nice to your secret friend every day at least one thing. It can be a poem, greeting, sweets, small present,... But you have to stay anonym so he/she doesn't find out who is the secret friend. At the end of this game all meet again and then you reveal who was whose secret friend.

Preparation: writing names on peaces of paper

Goal: do s.th. nice to s.b.

Time: 1 day -

People: 3 -

Material: paper, pen

Special advices: the longer time the more fun, try to make funny things

The fool dance (Denmark)

Description: All the participants are standing in a circle, holding each others hands. Everybody is singing: "Now we will dance a foolish dance, foolish dance, foolish dance. Now we will dance a foolish dance and everybody is in." while they are walking around in the circle. Then the leader of the dance yells "Have we held each other in the hands?" And all the participants answer "Yes", the leader asks "Have we held each other on the heads?" the participants answer "No" and while they are singing they walk around in the circle holding each other on the heads. The game stops when the leader can't find more (suitable) places to hold on each other.

Preparations: /

Goal: Not to be shy to each other

Time: 5 min -

People: 3 -

Materials: None

Special advices: Be careful with the place where people have to hold each other, the places have to fit the age group e. g. don't tell teenagers to hold on the bottom, the girls might get offended.

Toaster: (Germany)

Description: All players are standing in a circle one player stands in the middle and points on one of the players and gives him a commando. This player and the two on the right and left side have to do what there commando was. If one of them makes a mistake or isn't fast enough he has to go in the middle.

Commandos:

1. Toaster: person in the middle (p.i.m.) has to jump and the other two make a circle with their arms around him.
2. Canoe: p. i. m. paddles the others forming the Canoe around him.
3. Elephant: p. i. m. makes the elephant nose the others are the ears.
4. Lonely mother: p. i. m. is lonely mother two others are going on their knees take her hand and cry.
5. Microwave: all three persons open their arms (90*) and say bing.
6. Mixer: p. i. m. puts her hands up an others turning around themselves.
7. EuroClass: all three people run around in a circle and sing s. th.
8. Monkey: p. i. m. puts the hands on the mouth, person on the right hand on the ears and person on the left hands on the eyes.

9. Crocodile: p. i. m. makes the crocodile mouth with clapping in the hands with strait arms and the others make each one eye.
The game stops when the participants get bored.

Preparation: /
Goal: react fast on different commandos
Time: 20 min. -
People: 8 -
Material: /
Special Advices: you can always great new commandos and put them into the game

VIII. Evaluation Games:

Going up and down: (Belgium)

Description: You ask the participants questions about the action and if they liked it very much they should go up (stand on a chair, climbing up a tree,...) and if they didn't liked is at all they should go down (lay on the floor,...). If you want more detailed answers ask them personally.

Preparation: think about the questions you want to ask
Goal: to get a feedback
Time: 15 min. -
People: 6 -
Material: /
Special Advices: This evaluation game is very good to play with smaller children.

Gummibear evaluation: (Germany)

Description: The participants should build a circle. Then there will be given around a bag with gummibears. The participant who is having the gummibears in his hand should give a statement about the action. Then he can take out some gummibears and gives the bag to the next participant.

Preparation: /
Goal: to get a feedback
Time: 20 min. -
People: 6 -
Material: gummibears (or other sweets)
Special Advices: These statements shouldn't be discussed because it's a personal opinion. If the leaders want to get more detailed information from the participants they should ask for it in a personal talk. Some participants are shy to tell there opinion in front of the whole group, so the leaders have to make sure that they don't have to say s.th. if they don't want to but maybe they should try give them the

possibility to tell their opinion in another way. (writing it down, personal talk,...)

Power point: (Germany)

Description: Cut a big circle out of paper and put it in the middle of the room. This point is the best place. Then you ask the participants questions about how they liked the action or if it was useful for them and they should place themselves where they think they are right. It is always good if you ask one person which is standing very close to the point, one a little bit away from it and one who is standing very much away from the point more detailed questions about the action or that they should tell why they are standing where they are standing.

Preparation: make the point and the questions you want to ask

Goal: to get a feedback

Time: 15 min. -

People: 6 -

Material: paper, scissor

Special Advices: if you do it outside mark the point which is mostly away from the middle that makes it easier to get the right feedback.
You can use the same strategy to make an evaluation thermometer. You just use instead of the point a rope and you mark the point in the end as the point 0 which is the worst point and the participants should stand on the rope.

I agree (intercultural)

Description: One end of the room is "I agree" - area, the other end is "I disagree" then you come with different statements about the activity and the participants have to place themselves where they want. Through this you can get an overview if your activity was a success or not.

Preparation: To make the questions

Goal: to get a feedback

Time: 10 min

People: 5 -

Materials: /

Special advices: It is important that the questions are formulated very clear, so the participants don't doubt about the question.

Dead man bacon

Age: 6 -

Tools: a ball or something else to put in the middle

Where: outside or inside with a lot of space

How many: 8-18

Time: 10-20 min

The participants are divided into two teams of equal size, and the participants in each team are lined up next to each other (sideways) in one line, facing the other team with approx. 10 meters

between them (depending on how much running you want in the game).

The participants get a number each (1, 2, 3, 4...) in such a way that there is a number 1 on each team and a number 2 on each team etc.

In the middle of the field between the two teams you place an object e.g. a ball.

Now the game-master shouts a number for example 4, now number 4 from each team has to run out to the middle, grab the ball and get it back to his/her own line, before the opposite participant does the same.

Once everybody understands the point of the game, the game-master can start using more than one number at a time, once you have 3 or 4 numbers out running the game can get really chaotic, but also great fun.

If you *really* want to make the game physical, you can select a person as the object in the middle instead of the ball, but do only exercise this when you have good and caring participants, who can look after the person in the middle while having fun.

Belgian "Bankebøf"

Age: 12-

Tools: ball, scarf or something else in the middle

Where: outside

How many: min 8

Time: 20 min

Everyone stands up in a circle, with approx. 1.5 metres between each participant. In the middle of the circle you place a scarf, a ball or something like it.

One person is selected as the runner, the runner now has to run around the outside of the circle and then at a certain point jump in between two people standing in the circle, stop there, and spread his legs out.

The two people beside him now have to run each their way outside around the circle, back to the runner who stopped and crawl between his legs.

The object of the game is to get to the scarf in the middle first, and the last person to reach it becomes the runner in the next round.

Border-patrol

Age: 12

Tools: rope, or something to make the border with

Where: outside on grass

How many: 10-50

Time: 10-15 min

The participants are divided into two teams of equal size, and the game field is divided in the middle with a line (e.g. rope) the object of the game is to pull the people from the opposite team over to your side of the border. Once a person has been pulled over he changes side, and now belongs to the other team.

You can touch the other side of the border, as long as you have some sort of contact with your side of the border, this means that you can form chains of people and as long as the last person is still on the right side of the border, you aren't caught.

Night Activity 1 - Stratego

Age: 10-

Tools: Stratego game cards in two separate colors. A few petrol lamps for lighting up the corners of the game field

Where: outside, in a forest

How many: 10-40

Time: 30 min -

To play Stratego you need two sets of game cards in two different colours, each of them with one of the following military ranks on. Depending on how many people are playing you can vary the amount of cards, but there should only be one Flag and one Field Marshall on each team.

1. Field Marshall
2. Major
3. Colonel
4. Captain
5. Lieutenant
6. Officer
7. Scout
8. Spy
9. Flag

Before starting it is a good idea to take all participants around for a walk to the corners of the game field and mark it up with petrol lamps. Just so that everybody knows how far they can go.

The participants are divided into two different teams, and each participant receives 1 card.

The object of the game is to find the opposite teams flag, which also is a person. When the game starts everyone can freely run around and catch somebody from the opposite team, but they cannot show each other what their rank is.

When one person is caught by another, they both go together down to the game leader and he then looks at their cards and tells them who is dead. The highest rank always wins, and if two people of the same rank meet, they both die. As the only character in the game, the spy can kill the Field Marshall without dying.

The flag has to hide as quickly as possible in a good location.

The game finishes when the flag has been found or all participants from one team (except the flag) are killed (one flag cannot kill the other flag)

The game can continue for as many rounds as you want to, and then the team with most rounds won, wins the battle.

Stratego works best in a forest, where there are a lot of obstacles you can hide behind, it is most fun at night, but also works excellently in daylight.

You can also change the role from being real Stratego figures, to for example the IKE structure, so the general secretary will be the field Marshall and so on. That will teach the children how IKE is structured.

Mafia

Age: 14-

Tools: deck of cards

Where: inside, outside

How many: 8-20

Time: 15 min-

You need a deck of cards to play this game, and a game leader who does not play.

Depending on how many players you have, you should start the game with taking e.g. all the hearts out of a game, so that every player can have 1 card. There should be at least 1 ace, 1 king, and 1 jack, and for the rest of the players there should be a numbered card (2-10).

To play the game you sit down in a circle, and all participants get 1 card each, they cannot show anybody else which card they received.

The **Ace** is the **Mafia**

The **King** is the **Commissar** (police)

The **Jack** is the **Doctor**

Numbered cards are regular Village People

The game starts when the game leader asks everybody to go to sleep, after this only the game leader can speak.

- First he will ask the mafia to wake up, and point out who he wants to kill, afterwards the mafia goes to sleep again like everybody else.
- Secondly the doctor is woken up and he can point out who he thinks has been killed, if he is right the person will not die in the end of the round, afterwards the doctor goes to sleep again like everybody else.
- Thirdly the commissar is woken up and he can point out who he thinks is the mafia, if he is right the mafia will be killed, afterwards the commissar goes to sleep again like everybody else.

Now the game leader announces that it's morning and everybody can wake up. He then tells the village people if anybody died during the night.

During the day the village people have the possibility to try and guess who the mafia is, and if more than 50 % of them agree on 1 person then the game leader will lift this person's card, and he will be killed.

The game keeps on going until the mafia has been found

Sock Paintball

Age: 10-

Tools: socks, flour, string

Where: outside, in the forest

How many: 10-

Time: 15-

Like real paintball only you shoot with sock filled up with flour. When a sock like this hits you, it will leave a white mark. You can make the rules up your self, just use your imagination.

The track should have some obstacles, or you could e.g. play it in a forest, so that there are some possibilities of running away and hiding.

Twin soccer

Age: 6-

Tools: football, strings

Where: outside or in a sports hall

How many: 12-20

Time: 10-

This is just like the game soccer, only now two persons are together one person. Bind the left foot and the right foot of two players together and let's play twin soccer!

Telescope football

Age: 10-

Tools: football, toilet paper rolls, elastic strings, 2 goals

Where: outside or in a sports hall

How many: 12-20

Time: 10-

You need to make a pair of field glasses for each person.

All the players have to wear a pair of telescope football. That will make football to a new experience.

It is "just" like normal football, you can choose the rules your self. A variation, all of the players has to crawl around like a crab, only your feet can touch the ball.

British Bulldog

Age: 12-

Tools:

Where: outside

How many: 10-50

Time: 10-30 min

Everybody is standing on one side of the room/field. One person is standing in the middle of the room/field. Every person has to try to get to the other side, but they have to watch out that the person in the middle won't catch them. If this person catches somebody and gets this person up in the air, from the ground, this person will also become a catcher and then they can both catch people and lift them in the air so they will also become catchers, etc. In the end everybody is a catcher and the game is over.

Toss a coin. Heads or tails?

Age: 7-

Tools: coin, a gameleader

Where: outside or inside with space to run

How many: 9-

Time: 10-20 min

You divide the group in two groups, which have to stand in two lines, holding each other's hands, with their faces towards each others backs. In front is standing the game leader with the coin. He throws the coin in the air and down in his open hand, the two persons in front of the lines is standing ready to see if it is a head or tail! Every time it is a tail the front persons has to, as quick as possible to press the person behind in his hand and the press should go on to next... and so on. When the last person in the line gets the press he has to run in front and take the coin. If he gets the coin he can be in the front position. When everybody from the line has been in front, the line is the winner.

If the front person press when it is a head at the coin and the line continue the pressing, you get minus and the other line can take a person in front. During the game you can't talk.... other wise

it's too easy to find out if it is a tail or head.

Card mix

Age: 7-

Tools: deck of cards, chairs

Where: inside, outside

How many: 10-

Time: 15-

All is sitting in a circle on the chairs, with the game leader in the middle. The game leader gives all the participants a card, and they have to remember what card it is. (Heart, Spades, Diamonds, Clubs). The game leader gathers all the cards again. And starts to take one card after another and say loud what kind of card it is. Every time you card is name you have to move one chair to the left. If there already is sitting one, you just sit on him. If your card is named while you're having one sitting on you, you can't move. The winner is the one getting to his own chair as the first.

You can also make the game, by asking questions!

For example:

- All who wears blue jeans.
- All who is a member of a youth club.
- Those who got breakfast this morning.

etc.etc...But you need some questions, which move people around, otherwise it will take to long time.

Sock game

Age: 12

Tools:

Where: inside

How many: 6-

Time: 10-

Everybody is sitting with his butt on the ground and without wearing any shoes, only socks. You are not allowed to put your butt up from the ground. Now everybody has to get other persons socks and try to keep his own socks on. If you don't have any socks left you are out of the game.

Drama

Age: 15-

Tools:

Where: inside, outside

How many: min 7

Time: 15-

This is like the whispering game, only now with drama.

You pick 4 people to go outside the door. When they are out, the people left in the room agrees on 3 things: something that is killed, what it is killed with and where it is killed. You know call the 1st person back into the room, and tell him what you decided. Now you call number 2 back, and number 1 shows the 3 things to number 2. He only has 30 seconds to show each thing, and it's forbidden to speak. Number 2 does the same actions as number 1 together with him.

The third person comes in, number 2 shows him what to do etc. etc. The drama will change, because persons are forgetting parts or doing it differently. The last person has to say what the 3

things were. After that the person who started the play will say if it was right, and if it is not right, he will tell. After this game you can discuss all things that happened.

As more weird things you choose, as funnier does it get.

The Three Small Babybears

Age: 6-

Tools: 6 chairs, the history

Where: inside

How many: min 6

Time: 10-

The 6 chairs are standing with the bags towards each other. Now you give each of the 6 participants a role each. Little Mike, Mom, Dad and the three babybears, Read the story aloud. Everytime you hear your name, run around the chairs and back to your seat.

The Three Small Babybears.

One day when little Mike had been by one of his friend, the friend had told little Mike, that he had been with his Mom and Dad in zoo and where they had seen The Three Small Babybears. Little Mike did quickly run home and asked if he, Mom and Dad could go in Zoo the next following Sunday to see The Three Small Babybears.

Mom said no, but Dad thought it was a good idea.

When it was Sunday, Mom made a picnic basket, Dad wash the car and little Mike were looking forward to get in Zoo and see The Three Small Babybears together with Mom and Dad.

At 11 o'clock Mom, Dad and little Mike were ready to go. First little Mike entered the car, afterwards Mom and in the end Dad, and then they went off to Zoo, to see The Three Small Babybears.

When they came to the Zoo, first Dad got out of the car, then Mom and Little Mike. Little Mike wanted immediately to see The Three Small Babybears, but Mom and Dad had brought some fish, to the sea lions, so Mom, Dad and little Mike first went and feed the sea lions.

But now little Mike couldn't wait any longer, he wanted to see The Three Small Babybears.

Mom and Dad took little Mike in their hands and went to the cave, where The Three Small Babybears lived. Mom and Dad had brought some nuts, so little Mike could feed the Three Small Baby bears. When Mom, Dad and little Mike had been standing watching The Three Small Babybears for more than a quarter, Mom and Dad said it was enough and they had to go home. So Mom, Dad and little Mike said goodbye to The Three Small Baby bears. When they came to the car, first Mom entered the car, then Dad and at last little Mike.

At their way home little Mike didn't talk about anything else than The Three Small Babybears. Mom got irritated, but Dad was just sitting laughing. When they were at home and Mom, Dad and little Mike was out of the car, little Mike immediately run to his friend, to tell about Mom, Dad and little Mike's trip in Zoo visiting The Three Small Babybears.

Fireballs

Age: 15-

Tools: an old bed sheet

Where: outside, maybe in the dark

How many: 2-

Time: 10-

Cut the bed sheet into small pieces, and make a ball out of them. Put it in mentholated spirits for about a day.

Light the ball and play with the ball. Everybody has to pay a lot attention when you're playing, and it is a good idea to have a bucket of water near you.

BOMB FUSE

Age: 8+

Tools: Broom, bin

Where: inside

How many: 5+

Time: 5-10 min

Place the broom across the rubbish bin. :Everyone forms a circle around it and holds hands. The idea is to not be the person to knock the broom over or to let go of the person's hand next to you. If you knock it off – you go out. If you or the person beside you lets go, you both go out. Jumping over the broom is allowed!

KING OF THE CIRCLE

Age: 8+

Tools: chalk

Where: inside

How many: 6+

Time: 2-5 min

Start off with everyone remembering their two teams. everyone bunch up and a circle is marked out around them (in chalk). See how many of your team remains in the circle by the end of the time limit! No biting.

CORNER BALL

Age: 8+

Tools: Ball

Where: inside or outside

How many: 6 - 30

Time: 5-10 min

Two teams. One team starts with possession of the ball and the aim is to tag a member of the other team with the ball (throwing it at them does not count). The person with the ball cannot move, except to pivot and try and tag a member of the other team or pass to another of their team members. Once the ball is dropped, the other team gets possession.

LINE PULL

Age: 8+

Tools: none

Where: inside or outside

How many: 6-30

Time: 5-10 min

Two teams face each other with a line drawn between. Can't move behind line more than three feet (1 meter). And aim is to pull someone over the line. Once your foot is over the line you become part of that team

RUNNING MAN

Age: 8+

Tools: 4 markers

Where: inside or outside

How many: even number

Time: 5-10 min

Running Man – need Four markers (witch’s hats) to define area and one whistle. Two teams. The teams line up behind their marker (at diagonals to each other). The first runners begin running when the whistle blows around all four markers in a clockwise direction and then tag their next team member who begins running at that point. The aim is to tag the other runner from the other team. The whistle may be blown at any stage to reverse the direction of running.

BLOW FOOTBALL

Age: 6 -

Tools: straw, table tennis ball

Where: inside on table or floor

How many: 2 per ball

Time: 5-10 min

Two players stand on opposite sides of the playing field (table or floor) and blow through the straws, trying to get the football to go into a goal (could be marked using chalk, or each player could use their fingers to make a goal). As in normal football, the player with the most goals wins. You could have a tournament between winners, and find the ultimate champion in your youth group!

EMPIRE

Age: 11+

Tools: Paper, Pen

Where: Inside or outside

How many: 5-20

Time 5 min per round

One person is the games master. Every player goes to game master and secretly says a name, which will identify them. The game master writes all the names down, and returns to the group. He reads the list of names twice, and then never again! The person to the right of the game master starts by guessing the identity of one person “Are you BOB?” If he is correct, the person who was Bob joins his Empire, and he can guess again. If he is incorrect, it is the end of his turn for now. The person he just accused of being Bob now can guess someone else’s identity. The game continues until everyone is under one Empire!

PAIRS GAMES

Age: 10+

Tools: none

Where: Inside or outside

How many: any even number!

Hand – Slap

Start in the push up position, facing each other. The object of the game is to slap the top of your opponents hand. You could play “first to three” where the person who hits their opponent three times wins, or with a time limit.

Ass – Slap

Keep holding hands with your opponent as if you were shaking it. The object of the game is to slap your opponents ass. You could play “first to three” where the person who hits their opponent three times wins, or with a time limit. Watch out for your forehead and nose! You’ll see why!

Balance

Start facing each other, keep holding hands as if you were shaking it, and your right foot forward, touching the side of your opponent's foot. The object of the game is to make your opponent move their right foot by pushing/pulling them off balance. You could play "first to three" where the person who hits their opponent three times wins, or with a time limit.

Ear grab!

Face your opponent, put your right hand on the shoulder in front of you, and hold their right wrist with your left hand. The object of the game is to touch your opponent's ear, while stopping him from touching yours. You could play "first to three" where the person who hits their opponent three times wins, or with a time limit.

Lift off

Stand back to back with your opponent, and link arms. The object of the game is to lift your opponent off the ground. REMEMBER to stress the importance of bending your knees so people don't hurt their backs. You could play "first to three" where the person who hits their opponent three times wins, or with a time limit.

Toe jumping

Put your hands on your opponent's shoulders, and try to step on their toes, without allowing them to step on yours.

Pancake turning

One person lies on the floor face down, the other tries to turn them over. You could play "first to three" where the person who hits their opponent three times wins, or with a time limit.

PROTECT THE PRESIDENT

Age: 10+

Tools: A soft ball

Where: Inside or outside

How many: 5-20

Players again stand in a large circle with two people in the middle. One person in the middle is the President, the other is the Bodyguard. Those standing in the circle try to hit the president with the soft ball. The bodyguard may do anything to block the ball with his body: jump, squat, dive, etc.

If the ball touches the President at any time [any part of the body, not just below the knees], the person who threw the ball (or the last person to touch it) then becomes the Bodyguard, the Bodyguard becomes the President, and the President rejoins the circle. What makes this exciting is that from the moment the President is hit, the new President is vulnerable as the transition is instantaneous. The new bodyguard must be fast at getting into the circle to defend him or her. This sometimes makes Presidential Turnover pretty quick, but it's exciting. This game is exhausting, especially if the people in the middle are good.

SHOE BOMB

Age: 6+

Tools: a shoe! Or other random object that you wouldn't normally throw around

Where: Inside or outside

How many: 5-20

Time 5 min per round

Take your shoe, and throw it randomly around the circle. When the shoe touches the floor, it will explode like a bomb, and the only way to live, is to get down on the floor quick. The last person down is out. Anyone who is out has the remote control for the bomb, and can at anytime shout BANG, which is the bomb exploding, so everyone also has to get down! You can play for a while where the last person down is out, but only until the next explosion, where they will replace the last person down. Then develop it into “when you are dead, you stay dead!”