

	Game Name	# of Players	Instructions	Supplies
1	<i>Balloon Battle</i>	4+	Divide the group into two teams (if numbers permit). Have each team gather in a circle and have them hold hands. When they are all situated, throw a balloon up in the air for each group. Players have to keep the balloon up in the air while still holding hands with the other players. (Use feet, heads, chest, elbows, and even the back of your hand--as long as you're still holding hands with the other players - don't let go). The group that keeps the balloon up the longest wins.	Balloons
2	<i>Balloon Heads</i>	6+	Choose three teams of two for this game. Players must race side by side from a starting line to a finish line with a balloon pressed between their two heads. If they drop their balloon, they must stop, put the balloon back, and keep racing.	Balloons, tape for lines
3	<i>Big Bubble Blowers</i>	4	Each team is given a bottle of bubbles. Designate one child on each team to be the blower. Each child lines up in his team line. When the blower blows bubbles, the team member must blow the bubble to the finish line (mark about two feet away using tape). Have a leader at the finish line keeping track of how many bubbles the team gets across the finish line. The team with the most bubbles in the end is the winner.	two bottle of bubbles, tape for lines
4	<i>Bobble Head</i>	2	Place two pedometers on two sweatbands. Wearing the bands, kids bobble their head for 60 seconds to see who can get the most "steps" on the pedometer.	2 sweatbands, 2 pedometers
5	<i>Breakfast Scramble</i>	2	Assemble two puzzles made from the front of cereal boxes, which have been cut into 16 equal squares. Each child has 60 seconds to put their puzzle together.	Cereal boxes (2)
6	<i>Candy Corn Stick Up</i>	2 to 4	Choose 2-4 players. Give each child a bowl of candy corn & a paper plate. The object is to bite off end of a candy corn and stick it to a paper plate forming them into a circle. The player that gets the farthest around the plate within 60 seconds wins!	Candy corn, paper plates
7	<i>Chocolate Unicorn</i>	4	Four contestants face off against each other as they try to stack the most Oreos on their forehead. Each contestant is allowed to bring a partner up with them for moral support and to hand them cookies so they don't need to spend precious energy on picking up Oreos off the table themselves. Contestants have 60 seconds to stack, and as long as the stack was stable for 3 seconds at some point it counts - they do not need to have the cookies still standing at the end of the 60 seconds.	Oreos
8	<i>Clap Game</i>	All kids	The leader will decide to cross their hands/arms or stop right before they cross. Kids must clap whenever the leader's hand/arms cross. You are "out" when... They DON'T clap when the leader's hands cross OR They clap when the leader's hands DON'T cross.	none
9	<i>Clothespin Craziess</i>	2	For this game you will need two clothes hangers with 20 clothespins randomly clipped all over each of them. Choose two students to play. When you say, "GO!" they must remove as many clothes pins as possible... with one hand... without dropping or putting any of them down. Whenever someone drops a clothes pin, stop and count up the total for each. Whoever has the most is the winner.	Clothes hangers, 40 clothespins
10	<i>Clumps</i>	any number	Clumps For this game kids must "clump" up into whatever number is called. If you call out "2", they must get in clumps of 2. If you call "9", they must get into clumps of 9. Whichever kids don't make it into the correct number clump are out. (example: call out 9 with 11 kids. 2 kids are out)	none
11	<i>Cotton Bowl</i>	2	Set a large bowl (clear is best) on a small table. Sprinkle small cotton balls around the empty bowl. Blindfold the player and hand them a wooden spoon. At the signal, they must try to scoop cotton balls into the bowl (without being able to see!) Player must get at least 10 (or more for higher levels) into the bowl before a minute is up.	Cotton balls, wooden spoon, blindfolds, large bowl
12	<i>Defying Gravity</i>	2	Choose two players. Tell them they must continually tap 3 balloons to keep them off the ground for a minute.	Balloons
13	<i>Don't Drop the Ball</i>	4 to 6	In this challenge, you must keep the inflated balloon - from hitting the ground too soon. Using only the power of our breath, keep the balloon aloft for 60 seconds. If the balloon touches the ground or you use your hands, you are out.	Balloons
14	<i>Donuts in the Air</i>	4 to 6	Use one long piece of string and string 4-6 donuts through it. Have two adults hold each end of the string and hold it above the kids head. Space out the donuts and have the kids try eating the donuts with their hands behind their backs and using just their mouths. The winner is the one who finishes first and the prize is the eaten donut!! (Can give them a 60 second timer)	Donuts
15	<i>Elephant Wars</i>	4	Before the game begins, drop an orange down the leg of 4 separate stockings/panty hose. Then choose 4 contestants who want to battle it out. Each contestant must pull the stocking over their head and face. When the game starts, the 4 contestants start swinging their orange to try and tangle it up with another contestant's stocking and then pull the other person's stocking off. Whoever is the last person with a stocking still over their face wins!	4 sets of panty hose and oranges

16	<i>Face the Cookie</i>	4+	Choose a few kids for this game and give each child an Oreo or similar sized cookie. They must place the cookie on their forehead and have 60 seconds to move the cookie, down their face and into their mouth WITHOUT using their hands. The first person to get the cookie into their mouth wins.	Package of oreos or similar cookies
17	<i>Feather, Feather</i>	2	A feather is laid on the floor at one end of the playing arena. The contestant has to blow the feather, progressing on his hands and knees as he blows the feather to the goal line (and back if you want to make it really tough!)	Feathers, tape
18	<i>Fishing</i>	2	A fish is cut out of tissue paper and contestant is given a piece of cardboard. Paper fish is laid on the ground and contestant must fan the fish to the other side of the area and get it inside the shoe box. This can be fun because the "fish" flops in all kinds of unpredictable ways.	Tissue paper, cardboard, shoebox
19	<i>Flick Football</i>	2 to 4	Flick paper footballs between two stacks of cups into a plastic bowl. Get as many in as you can in 60 seconds.	Paper footballs, bowls, cups
20	<i>Hanky Panky</i>	2	Using only 1 hand, pull all tissues out of a tissue box.	2 tissue boxes
21	<i>Heads or Tails</i>	All kids	Have kids choose heads or tails. Heads: hands on head. Tails: hands on your bottom. The leader flips a coin. Whatever it lands on the kids with that position get to stay in, others have to sit. Kids can change positions between each toss. Keep playing until there is only one winner.	One coin
22	<i>Hip Waddle</i>	4+	Stand two kids side by side and place the balloon between their hips. Now send them around the room, and see if they can get there without dropping the balloon (it's easier if they link arms, but they'll figure that out!). If they do, they have to pick it up and start over again. It gets harder (but goofier) as you add more players to the line. (With each lap add a player and balloon)	Balloons
23	<i>Knobby Knees</i>	6 to 8	This is a relay game and you will only need a balloon (previously blown up) for each team. Simply have them clamp the balloon between their knees, run/waddle to the finish line, and race back to tag the next person on their team. First team finished wins.	Balloons, tape for lines
24	<i>Lifesaver Races</i>	5 to 7 per team	Create relay teams just as you would do for a relay race. Each team then gets a straw. Place a Lifesaver on the end of each straw. When the whistle sounds, try to transfer the Lifesaver to the next person on your team. The Lifesaver then makes its way to each team member. The first team to transfer the Lifesaver down their team wins.	Life savers, straws
25	<i>Long Snapper</i>	2 to 4	In this challenge you will test your skills as a long snapper. Your task is to "hike" twelve toilet paper rolls through a hula hoop twelve feet behind you. Complete this task in 60 seconds or less.	12 toilet paper rolls, hula hoops
26	<i>Marshmallow Launcher</i>	4 to 6	Have two teams, one catcher per team and the other players "launchers". Using plastic spoons the kids launch the marshmallows and the catcher tries to catch them in a bowl. The most marshmallows in 60 seconds wins	Large marshmallows, spoons, bowls
27	<i>Marshmallow Madness</i>	4 to 6	One child stands on a chair and tries to fill up a cone in the mouth of another child lying on the ground. The partners with the most marshmallows at the end of 60 seconds wins!	Mini Marshmallows, waffle cones, chairs
28	<i>Marshmallow Sushi</i>	2 to 4	Kids have 60 seconds to see how many marshmallows they can pick up with chopsticks and put in a bowl.	chopsticks, mini marshmallows, bowls
29	<i>Messy Meal</i>	2	Gummy worms hidden in a plate of cool whip and they had 30 seconds to get them all out without using their hands.	plates, cool whip, gummy worms
30	<i>Mitten Race</i>	4+	Wearing a pair of adult ski mittens, players try to unwrap a piece of candy. Small candies with tight wrappers, like Starburst or Tootsie Rolls are especially hard. You can play this game with the kids in two lines, and as each child unwraps the candy he or she pops it in his or her mouth and passes on the mittens, going down the line, or you can play individually. Each child wears a pair of mittens and the winner is the player who unwraps the most candy in one minute.	mittens, wrapped candy
31	<i>Movin' on Up</i>	2	Kids have a stack of cups (different colored cup on the bottom) and holding the cups have to stack them on top of each other until the colored cup reaches the top (60 seconds)	2 stacks of at least 20 cups; 2 cups different colors than the stacks
32	<i>Munch Rush</i>	2 to 4	Each player has a napkin placed on their tongue (like in a diamond) and they race to see who can get the napkin completely in their mouth (without using their hands)	Napkins
33	<i>Nooding Around</i>	2 to 4	Using a long piece of spaghetti in your mouth, stack 6 penne pasta in a row in 60 seconds or less.	Spaghetti and penne pasta
34	<i>Nose Dive</i>	2 to 4	Transfer cotton balls from one bowl to the other using only petroleum jelly on the end of your nose in 60 seconds (whoever does the most wins)	Petroleum jelly and cotton balls
35	<i>Oreo Stack'em</i>	6 to 8	Oreo Stack'em: Break into teams and race to stack an entire package of Oreos with all the cream in the middle of two cookies. First team to complete the task wins (3-4 kids per team)	two packs of oreos
36	<i>Paper Dragon</i>	2	Players must un-spool 2 rolls of party streamers using only their hands and arms.	4 rolls of crepe paper
37	<i>Pass the Hoop</i>	5 to 7	Two lines are made of 5-7 kids each. They must hold hands and pass the hula hoop from one end and back again. First group to finish wins!	2 hula hoops

38	<i>Penny Hose</i>	2	Drop a penny into each leg of a pair of leggings. Players then race to retrieve their penny, from the bottom of their leg of hose. The player who gets their penny first, wins.	Pair of panty hose and 2 pennies
39	<i>Post it Face</i>	4	Two girls and two boys are needed, one person puts the post-its on the face of the other person (one at a time). The most notes stuck at the end of 60 seconds wins!	Post it notes
40	<i>Potato Drop</i>	5 to 7	Place two buckets at a finish line. Mark a starting point about 15 feet away, and give each child a potato. They'll race, carrying the potato between their knees, to see who can drop it into the jar first, no hands allowed. If racers (walking, hopping, running, falling down laughing) drop the potato, they must go back to the starting line.	Potatoes, buckets, tape for lines
41	<i>Reverse charades</i>	2/all kids	Choose two children to be the guessers. Behind them (on a screen or white board), display a person/place/thing the large group has to act out using just motions, no sounds. The guessing children (with backs to the board) guess what the kids are acting out. For each correct guess they get a point. The person with the most number of points wins.	List of things to act out
42	<i>Reverse Pictionary</i>	4+	Choose several kids to be "drawers" and a boy and girl to guess. Give the "drawers" white boards, erasers and dry/erase markers. Have the "guessers" stand, facing the group with their back turned to the screen. Click through the slides so each word pops up on the screen. The kids cannot say the word, but the "Drawers" will start drawing the picture and attempting to get the "guessers" to guess. The first one to guess correctly gets a point. Whoever gets the most points at the ends wins for their team (boys vs girls).	dry erase boards, dry erase markers, papertowels
43	<i>Ring Pan Toss</i>	2	In this game, kids stand a few feet away from a bundt cake pan that is on the floor. Player tosses ping pong balls towards the pan, hoping to get inside. Inside the ring equals 10 points and landing right on the inner ring equals 50 points. The object is to get 50 points in a minute.	Bundt pans, ping pong balls
44	<i>Scavenger Hunt</i>	2	A boy and girl race to find a list of objects from children sitting in the service. Whoever can find or bring up the item first win a point. Whoever has the most points at the end wins!	list of objects
45	<i>Sing the Next Line</i>	2	Choose two players for this game. In this challenge you will play a few bars of a popular song, and then pause the song. The first player to raise their hand will have the chance to sing the next line. If they get it right, they get a point. The player with the most points after 5-6 songs wins.	Phone, bluetooth speaker
46	<i>Stick the Landing</i>	2	Player must toss a water bottle onto a table and get it to land as many times as they can in 60 seconds.	Waterbottle (half full)
47	<i>Straw "Blow" of War</i>	2 to 4	For this game, each player sits at a table directly across from each other. Place a straw in the center of the tables so it is running horizontally. Each player takes their own straw and on the count of go, tries to blow the table straw towards the other player. The person who is able to blow the straw across the table and into the other player wins.	Straws
48	<i>Suck It Up</i>	2 to 4	In this game, the kids had to transfer Smarties from one plate to another using only a straw. Whoever can do the most in 60 seconds wins	Straws, package of smarties
49	<i>There She Blows</i>	2 to 6	Kids take a straw and solo cup and have to blow the cup from one end of the table, off the other side. First one to do it wins!	Solo cups, straws
50	<i>Untangled</i>	10	Choose two teams of five kids. Have both groups stand in a circle, and reach into the middle, grabbing hands at random. Start the clock, and see which team can untangle themselves the fastest - without letting go of hands!	none
51	<i>Worm Diving</i>	2	Get a pretzel out of a fishbowl using a sticky gummy worm attached to the end of a fishing line.	Gummy worms, fishing line, pretzels
52	<i>Wrap Race</i>	4	Kids have 60 seconds to wrap up in toilet paper. The child planning to get wrapped has to hold the toilet paper and spin to get wrapped up in it. The other child holds the roll for them.	2 rolls of toilet paper