



Games

Games are very important not only as fun but as an opportunity for observing, learning and understanding how to relate to each other.

Games should always be practiced before using, and to whatever extent possible, the Guide/Princess should be involved in the selection and testing of the game. Maximum involvement of all tribe members is as important as the selection of the game itself. The game should not be played unless both Big and Little Braves/Princesses participate. Be sure to explain the game clearly and completely, demonstrating any part of it as may be necessary. Let your own enthusiasm show, and have a clear starting point so that all will know when the game has begun.

Balloon Relay

Have enough balloons blown up in advance of this game for each child to have one. Have two designated spots for sitting on the floor at the end of the room, then line up the players into relay teams. (Each Dad blows up balloons for himself and his child before the game begins.) Each player picks up a balloon, crosses room, puts balloon on floor, then sits on it until it pops. When popped, player runs back to other end of the room and tags the next team member who repeats the process until one team successfully pops all the balloons. Two times through should add time and excitement to this game!

Balloon Volleyball

Like volleyball, except indoors using a string about waist high as a net, (string can be stretched across room and taped to the back of two chairs). Play in seated position or on knees, dads against children or dad/child team against dad/child team.

Blow' Em Out

Each player gets a Mason jar and four one-inch squares of tissue paper. The squares are put into the jars which stand on a table. Upon receiving the signal to start, each player tries to blow his papers out of the jar with out touching the jar in any way. Winner is the one who gets all four papers out first. More squares may be used for wide-mouthed jars. Children can compete against their fathers.

Bug House

Each player is assigned a number. Chairs or mats are placed in a circle with one person (alternating dad and child) being designated "it". That person calls out two numbers; the people with those numbers must exchange positions without the "it" person getting that seat. The left over person becomes "it".

Take care of all that is given to you.



Button-Unbutton Relay

This is played by using 2 identical coats, sweaters or jackets (with the same number of buttons). Each team member must button and unbutton the item before passing it on.

Clever Feet Relay

Set up two chairs about three feet apart. In front of each chair draw two small circles one foot apart. An alternate is to use round pieces of paper about four inches in diameter. In one of the circles, put a milk bottle, pop bottle or bowling pin. Have a starting line 10-20 feet from the chairs. Divide the tribe into two teams. At a starting signal, the first player runs to his/her team's chair, sits on it, and with his/her feet, transfers the bottle from one circle to the other. The bottle must be standing completely within the circle. When the transfer has been made, the player must run back and around his group and tag the next player, who follows the same pattern. If the bottle falls, it must be picked up. To make game more exciting, dads play against children, but dads have to hop on one foot, while children get to run.

Cracker Race

Two teams face each other. At the signal to go, the first brave on each team eats two Saltine crackers. As soon as he is finished, he whistles. The next teammate begins, but not until the former has whistled. The first team through wins.

Draw The Feather

Set up a blackboard with a picture of an Indian on it (without feather). Blindfold the player; give him/her some chalk. Turn player around three times; then let him/her find the blackboard so that he/she can draw the feather on the Indian's head. Make sure dads get a turn, too.

Drumbeat Chairs

This is the well-known game where a line of chairs is decreased by one each time the music stops. Fun comes when those remaining have to scurry to find a chair. Instead of music, this game is played by using a drum beat.

Duck, Duck, Goose

Fathers and children sit in a circle. One person from the group is chosen to be "it". "It" runs around the outside of the circle tapping each player on the head GENTLY saying "duck" until he/she picks one player and says "goose". At this point the one who is tapped and called "goose" chases "it" around the circle. If "it" makes it back to the open space without being tagged, then the other player becomes "it" and starts over again. If "it" is tagged, then the other player sits down and "it" begins again.

He who forgives ends the quarrel.



Find It

This is a good family observation game. Select a small object to be hidden, such as a fifty-cent piece or a book of matches. One person is selected to hide the object, and all other Braves/Princesses are sent from the room. "It" then hides the selected object, not too high, where it can be seen by everyone. The object may be behind something, but never under anything. Players are warned not to touch anything when they return to the room. As soon as a player sees the object, he/she sits down. The first one who found the object gets to hide it in the next game. A good place to hide the object is beside a chair leg or behind a lamp, or on top of a book. A good variation is to have the children all hide the object together and have all the dads look for it. Then reverse the procedure.

Flying Feather

Parents kneel so that their heads are no higher standing than young members. Players join hands and try to keep a downy feather up in the air by blowing. Leader throws up the feather. Hands must be held at all times. Divide up into two teams and see which one can keep the feather up the

Follow the Leader (with a twist)

The tribe forms a circle with chairs fairly close together. A person is chosen as "it" and leaves the room. While gone, the group decides upon a person to be the leader. The leader then begins making body motions (such as slapping hands on knees, moving head up and down, stomping feet, etc...) and the person who is "it" is brought back to the room. The leader must then change the motions every 10 seconds and the group must follow. The idea is for "it" to find out who is the leader and starting the change of motion. The group should be careful not to give away the leader by looking directly at him/her, but rather should look out of the corner of their eye or watch someone across from them who is watching the leader. "It" has one guess for the leader each time the motion changes.

Guess Who

Cut out animals or cars from magazines and pin them on the backs of each parent and child. By asking questions of other members, they discover who or what they are.

Keen Eyes

Let children look around the room. Have them go into another room. Dads alter the room in some way. Bring children back in and let them try to list all the changes.

A turtle makes progress only when it sticks its neck out.



Magazine Scavenger Hunt

Prepare a list of 10 items that could be found in a magazine, and give a copy to each father/child team. Have more magazines available than participants. The father/child team that finds the most items on the list in the time given, wins.

Example List: Tomato, Girl smiling, Four-legged animal, Pie, Shoe., Bouquet of flowers, Picture of the President of the United States, Baby, Soap, Fruit juice

Magic Noise

An object in the room is hidden. A selected person leaves the room while this occurs. This person returns to the room and he/she hunts for the hidden object using cues from the group. When he/she is far away from the object, there is a soft buzz (cold). When they are close (hot!), the noise gets louder.

Marble Relay

Divide the group into two teams. Provide each team with a straw and a marble. At the word "Go," the first player of each team places his marble on the floor and rolls it to the other end of the room with his straw. Then he/she runs back with the straw, handing it to the starting point. Each step is repeated until all players have had a turn. The winning team is the team which finishes first. Dads

My Father Owns a Grocery Store

Have the group sit in a circle, each dad seated beside his child. The lead player starting the game says, "My father owns a grocery store and sells something beginning with the letter "C" (or any other letter). The lead player will be thinking of a grocery store item which begins with the stated letter (such as cereal or crackers in this example). Each player is allowed three guesses in turn. If the right answer is not guessed at all, the player starts all over again with a new word. The person who guesses the correct answer has the next turn as leader. This game can be varied by using other kinds of stores (clothing, music, sporting goods, etc.).

Paper Fishing Tournament

Give the players of each team a plastic straw and one small paper- shaped-like-a-fish for each team member, who must pick up a paper fish by suction through the straw and carry it to the opposite end of the room and deposit it in a dish or ashtray.

It takes both sunshine and rain to make a rainbow.



Pass The Grapefruit (Or Orange)

Have the tribe form two circles. The captain of each circle is given a grapefruit or orange, which he/she places under his/her chin. On signal he/she passes it to the player next to him/her with the use of hands. The chin and neck are used as a means of manipulating the fruit. If the fruit drops on the floor, it must be given to the captain and started again. The circle that completes passing the grapefruit or orange around first wins the game. Fathers and children should stand next to each other.

Pass The Washer

A small washer is placed on a string and passed from hand to hand as the children and fathers stand in a circle. One player stands in center and tries to determine who has the washer.

Peanut-on-Knife or Bean Race

Two bowls of unshelled peanuts or hard uncooked beans are placed at one end of the room; dads and children may pair in teams or may compete against each other in any combination, by using an ordinary table knife to carry as many beans or peanuts as may be carried at a time to the other end of the room. Peanuts or beans may not be picked up if dropped en route, and the individual or team winner is determined by the most carried to the end.

Ping-Pong Blow

This game is played by dividing the tribe into two groups (sometimes the fathers against the children) on each side of a suitable table, such as a pin-pong or rectangular dining table. No player may use hands or faces except to blow the ball to the opponent's side, using 5, 7 or 10 as top score. Ball starts in the middle and when it drops off opposite side, team scores.

Ping-Pong Pass

Give each team a ping-pong ball and a plastic picnic spoon. On signal, the ball must be passed from one player to the next while holding the spoons in their mouths. Hands may not be used!

Potato Bowling

A sheet of newspaper is spread on the floor. The little braves/princesses stand behind the line 6 feet away (or 10 feet for the big braves). Each member rolls a potato with the object of having it stop on the newspaper. Each members has three turns.

Random Access Memory

Place a small number (no more than 10) of articles on a paper plate under a cloth. On signal, remove cloth for ten seconds. The winner is the one who remembers all items. Make sure dads have their turn.

A true friend loves at all times.



Ring Toss

Dad will hold a clothes pin in hand while the child tries to ring it with some item as a jar ring or large curtain ring tossed towards him.

Scrambled Birch Bark

Take two Sunday editions of a newspaper. They must be identical papers. Take each newspaper apart and mix up the sections thoroughly, but not with each other. Divide the tribe into two teams. Each team separates into two lines and sits cross-legged on the floor facing teammates (dads facing children). Give each team a disarranged newspaper. On the signal "Go" each team assembles its paper correctly. The first team to finish is the winner.

Soda Straw and Card Relay

Make two lines about 10 feet apart, dads in one and children in the other. Relay card back and forth between lines by sucking on the soda straw to hold the card.

Look Up/Look Down

Everyone stands in a circle with a single person saying the phrase "Look Up Look Down." When the leader says "Look Up", everyone looks up into someone's eyes. You **MUST** look directly into their eyes. If they are looking at you as well, then both of you are out. When you get out, you must make a loud, dramatic dying scene. When the leader says "Look Down" everyone looks back down at the ground. The game continues until there are 1 or 2 people remaining.

Spear the Lifesaver

Divide tribe into two teams; put the teams into two lines facing each other. Give each player a toothpick, which he/she holds in mouth. On the toothpick of the first player, place a Lifesaver or metal washer. Dads and children clasp their hands behind their backs. At a signal from the leader, the first player must pass the Lifesaver to the toothpick of the next player without using his/her hands. If the Lifesaver falls, it can be picked up and must be given back to the person doing the transferring. If broken, the leader replaces it. The first team passing the Lifesaver to the last player wins. Be sure to snap end of toothpick to prevent any stabbing.

Stoneface

A game for 2 at a time, the rest of the tribe watches as two children stand back to back in the center of the tribe circle. When everyone is quiet and under control, the players turn and stare at each other's eyes. The first one to smile, look away, giggle or speak any sound is eliminated. Children hold contest, then dads hold contest. Finally, at the end of the contest "Princess Stoneface" or "Brave" is crowned.



If you want to leave good footprints in the sand, you need to wear work shoes.



Tangle-Up

Have two small balls of string about 40" long. Put players in two teams seated in two circles on the floor; (each dad should sit beside his child). Give one Player in each group a ball of the string and a pencil. On signal, the players in each circle holding the string passes the ball to the person on his right while the starter holds the end of the string. As the ball is passed around the circle, each player takes the ball, winds it once around his free wrist and passes the ball on until the string is all gone. Then the starting player, holding the pencil and other end of the string, begins winding up the string on the pencil. The first team to get the string back on its pencil wins the game.

Wild Game

Two teams of 7 - 9 players each participate, sitting on the floor and holding a blanket or tablecloth taut beneath their chins "Wild Game" is a ping-pong ball placed on a field (blanket). One player runs around the blanket trying to catch Wild Game. The seated players (dads sitting beside their children) tilt the field to prevent Wild Game from escaping (falling off) or from being caught. When Wild Game is caught three times or escapes, the next player takes a turn. When all on one team have had a turn to catch Wild Game, the sides are reversed.

Who Is The Leader?

The group is seated in a circle. A father/child team is "it" and the two leave the room. A leader is chosen to direct the group in a series of motions, such as tapping the head, stroking the chin, slapping the thighs, pulling the ear, or ringing the hands, etc. The leader is to strive very hard not to get caught as the beginner of the motion. "It" has three guesses to locate the leader when they return to the circle. If the leader gets caught, the leader chooses the next pair to leave the room. Suggestion- If players watch the person on the opposite side of the circle, they will be less apt to give away the leader who leads the group in actions.

Know what you do and do it the best you can.