

The background is a vibrant blue space theme. It features a large yellow bear on the right side, a yellow moon with craters on the left, and various white and yellow stars, galaxies, and shooting stars scattered throughout. The central text is on a white rectangular background.

REC PACKET

StudentLifeTMKids



TABLE OF CONTENTS

We understand each community will have different opportunities to meet in person and gather together. The games included in this packet are intended to be used if you are able to meet in person, but many games can be modified and used at home with small groups. Please follow the recommendations of your local health officials!

TABLE OF CONTENTS	2
THEME OVERVIEW AND BIG IDEAS	3
LET'S BREAK THE ICE WARM UP GAMES	4
DAY 1 REC GAMES	10
DAY 1 LIFE GROUP RELAY	13
DAY 2 REC GAMES	14
DAY 2 LIFE GROUP RELAY	16
DAY 3 REC GAMES	17
DAY 3 LIFE GROUP RELAY	19
BRAIN TEASERS	20
D.I.Y. SLIME	24
SQUAD CHEERS	25



THEME OVERVIEW AND BIG IDEAS

THEME: WITH US

Jesus performed a lot of miracles during His time on earth. Many times His disciples were right there with Him as He performed those miracles. One of Jesus' most famous miracles is when He calmed a terrible storm. Throughout our three Bible study lessons, we are going to discover the events that surround Jesus calming the storm and what that means for us as followers of Jesus today!

LESSON 1

Big Idea: Jesus is With Us

Focus Scripture Passage: Mark 4: 35-41

LESSON 2

Big Idea: Jesus Cares For Us

Focus Scripture Passage: John 13: 4-9

LESSON 3

Big Idea: Jesus Saves Us

Focus Scripture Passage: Colossians 1: 21-23



LET'S BREAK THE ICE

WARM UP GAMES

AH SOO LO

Setting- This can be played inside or out with 9 to 25 persons. No equipment is needed

How to Play- Participants begin seated in a circle. Explain that they are a distinguished Oriental society and must use three symbols to communicate. One begins by placing one hand, palm down and fingers extended under his or her chin and saying "Ah" in a deep, dignified tone.

If the participant uses his or her right hand with fingers pointing left, action passes to the one seated to his or her left. If the left hand was used, fingers would point right. Action would pass to the one seated on the right.

Whoever receives action responds by placing either hand, palm down, fingers extended, above his or her head and saying, "Soo" in a distinguished way. Again, the direction of fingers indicates who will go next.

The third action is to point at anyone in the circle and say "Lo". The one

pointed at becomes the new starter, places a hand under chin, declares "Ah," and so on. The game continues this way—"Ah," "Soo,"

point—sequence moves as quickly as possible. As pace picks up, someone finally will make a mistake. Since mistakes cannot be tolerated in the society, the offender is banished to outside the circle. Then he or she adopts the role of a heckler. Hecklers move about the outside of the circle using verbal distractions, facial contortions, or other antics to distract participants and force errors within the circle. They may not touch or tickle a player or move inside the circle.

As the number and noise of hecklers increases, fewer players remain in the circle. When only three remain, declare them winners and begin again.

Playing Tips.—Hecklers are crucial. Encourage the first hecklers to be active. Keep the game moving briskly. When a player makes an error and is banished, ask remaining players to place one hand (fingers curled, thumb pointing up) on the ground. Instruct



them to declare together “YER OUT!” as the offender is banished.

BALLOON VOLLEY

In either an indoor or outdoor setting, participants get in groups of 4 to 6 people and join hands. Toss a 12-inch or larger inflated balloon into the group. The objective is to keep the balloon from touching the floor or ground by hitting, kicking, blowing, or using any other means possible. To begin, any body parts may be used, as long as the hand grips are not broken. If the balloon touches the ground, the use of one body part is eliminated. Hands, head, feet, elbows, and so on may be removed one by one, until only “hot air” remains! The activity may be done with the group seated on the ground.

CIRCLES

Setting—This can be played almost anywhere by eight or more people. Playing circles is a fun, easy way to place people in small groups for another game or activity.

How to Play.—The leader stands where his or her voice can be heard easily. When the leader calls out a number such as six, participants must place

themselves in circles of six as soon as possible. Once circles have formed, call out another number. Then the scramble begins again.

After you have called several numbers, end with the size group needed for the next game or activity. Groups usually will be mixed, with cliques painlessly broken up.

Playing Tips.—Keep the game moving. Circles will not come out evenly each time. Do not give “leftover” persons time to feel forlorn. Call out another number! Encourage participants to mingle. Circles must separate completely after each number is called. (Ex.: A circle of six may not stay together and just grab two more people if “eight” is the next number.)

DETAILS

Partners begin by facing each other and “looking each other over” for a few moments. Then they turn back to back and alter five things about their appearance. For instance, a watch might be removed, a shoelace untied, etc. Encourage participants to be as subtle and sneaky as possible! When both partners are ready, they turn to face each other and try to identify the items which have been altered.



FIND YOUR KNEE

Setting.—This should be played on a grassy, level field with from 16 to 50 people. This game can be somewhat rough, so encourage all to play safely.

How to Play.—Ask participants to find a partner (an even number of players is needed). Partners should form a double circle with one partner in the inner circle and one in the outer. At the leader's signal players forming the inner circle begin to walk counterclockwise, while those in the outer circle walk clockwise. Thus, partners are walking in opposite directions while casting anxious glances at one another. As the two circles move, the leader selects a moment to shout, "Find your knee." At this signal members of the outer circle stop and kneel on one knee. Meanwhile members of the inner circle make a headlong dash to find and seat themselves on their partners' knees. The slowest pair to find one another and assume this position is eliminated. As the game continues, the two circles shrink as more people are eliminated. When only three pairs remain, declare them joint winners and begin again.

Playing Tips.—After each round of play, ask partners to switch positions (from inner to outer circle and vice versa).

Doing so will enable players to experience both perspectives and creates humorous situations where a large person may sit on a small person's knee.

Encourage players to exercise common sense and not to "bowl over" their partners as they rush toward them. Collisions inside the circle are inevitable, but are harmless if players are not running too hard.

Eliminated players serve as referees for the game's remainder.

FLYING DUTCHMAN

Setting.—This may be played indoors or out with about 15- 35 people. The playing area should be level and free of trees or obstructions.

How to Play.—Participants stand in a circle holding hands. One pair holds hands and travels around the outside of the circle. The inside member of the pair tags a couple in the circle where their hands are joined. The pair of taggers begins to run around outside the circle in one direction, while the tagged couple breaks off the circle and runs the opposite way. Both pairs must hold hands as they run. The couple which completes the run and arrives



back at the break in the circle first rejoins the group and closes the circle by joining hands. The slower pair continues the game by moving around the circle's outside and seeking a new pair to tag.

Playing Tips.—Warn participants to avoid collisions as the two couples run around outside the circle. If one pair stays It for more than two runs, allow them to rejoin the circle and rest while another pair becomes It. Encourage participants to tag members of the circle who have not yet dashed around the circle. Also encourage faster runners to be sensitive to their slower partners to avoid dragging them.

RHYTHM

You'll find this game is great to use to transition from a high activity game or initiative to the next activity.

Begin with the group sitting in a circle and counting off in sequence 1...2...3... and so forth, until everyone has been assigned a number. A rhythm (thus the name) is established by putting the hands on the legs or thighs twice, clapping hands together twice, and snapping fingers twice. Everyone participates in establishing the rhythm. Once the rhythm is established, the

idea is to call your number during the finger snaps, then call out the number of someone else in the circle. On the first snap, call your number, on the second snap, call someone else's number, without breaking the rhythm. The person whose number is called must repeat the sequence of keeping the rhythm and calling their number, then someone else's.

The game begins with the leader, who is always in the number one spot, starting the rhythm. When everyone has the rhythm, the leader calls her number on the first snap, then another person's number on the second snap.

Anyone who breaks the rhythm or calls numbers incorrectly during his turn must surrender his position and move to become the last number in the circle. Consequently, those in the circle with the higher numbers shift positions and get a new number one, lower than before.

Generally the idea is to become number one! Or, if you can't be number one, see that no one is number one very long. Whoever is in the number one spot also starts the game again after the group has assumed new positions. You'll notice in the excitement the rhythm tends to speed



up. In the early rounds, try to keep the rhythm a little slower. Later in the game, speed adds an interesting twist to things.

A variation is to see how long the group can go without making a mistake. Someone outside the circle will need to serve as a timer

SAMURAI

Setting.—Samurai is a game involving from seven to sixty persons. It can be played indoors or out on a fairly level surface. A boffer is required. (Ethaf foam may be used to make sword-like objects. A rolled-up newspaper or long stick also may be used.)

How to Play.—Players stand in a loose circle, with a two to three-foot space between them. The Samurai stands in the center of the circle. He or she should be armed with a boffer (see “Glossary” for definition).

The Samurai bows, then begins to move about the circle swinging the sword in either a high or low arc. If high, players within its path must duck or be “beheaded.” On a low swing players must jump or be “defooted.” If a player responds incorrectly (or not at all), he or she should be seated or step out of the

circle. The last one standing becomes the next Samurai.

The Samurai never actually touches a player with the sword. Caution the Samurai to remain a safe distance from those in the circle. This simple game requires almost no equipment and lends itself well to fantasy. It is enhanced by a Samurai who emits appropriate oriental yells when stalking prey.

The first person acting as Samurai is the game trend setter. This person should be the leader or someone who can be counted on to embellish the role.

The kamikaze version may be played if and only if boffers are available for “swords.” Do not play Kamikaze Samurai if other objects are used. An extra boffer is placed in the circle’s center near the Samurai. As he or she moves about the circle, any “live” player may attempt to pick up the extra sword. If the Samurai is able to touch (actually touch) the intruder with his or her boffer before the second sword is picked up, the intruder is out. If the challenger picks up the extra sword untouched, a duel results. A gentle touch to the torso must be scored before either player wins. Should the Samurai win, the challenger is



vanquished from the game. If the challenger wins, he or she becomes the new Samurai and the game begins over. Caution players to avoid head blows and remind them to jab rather than slash.

SONG TAG

Sing or I'll freeze you where you stand. No, it's not a line from an old western musical, but it is how you stay unfrozen in this game of tag. This is tag with a musical twist. Decide who will be It. Everyone else is free until tagged. Stay unfrozen in this game in one of two ways. One is to outrun It. The other is to break into song before you are tagged.

Players may sing a line from any Christmas carol, but when it has been used once, it cannot be used again in that game. That means that players must listen carefully as they flee.

Laughter will be abundant as the game goes on and the carols start to run out.

SPIRALS

Setting.—This can be played in any open area, indoor or out with from ten to fifty persons.

How to Play.—Players stand in a circle and join hands. The leader chooses a place to break the circle. At the place of the break, one of the persons simply stands still, now holding only one hand with another in the circle. The other player at the break begins leading the group (still holding hands) in a circular path which gradually spirals smaller and smaller. The stationary person slowly is “wrapped up” in the arms of the group.

When completed, group members' arms will be fully extended. They will be holding hands and giving one another a giant hug!

To escape the tangle, the person in the middle of the group drops to his or her knees and begins to crawl out through the maze of legs. The person whose hand he or she is holding follows suit, and so on. Gradually, the spiral is untangled from inside out.

Playing Tips.—Do not allow players to tug too tightly as they wrap one another up. Arms should be extended, but not pulled so hard they are uncomfortable. This game is a good one-time group experience, but does not lend itself to repeated play. This game can make players more comfortable holding hands and physically being close to one another



DAY 1 REC GAMES

NOODLE GAMES

Group Size: 15+

Location: Indoor/Outdoor

Equipment: Noodle for each person

Set Up: Open space for students to run around. This is high energy and can be very chaotic.

Instructions:

Noodle Tag

Leader Notes: No different than "Everybody's It"

1. At the word "go" everyone is "it"
2. If you get hit by a noodle, you must sit down.

Variation: For every hit, you must relinquish a limb – 4 hits and you are out. If you get hit the first time, you can only use one arm. Second time, you must hop on one leg and so on.

Back to Back

1. Students need to select a partner of similar height.
2. Partners should stand back to back.
3. Partners then lock arms and place noodle between each other's back.
4. Each team is for themselves.
5. They are not allowed to hang onto their noodle.
6. Object of the game is to be the last team standing.
7. The team that wins is the one able to guard their noodle from being stolen by an opposing team

Knock Out

Leader Note: Object is to knock the disc off the hand of opponents. Last person standing wins.

1. Place a disc on the back of each participant's hand.
2. Each person will receive a noodle to knock off their opponent's discs.
3. Every man for himself, if your disc gets knocked off, you sit down.
4. Participants should only hit each other on the hands. Anywhere else and you are disqualified.



Noodle War

1. Find a partner. Partners will link arms. Each pair will get two noodles and one battleball.
2. One person called the Protector will bend their noodle into a fish shape by crossing the ends. They will place a battleball (or other type of ball around the same size) on top of the noodle opening. The key is to make the opening just the right size to keep the battleball balanced well on top.
3. The other partner called the Warrior will have his/her noodle straight out and ready for war.
4. Game starts and partners run around the field connected. They will engage others in war while also protecting their own treasure.

BARBER SHOP (WATER GAME)

Group Size: 10+

Location: Outdoor

Equipment: 4 stools, shaving cream, water guns, 4 water containers

Objective: Be the first group to clean the shaving cream off their leader's face.

Set Up: Set up four containers of water on four corners of the space and place water guns beside them. Place four stools in the middle of the space.

Instructions:

1. A leader or student will start out sitting on the stool. Have someone spray shaving cream on their face.
2. Set a timer for 30-60 seconds. Feel free to play around with the time! On go, the group will use water guns to clean the shaving cream off their face.
3. The team that has the cleanest person at the end of the time wins!

Leader Note: Pick a new person to sit on the stool and play as many times as you need to.



DIZZY BAT

Group Size: 10+

Location: Outdoor

Equipment: Cones, Bats

Objective: Be the first team who completes 10 spins per person.

Set Up: Set up cones to separate teams. Align the cones between 15-20 meters long with a bat at one end and a marker for where the teams will line up on the opposite end.

Instructions:

1. Split participants up into equal teams and have them line up behind the marker
2. Count them down and when you say "GO" the first person on each team will run in their lane to where their bat is.
3. They will pick up the bat, place their forehead on the top of the bat and the bottom of the bat on the ground, then spin around 10 times.
4. Once the participant has completed their 10 spins, they will run back to where their team is and once crossing the marker, the next person will run and repeat the same process.
5. The first team that has all of their participants complete the task, wins!

FRIZALEVEO

Group Size: 10+

Location: Outdoor

Equipment: Large boundary rope

Set Up: Place the rope in a circle on the ground in the middle of the playing field.

Instructions:

1. Divide players into two equal teams.
2. Team #1 will chase and tag team #2.
3. If team #1 tags a player from team #2, team #2 player must go willingly with their tagger to the center rope circle.
4. Any member from team #2 may free his teammates by running into the circle without being tagged and yelling, "FRIZALEVEO".
5. Play to a designated time and take breaks as needed.
6. Switch team roles and continue to play.



DAY 1 LIFE GROUP RELAY

BLINDFOLDED KICKBALL

Group Size: 10+

Location: Indoor/Outdoor

Equipment: Blindfolds, bases, kickball

Objective: To be the team that scores the most points.

Set Up: Set up Bases

Instructions:

1. This is much like regular kickball.
2. Half of the players are going to be blindfolded.
3. Each blindfolded player will be paired with a seeing partner.
4. Participants with the ability to see are not allowed to touch blindfolded participants or the kickball.
5. Seeing partners may only give verbal instructions.
6. Do not throw the ball to the base or at the runner.
7. Fielders should get the ball to the pitcher's mound.
8. Once the ball reaches the pitcher's mound, play stops.
9. When the ball reaches the pitcher's mound, everyone should yell "STOP"
10. An out only occurs if the kicker doesn't make it to first base.
11. If the kicker makes it to first base, he/she cannot get out.
12. The innings ends when everyone has had a chance to bat.



DAY 2 REC GAMES

THE INFINITY TUNNEL

Group Size: 10+

Location: Indoor/Outdoor

Equipment: Hard Working Participants

Objective: Get your entire team through the infinity tunnel first.

Set Up: None

Instructions:

1. Participants will line up chest to back, arms on the person's shoulders in front of them, with legs planted wide enough for a person to crawl through.
2. The team will relay out and back by the person at the end of the line crawling through everyone's legs to become the new front of the line.
3. After the person from the end of the line gets up and plants, the new person who is the end of the line will start their journey through the Infinity Tunnel.

MAGIC BALLER

Group Size: 10+

Location: Outdoor

Equipment: 10 cones, at least 1 playground ball, bandanas

Objective: To prevent from being tagged.

Set Up: Set out a space large enough to play tag with about 40 people.

Instructions:

1. This is a basic game of tag.
2. The Magic Baller is the person who is "It" – he/she wears a bandana.
3. The Magic Baller can only tag participants with the ball. The ball cannot be thrown to tag someone.
4. Once a player has been tagged, they freeze where they are and cannot be unfrozen.
5. The last person standing wins!



Leader Note: Feel free to make multiple people “It” or to start a new game if the Magic Baller is struggling to tag the last few people.

TURKEY BALL/ KING OF THE SQUARE

Group Size: 10+

Location: Indoor/Outdoor

Equipment: A “Turkey Ball” (any large inflatable ball) and cones or chalk

Objective: Be the team that gets the most points in the King’s Corner.

Set Up: Use cones or chalk to separate a space into four quadrants. Name one corner the King’s Corner, the Queen’s Corner, the Jack’s Corner, and the Joker’s Corner. Divide the group into four teams.

Instructions:

1. This is similar to a game of 4-square, but instead of one person being in each quadrant at a time there are whole teams.
2. To win points, the team in the King’s Corner will try to get the turkey ball to land in the other quadrants. If the ball goes out of bounds, the last team that touches it will go to the Joker spot.
3. Once the team in the King’s Corner gets out, that team will go to the Joker’s Corner and the other teams will rotate forward.
4. The team with the most points wins!

SLIP N’ SLIDE (WATER GAME)

Group Size: N/A

Location: Outdoor

Equipment: Tarp, Stakes, Baby Oil, Water Hose, Cones (optional)

Objective: Slide and Glide

Set Up: Using the tarp of your choice, spread it out in a yard or field. When choosing an area, try not to spread tarp over rocky or uneven areas. If you have a hill to spread the tarp on, that is even better and will provide maximum sliding enjoyment. Stake the corners of the tarp into the ground to keep it from flipping up and and to keep it in place. Squeeze baby oil over the top for easy slipping and sliding. Baby oil prevents skin sticking to the tarp while sliding. With your water hose, wet the tarp.



Instructions:

1. Slip
2. And
3. Slide

DAY 2 LIFE GROUP RELAY

NOODLE HOCKEY

Group Size: 10+

Location: Outdoor/Indoor

Equipment: cones, playground ball or nerf ball, enough noodles for each participant

Objective: To score the most points.

Set Up: Mark off a field of 30x30 yards. Create a goal at either end of the field. If another team isn't available to play divide your group into two teams.

Instructions:

1. This game is similar to hockey.
2. At the beginning, there will be a faceoff for who gains possession of the ball.
3. Using only the noodle, hit the ball into the opposing team's goal.
4. Only one goalie at each end is allowed and they don't get a noodle but are allowed to use their hands.



DAY 3 REC GAMES

BALLOON BAT

Group Size: 10+

Location: Outdoor/Indoor

Equipment: 12 inch balloon, boffers or noodles.

Objective: To score the most points

Set Up: Relatively flat field with goals at either end of play area. Play area should be about 10-15 yards long and about 5 yards wide. If another Bible Study isn't available to play divide your Bible Study into two groups. Place the 12inch balloon and the 2 boffer in the middle. Number each player on the team. Have players form a single file line standing in front of the opposing player with like number. Players should stand about 5 yards away from each other. Designate each team's goal.

Instructions:

1. The object of the game is to get the balloon past the goal using the boffer provided.
2. In a moment I will call out a number. If you have that number you run to the center and start hitting the boffer towards your goal.
3. You can only use the boffer and you cannot hit an opposing player with the boffer.
4. Once a point has been scored the boffer and balloon will be returned to the center and we will start over.
5. The team with the most points at the end wins.

DUNKIN' DONUTS (WATER GAME)

Group Size: 10+

Location: Outdoor

Equipment: 2+ Kiddie Pools, 2 + Donut Floats. (Amount of Pools/ Donut Floats depends on the number of teams you would like to have.)

Objective: Be the first group to finish Dunkin' Donuts

Set Up: Set up Kiddy pools on one end and a starting line at the other. Fill Kiddie pools with water. Blow up Donut Floats and set them at the starting line.



Instructions:

1. The teams will line up behind the starting line. One at a time, a player will put on a donut float..
2. The player will walk to the first kiddie pool, and dunk their donut in the pool
3. Then the player must walk back, take off their donut float, and tag the next person in line. The team that gets every player to dunk first wins!

TOUCH THE CAN

Group Size: 10+

Location: Indoor/Outdoor

Equipment: 2 coke cans

Objective: To get everyone has to touch the can.

Set Up: Clean a coke can thoroughly and cover any sharp edges with duct tape. You will probably need to separate your group into two smaller groups.

Instructions:

1. To begin, select two volunteers from each smaller group of 15 or so.
2. The two volunteers from each team will need to hold the coke can between their noses.
3. The rest of the group needs to find a way to be in direct contact with the coke can.
4. In order to make it interesting there will be a time limit.

Leader Notes: Time limit is up to you. Depending on group dynamics they may need 5 minutes or they may need 10 minutes. If both groups are equally competent at completing the task make the challenge a race. The group that is able to successfully walk 50 feet without losing contact wins.

T- REX TAG

Group Size: 20+

Location: Outdoor

Equipment: enough tennis balls for each person to have one, cones, LOTS of dinosaur noises.

Objective: For each team to get as many objects into the goal.

Set Up: Set up large boundaries and give each student a tennis ball.



Instructions:

1. Each student puts a tennis ball in the crook of their arm.
2. Students are trying to hit out the other players' tennis balls while protecting their own tennis ball. If you accidentally drop your tennis ball, you are out. Have students go outside the boundary when they are out.
3. The last person standing wins!

DAY 3 LIFE GROUP RELAY

Crossover Dodgeball

Harrison pres- tom transfer to 2021

Group Size: Competition game or 15+

Location: Outdoor

Equipment: 6 battleballs or dodgeballs, cones to designate the field

Objective: The object is to cause all the members of the opposing team to cross over to your team by hitting them with thrown balls or catching a ball thrown by a member of the opposing team.

Set Up: Make a dodgeball court outlined with cones and put 6 balls in the middle, forming a line in middle court.

Instructions:

1. Each team lines up across the ends of the court.
2. At the whistle (or on "go!"), teams run forward and try to grab the balls to start playing.
3. If someone is hit by the ball, they have now become part of the opposing side's team and must cross over to that side of the court.
4. If someone catches a ball that was thrown at them, then the thrower must cross over and joins their team.
5. You can only throw the ball towards the other person's waist down.
6. If you hit someone in the head, you have to sit out.



BRAIN TEASERS

As the leader, pick one student to help you start each game or find one who thinks he or she knows how to play the game. You will quickly find out if the student understands and knows the game or not.

There are a few simple, standard rules to all the Games.

1. If you think you know the key to the game, do not shout it out. That just ruins it for everyone else.
2. If you think you know the key to the game, tell the leader you would like to try it.
3. Look for the unobvious. What seems to be the key is usually not the key.

SMIFFING THE STICK

Instruct a volunteer to leave the room. Once they are out of the room and cannot see or hear what is happening in the room, the leader should have someone pick a point on a broomstick or some other stick that is about five feet long. After the point has been picked and everyone in the room knows where it is, have the person/assistant come back into the room. The leader will hold the stick with their finger tips on just the ends of the stick. The assistant will begin on one end and slowly sniff up and down the stick. Once they have found the place, they are to point at the location they feel is the correct place.

The KEY is for the assistant to look at the toes of the leader; when the assistant gets to the correct location, the leader will carefully move his big toe. This should be enough for the assistant to see it, but not so much that everyone notices. It is great if

the sniffer makes a big deal about smelling the person who touched its finger. The leader can do things like wiping off the old smell each new time. Little things to throw everyone else off.

GUESS THE MAGAZINE

Arrange 9 magazines in three rows with three magazines on each row. They should make a square like a big tic-tac-toe board. Leave a few inches between them. Have the assistant leave the room. Once they are out of the room and cannot see or hear what is happening in the room, the leader should have someone pick one of the magazines. After the magazine has been picked and everyone in the room knows what it is, have the assistant come back in the room. Using a stick, the leader begins to point at each magazine and ask, "Is it this one?" The assistant will either say "yes or no."



The KEY is that the first magazine the leader points to gives a clue to which magazine is the one chosen. When the leader points to the first magazine, they should point to the location on the first magazine that is the same location of the chosen magazine. For example, if the center magazine was chosen, then the leader should point to the center of the first magazine. If the top right hand magazine was chosen, then the leader should point to the top right hand corner of the first magazine. If the class is having a hard time figuring this out, the leader could also point to the same location on all magazines, thus giving a bigger clue.

I CAN DO THE BROOM DANCE, CAN YOU?

The leader will take a broom or any stick that is available, and will dance back and forth while saying "I can do the broom dance, broom dance, broom dance... (Small pause)... I can do the broom dance, broom dance, broom dance... (Small pause)... I can do the broom dance, broom dance, broom dance... (small pause)... can you?" The objective is for anyone in the class to do it just as you did.

The KEY is that you need to lightly clear your throat before you begin your singing and dancing. When those in the class try it, the only thing that matters is that they clear their throat first. At first no one may get it,

but little by little others in the class will catch on. As it progresses, you might need to make the cough more obvious. This is best not played right after or before "This Is a Rock."

CHINESE COUNTING

The leader will take 5 or 10 sticks or pencils. Instruct the assistant to leave the room. Once they are out of the room and cannot see or hear what is happening in the room, the leader should have someone pick a number between 0-10. After the number has been picked and everyone in the room knows what it is, has the person to come back into the room. The leader will begin to place the sticks/pencils on the floor in a random pattern. After the leader is finished, the assistant will guess the number.

The KEY is that after the leader has finished the pattern with the sticks/pencils, they are to place their hands on their knees with the number of fingers out that is the same as the picked number, thus giving the clue to the game. This should be done in a way that it is clear to the assistant but somewhat relaxed so others do not see this happening.

INDIAN DRAWINGS

Ask an assistant to leave the room. Once they are out of the room and cannot see or hear what is happening in the room, the leader should have someone pick a simple 3-letter word-dog, cat, pig, etc. After the



word has been picked and everyone in the room knows what it is, ask the assistant to come back into the room.

The leader will begin to draw, on the ground, circles, swirls, etc. Once again the drawing is mostly for show. After the leader is finished, the assistant will guess the word.

The KEY is that the assistant must listen to everything the leader says, because the first letter of each phrase the leader says is a clue to a letter in the word. So if the leader says, "Does this make sense to you?" That is the letter "D." Then the leader would draw some more and then might say, "Only a little more to draw." That is the letter "O." Then the leader would draw some more and might say, "Go for it." That is the letter "G." Thus the word is DOG.

Another variation is that you can also tap out the vowels as you are drawing-AEIOU. So one tap for "A," two taps for "E," five taps for "U," etc. Use six taps for "Y." Just for the record, Zowie is a great word for a "Z." Often people like to use the word ZOO to try to stump the leader.

PAINTING A PICTURE

For this game you need at least two assistants. The leader will begin to draw in the air with his finger. After the leader is finished drawing, the two assistants will guess the person that the leader was drawing by pointing to one person at the

count of three. Everyone else in the room is trying to guess how they both knew to point to the same person.

The KEY is that the person is always the first person to speak after the leader begins to draw.

KA- HOOTS

Invite the assistant to leave the room. Once they are out of the room and cannot see or hear what is happening in the room, the leader should have someone pick someone else in the room, the "chosen" one. After the person has been picked and everyone in the room knows who it is, guide the assistant back into the room. In this game, the assistant will come over to the leader, and they will place their hands on each other's head. The leader will ask the question, "Are we in Ka-hoots?" The assistant will only say yes once they feel they are communicating correctly.

Once they have agreed that they are "In Ka- hoots," then the leader will begin saying, is it _____ (saying one of the names in the room). The assistant will say "yes or no" till the correct person has been "chosen."

The KEY is that the leader will say the words "Are we in Ka-hoots" as someone in the room happens to be talking, too. This will need to happen several times to make sure that both the leader and the assistant are in agreement or "In Ka-hoots." This person will be the "signal" person, letting the



assistant know that the “chosen” person is the one the leader chooses after the “signal” person. This is not an easy one and might have some degree of mistakes till the leader and the assistant get “In Ka-hoots.”

WHERE AM I GOING?

This is another advanced mind game and takes some quick thinking on the part of both the leader and the assistant. They will both need to have a great mind for geography and sports. Pick someone to leave the room. Once they are out of the room and cannot see or hear what is happening in the room, the leader should have someone pick a city-Dallas, New York, etc. After the city has been picked and

everyone in the room knows what it is, ask the person to come back into the room. The leader will then begin to tell about the trip they are planning on taking, saying, “I am planning on taking a trip; first I will leave from Chicago and take a plane to Orlando. Then I will take a bus to West Palm Beach. Then I will fly to Boston. Once there, I will take a bus to Ontario. From there I will go to Yazoo City, MS and then finish in Salt Lake City. Where am I going? The answer...Dallas.

The KEY is that the first letter of each city will spell out the name of a major sport team, COW- BOYS...thus the city is Dallas since they are the Dallas Cowboys.

D.I.Y. SLIME

STEP BY STEP INSTRUCTIONS

What You'll Need:

- 1 Large Bucket,
- 2 bags of flour
- ½ bottle of Green Food Coloring
- A generous amount of Shampoo
- 1 Packet of Green Jello (optional)
- Water



DIRECTIONS

Dump all ingredients into a bucket. Using a water hose, start adding water. Stir with your hand or a wooden paint stirrer until you've reached the desired consistency. Mixture should be slightly thick and very slimy.



SQUAD CHEERS

BLUE CREW

Leader: Blues gonna rock the house, I said blues gonna rock the house

Group: Say What?

Leader: I said Blues gonna rock the house, I said blues gonna rock the house!

Leader: Stop, spell is out with me

Altogether: B, L, U, E

Leader: Who's the team you want to be?

Leader:Blue

Crowd: Crew

Leader:Blue

Crowd: Crew

Leader:Blue

Crowd: Crew

Altogether: BLUE CREW!

GREEN MACHINE

Leader: Green Machine, Where you at?

Group: RIGHT HERE RIGHT HERE

Leader: Green Machine, Where you at?

Group: RIGHT HERE RIGHT HERE

Leader: Now wave your hands in the air, like you don't even care

Leader: Green Machine, Where you at?

Group: RIGHT HERE RIGHT HERE

Leader: Green -

Group: MACHINE

Leader: Green -

Group: MACHINE

Leader: Now break it down -

All Together: GGRRREEENNN MACHINE



RED RUMBLE

Leader: We, We, We
Group: ARE LOUD
Leader: We, We, We
Group: ARE PROUD
Leader: R-e-d
Group: RED RUMBLE
Leader: R-e-d
Group: RED RUMBLE
Leader: Who's the best?
Group: WE'RE THE BEST
Leader: Who's the best?
Group: WE'RE THE BEST
Leader: Red Rumble
Group: RED RUMBLE
Leader: Red Rumble
Group: RED RUMBLE
All Together: RRRREEEDDDD RUMBLE

YELLOW SWARM

Leader: Is the Hive Alive?
Group: YEAH
Leader: Y-e-l-l, everybody yell
Group: O!!
Leader: Y-e-l-l, everybody yell
Group: O!!
Leader: Yellow Swarm, Where you at?
Group: READY FOR A SWARM ATTACK
Leader: Yellow Swarm, Where you at?
Group: READY FOR A SWARM ATTACK
All Together: OOOOO - STING 'EM