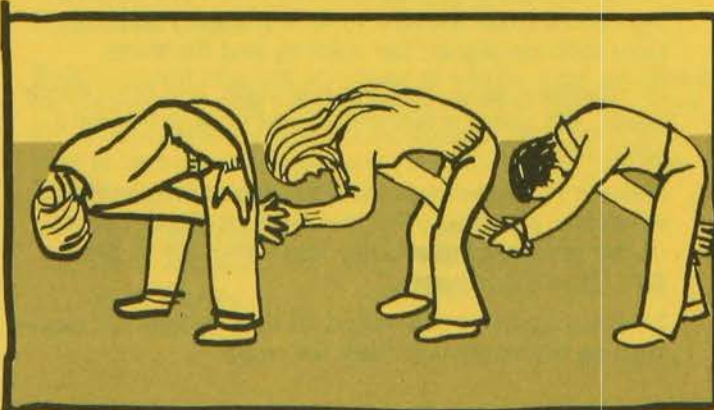


Fun & Games



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What is recreation?

Many people have attempted to define recreation. One of the best is attributed to a little boy, "What you do when you don't have to."

It can be spelled "wreckreation" and "re-creation." Hopefully, any recreational activity we participate in will be re-creation rather than wreckreation. Recreational activities should give participants a feeling of freedom and relief from tensions.

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Why recreation?

- . To add variety to meetings and programs;
- . To get everyone to participate;
- . To provide the feeling "I belong;"
- . For relaxation;
- . To get people to come to a meeting or program;
- . To get to know one another better;
- . Because it's the FUN side of 4-H !

Choosing games

Choice of games depends on:

- . Age group and their interests — small children 5-8 have a short attention span. They enjoy simple organized games.
- . Boys and girls 9-12 like active games and contests. They tend to resist group games having members of the opposite sex. They are likely to be highly competitive and to enjoy games with a physical or mental challenge.
- . Junior high school students will like most party games as long as "pairing off" is not emphasized. They also like mental games, brain teasers, and funny games. Humorous stunts and novelty contests are usually good choices.
- . Senior high youth and adults — High school students don't mind "pairing off" games, they enjoy having a good time with a variety of games. Some adults may resist too much physical reaction.
- . Type of meeting — Is the occasion a 4-H club meeting, federation meeting, foods project meeting, picnic?
- . Amount of time — The length of time determines the number and variety of games selected.
- . Facilities — Where will the recreation be? Outdoors in a backyard, at a playground in a park, at a beach, etc., indoors in a playroom, gymnasium, or church hall?
- . Number in the group — Will the group be large or small? If it's a large group, can it be divided into several small groups?
- . Season of the year — Select games that fit special holidays or seasonal activities. You may want to plan more outdoor games in warm weather.

Recreation leader tips

Successful recreation programs depend upon good leadership. An enthusiastic, alert, and imaginative leader is the key to successful recreation.

Planning

A good leader plans his recreation program in advance. He has things well in mind and is ready with alternatives. Here are some tips to remember in preparing for the game period:

- . Plan a variety and be able to switch from one game to the other with ease.
- . Plan an abundance, more than are probably needed, so that if one game should not be accepted enthusiastically, another may be easily started.
- . Have a "toy box" or "work bag" of equipment ready to use; include equipment for a variety of games.
- . Study each game thoroughly, learn the action and calls involved.
- . Plan a method for teaching the game or dance.
- . Always consider the physical requirements of the game, such as space, accommodations, equipment and comfort of players. Take care of these things before the game period.
- . Practice the instructions and call.
- . Plan logical sequences in formations for the games. Follow a brief outline to move swiftly from one activity to the next. Avoid time lags between games.

Follow these guides when you lead games:

- . Get in position so you can be seen and heard by the entire group.
- . Gain the undivided attention of the whole group before explaining the activity. Wait for natural pauses. Be jovial and pleasant.
- . Inspire group actions by showing genuine enthusiasm in both your voice and manner.
- . Get players into formations before instructions. Use different techniques for getting into formations.
- . Give instructions clearly and briefly. Demonstrate when possible.
- . Practice or "walk through" the difficult parts of the game or dance activity.
- . Give the participants a chance to ask questions, but don't give lengthy, dull explanations.
- . Direct the game enthusiastically. The joy of leading comes from the ability to share with others. Give definite signals for starting and finishing.
- . If necessary, stop, make corrections, and then begin again. No game is fun unless everyone is having a good time.
- . Make it fun for everyone. Play the game yourself whenever possible. The leader must direct the joy of the game to the activity itself and not to himself. Don't be "bossy."
- . Stop the game at the height of enthusiasm. Always stop so that they will "ask for more."

love never ends . . .

- Include those on the sidelines. Don't give them a chance not to be involved.
- Play games that will sometime during the period capture the interest of all those present.
- Recognize the 4-H member who has a physical or mental handicap.

Consider

MIXERS

Mixers are starters that come before the regular meeting or at the beginning of the recreation period. When played before a meeting, they provide activity and fun for the people who arrive before the meeting begins. The recreation committee will want to be on hand to greet firstcomers cordially and start the mixers so that everyone will feel at home and have a good time.

Try one of the following games at the beginning of each meeting. Let the first to arrive distribute the necessary materials. Play until it's time for the meeting to begin. Then stop promptly, even though the games aren't finished. When used at the beginning of a recreation period, mixers set the stage and get everyone involved.

Autograph Bingo

Make up sheets of paper, each having 25 squares or blanks. If there is not time to prepare the sheets before the meeting, the players can make their own. Have each person write his name on his sheet. Then ask each one to introduce himself to 25 people, and have each of those people write his name in one of the squares. Recognition may be given to the player who first collects 25 signatures, but play may continue until all have completed their sheets.

When all the other players have their 25 squares filled, the players assemble. The one who first completed his card reads one name from his sheet. As the name is read, each player checks the square on his sheet where that name appears. The person whose name was called reads the next time and so on until someone has checked 5 names in a row. The first person to have 5 checks in a row calls out "bingo." If there is time to play the game longer, the next person to have 5 checks in a row calls out "bingo."

Friendship Card

Every person receives an index or recipe card on which he vertically writes both his first and last name. Then he finds a person whose name (doesn't matter if it's first or last name) begins with a letter from his name. The first person who fills his card wins.

- | | |
|-------------|------------|
| A — Abigail | C — Chris |
| n — Nelson | h — Harold |
| n — Nancy | r — Ralph |
| | i — |
| | etc. |

Name Tag Scramble

Have players form into circles and place their name tags on the floor in front of them. The players march around the circle clockwise. When the leader gives an appropriate signal, they pick up the nearest card and find the owner without speaking. Repeat.

Birthday hunt

Make up sheets like this calendar for each player.

Name of Player:

January	February	March
April	May	June
July	August	September
October	November	December

Each person must find a given number of people born in each of the 12 different months and ask them to sign his paper. The person who completes his paper first gets to introduce his 12 acquaintances to the audience.

Barnyard Mixer

Assign an animal sound to each month of the year. Players form groups by making the animal sounds of the month of their birthday.

Groupers

This game can be used for as many as 1,000. Players are instructed to keep moving, but they must keep their arms at their sides. The leader blows a whistle to stop all movement and immediately yells out a number. If the number is 4, for instance, everyone must get into circles of 4, hold hands, and squat down. Leaders then eliminate all those not in circles of 4. This process is repeated, with a different number each time. (This is a good way to divide the group into circles in preparation for next game.)

Zip and Zap

Have players form circles of 10 to 20 per circle. The leader in the center of the circle moves around, then quickly points to one player and says either "Zip" or "Zap." If he says "zip," the player pointed to must respond with the first name of the player on his left before the leader can count to 10. If the leader says "Zap," the player on the right must be named.

Who am I?

Prepare cards with names or pictures of prominent people written on them. When guests arrive, the leader places a card on the back of every player who comes in. Each of the other players who sees this makes some remark to him or asks him a question that is appropriate to the name. The person has to guess who he is. He may ask only two questions of each of the other players. The one who first knows his own identity is the winner.

There is no place like people.

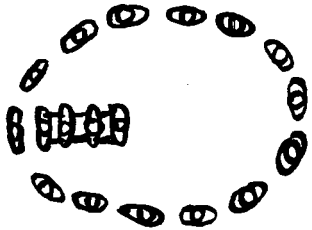
You don't have to be a performer to be a recreation leader.

Bop

Players sit in a circle or triangle. One person is chosen to be in the center, holding a rolled newspaper. Another person will then stand and shout someone's name in the group. The named person will then stand and shout someone else's name before he is hit on the head. If he does not, then he is the one in the center.

Bunny Train

Players form a circle. One player steps inside the circle and faces another player. He asks the name of that person, then takes his right hand, and the two do a jump step in rhythm to the Bunny Hop as the name is repeated five times (two longs and three shorts: "Helen, Helen, Helen-Helen-Helen"). The leader moves off with the newly introduced person who follows with his hands on the leader's shoulders. After the third person is added, the line reverses each time, making the person at the end of the line the new leader.



The game continues until everyone is part of the train. In larger groups, have several trains at the same time. This game is fun indoors and outdoors with any age group.

Crazy Handshakes

Players start walking around the room when music begins. When it stops, everyone tries to get back to back with someone. When the leader calls out the handshake they are to use, the players face one another, introduce themselves, and shake hands. When the music starts, players walk until the music stops again.

Here are some fun handshakes:

Chinese handshake - shake one's own hand and bow three times.

Dead fish - weak clasp barely shaking.

Paul Bunyan - grasp one's own right thumb in his left hand, hold the other person's right hand with his own right hand and "saw."

Wisconsin handshake - one person interlaces his fingers, extending his palms outward; the other person vigorously "milks" the thumbs.

Pump handle handshake - vigorous up and down motion.

Henry Ford - vigorous cranking motion while shaking.

Victory handshake - clasp one's own hands above head and shout "hooray."

Hydramatic - no clutch (take hold of hands but do not clutch).

CIRCLE GAMES

The following are less boisterous circle games that may be played indoors or outdoors. They can be played with as few as 5-6 or as many as 20-25. Most are suitable for children of both sexes ranging in age from 5-12.

Do This and That

The group is seated or standing in a small circle. The leader stands in the center, points to a player, and makes a motion or says something. The player stands, repeats the two motions or statements, and adds a third. The game is continued around the circle.

Elephant, Rhinoceros, and Rabbit

Players are seated in a circle. The leader, standing in the circle, explains that proper hand placement for the animal he calls must be made before he counts to five.

For elephant, the player pointed to must put his two fists together and up to his nose, and those on each side of that person must cup a hand at his ears to make big elephant ears.

For rabbit, the one pointed to puts his fists together and puts them behind him to make a cottontail. The players on either side put a hand to the sides of his head with fore and middle fingers up to make rabbit ears.

For rhinoceros, the one pointed to grabs his left thumb with his right hand, puts his right thumb to his nose,



and points the two forefingers up (other fingers down) to make the two horns. Those on either side of that player make a little curled ear on each side by putting up a bent forefinger. The player who fails to do the right motion or is too late becomes "it" and must go to the center. For a larger group, have two or three people "it." This game should be demonstrated a few times before the playing starts.

Lighthouse

All the players stand in a small circle, holding hands. One player is designated as the "lighthouse" and another as the "powerhouse." A third player is "it" and stands in the center of the circle. When his back is turned, the "powerhouse" sends out an "impulse" by squeezing the hand of one of his neighbors. That person either sends the impulse or returns it, and so on around the ring. The "lighthouse" will say "Blink" when the impulse reaches him, and as he passes it on, the player in the center must find out who is passing the current. If he can catch someone, that person must be "it" in his place.

Rhythm

Everyone in the room numbers off in a circle (1, 2, 3, 4, etc.) with the "1" player in the end chair. The "rhythm" is begun by the 1 player, and everyone joins in by first slapping thighs, clapping hands, then snapping right hand fingers, then snapping left hand fingers, in a continuous 1-2-3-4-1-2-3-4-1-2-3-4, etc., motion. Keep the game at a moderately slow speed until everyone learns how to play. The real action begins when "1," on the first snap of the fingers, calls out his own number, and on the second snap of the fingers, calls out somebody else's number. For example, it might sound something like this: (slap) (clap) "ONE", SIX!" Then "6" might go (slap) (clap) "SIX' TEN!" and "10" would do the same thing, calling out someone else's number on the second finger snap. If anyone misses, he goes to the end of the numbered progression, and everybody after him before moves up one number. Each player tries to arrive at the number 1 chair.

Find the Leader

"It" leaves the room. The players then name one of the group to be leader. All watch secretly and imitate every movement of the leader, who starts by clapping as a signal for "it" to return. "It" tries to discover the leader. Leaders change movements frequently. A leader may wink, wiggle feet, fingers, hands, or any other action.

Cross Hands

"It" stands in the middle of the circle. He points to someone in the circle, holding his "point" so that there is no confusion about whom he is pointing at. The player pointed at quickly grabs both ears with crossed arms, i.e. his left ear with his right hand and

his right ear with his left hand with his arms crossed. The player to his right grabs his right ear and his nose with his arms crossed. The last one in the correct position is the new "it." The "it" must select the player who is last, but the other players are the judges. If he is not correct, he must point to another player. If the circle is large, there may be more than one "it" to speed up the activity.

Pretzel

One player leaves the room. The others join hands in a circle, and, without letting go, form themselves into a complicated, twisted mass of bodies. This is done by maneuvering about, raising arms, ducking under, lifting feet over joined hands, and climbing over or under each other. The players are drawn closer together until they become a tight knot with heads, arms, and feet protruding in different directions. The player outside returns and tries to unravel this human pretzel. He tries to return it to a circle shape without loosening any of the players' hands. This may be performed as a competitive race between two teams.



Pass the Bod

Players stand in circle formation, shoulders touching. "It" is in the center with eyes closed or blindfolded. "It" leans back and, keeping his feet on the ground, allows the players to pass his body around the circle without letting him fall.

Move to the Left

Players are seated on chairs in a circle. The leader calls out several statements such as: "you have on white slacks." "You have never been kissed." "You have a hole in your sock." "You have buttons on your shirt." "You had a birthday recently," etc. If the statement is true for a player, he moves to the left one place. If not, he stays seated. Several players will end up on the same chair at the same time, which adds fun to the game.

QUIET GAMES

Quiet games fill in the empty minutes at group gatherings. They are also good when the meeting is in a small building or a living room.

Buzz

Any number of players can play. One player starts by counting 1, the next 2, the next 3, and so on until the counting reaches 7. The seventh player must say "buzz" instead of 7. The next player says "8", and so on up to any multiple of 7, such as 14, 21, or 28. Buzz is also substituted for any number in which 7 occurs, for example 17, 27, and 37. After 69, the counting goes on as "buzz," "buzz-one," "buzz-two," etc. Seventy-seven is "buzz-buzz." Whenever a player says a number when he should have said buzz, or when he says buzz in the wrong place or calls out a wrong number, he must pay a forfeit and start the game over by saying "1." The word fizz may also be substituted for 5.

Letter Game

Each team has 5 or more players plus a captain. The leader of the game stands an equal distance from all the teams participating and shouts a letter of the alphabet such as "v" or "k." Each captain then quickly arranges his players on the ground to look like the letter called. If necessary, the captain may be a part of the letter. The first team to complete the letter scores a point.

I Love You, Honey

Players are seated or standing in a circle with at least one person in the center. The player in the center goes to someone of the opposite sex in the outer circle. As they face each other, "it" asks "Do you love me, honey?" The person in the outer circle must answer, "I love you, honey, but I just can't smile" three times without cracking a smile. If they manage this, they remain where they are, however if they smile, they must exchange places with the outer person in the center of the circle.

The Minute Game

Use this game in a room where you cannot see a clock. Use a stopwatch or small clock as a timer. Ask everyone in the group to stand with their hands behind their backs. When they think a minute is up, they sit down. See who comes closest to the exact 60 seconds.

I'm Going Out West

The group sits in a circle. The first person says "I'm going out West, and I'm going to take a" Each person after that must say "I'm going out West and I'm going to take and," and name all the things that have been named before him. All of this must be done in order.

Laughing Game

One person lies on the floor. The next one lays his head on the first person's stomach. The next person lays his head on the second person's stomach and so on to make a circle or chain. The first person says "HA," the second person "HA, HA," etc. When a person laughs, he's out.

The Nose Knows

Can you depend on your nose? Fill a number of ½-ounce bottles with liquids or materials which have characteristic odors. Only a few drops of each liquid may be needed. The bottles may be obtained from a drug store at a very small cost. Most of the materials may be found at home, and the druggist can supply the rest. Number the bottles. Give each player a card and pencil.

The players smell each bottle and write their identification of the material opposite the number of the card. The player naming the largest number correctly wins.

Since the appearance of the material helps to identify it, blindfold each player who then dictates his answers to someone else. If the group is large, each bottle may be wrapped with tissue paper or put in a small paper sack. Do not use gasoline.

The following materials for the bottles are suggested:

Vanilla	Olive oil	Wintergreen	Coffee
Lemon	Vinegar	Peppermint	Camphor
Orange	Almond	Creosote	Bay rum
Onion	Nutmeg	Witch hazel	Allspice
Lilac	Cloves	Celery seed	Ammonia
Tea	Pepper	Mentholatum	Cinnamon
Ginger	Lard	Castor oil	Mustard
Lysol	Rosewater	Turpentine	Kitchen soap
		Rubbing alcohol	A slice of lemon

For variation, seat the players in a row or circle and put out the lights. The bottles or bags are passed around the circle, each player smelling each and passing it to the next. When all the bottles have been around, the lights are turned on. Each player is given paper and pencil and asked to write down the odors he smelled. This emphasizes both smelling and memory.

Feel

Ten small, familiar objects are needed such as a comb, toothbrush, can opener, or cigarette lighter. Also needed are a large bag or pillowcase, paper, and pencils. Place the objects in the bag. Each player is given a piece of paper and a pencil and is then allowed to put his hand into the sack for 1 minute. When the minute is up, he writes down all of the objects he could identify. The one with the largest number of correct identifications wins.

To Be Continued

The leader begins telling an exciting ghost or adventure story to a seated group. At a tense moment in the narrative, the leader suddenly stops and points at one of the players. This player immediately picks up the story, making up new characters and incidents as he goes along. After a few minutes, the leader points to another player who picks up the story from where the first player leaves off. This continues until all of the

players have a chance to contribute. The last player makes up an exciting ending for the story.

Wink 'EM

It is necessary to have a nearly equal number of boys and girls. Chairs for the girls and one extra are placed in a circle. A boy stands back of each chair. The boy back of the extra chair looks at one girl and winks. The girl immediately attempts to go to his chair. If the girl's partner can tag her before she can get away, she sits down again. If she gets away, her former partner winks at a new girl.

RELAYS

In a relay, teams race against each other. Each player takes his turn. The first team to complete the relay wins. Relays may require contestants to assume awkward positions and other challenges. They demand a high order of teamwork. Available space is an important consideration in selecting relays.

Eskinose

Divide group into two teams, alternating by sex. The first person has vaseline smeared on his nose. The winning team is the one which can pass the vaseline the farthest in 30 seconds by Eskimo kissing (rubbing noses). Winners get Eskimo Pies.

Ball Relay

Needed: 1 big ball for each line.

- How to play:
1. Arrange members into several groups with an equal number — approximately 8-10 people in each group;
 2. Give a ball to the first person in each row;
 3. The first person passes the ball over his head, the second person passes it under his legs to the third person, who passes it over his head, etc.;
 4. When the ball reaches the last person, he runs up to the front and passes it back again, alternating over the head and under the legs;
 5. The first team to have the first person get to the front for the second time wins.

Orange Relay

Needed: 1 orange for each group. A rubber ball the size of an orange can be used.

- How to play:
1. Arrange members into several groups with an equal number — approximately 6-10 people in each group;

2. Give an orange to the first person in each line, placing it between his chin and neck;
3. Pass the orange through the whole line and back again without using your hands;
4. The first group to get the orange passed along the whole line and back again wins.

Balloon Pop Relay

Divide the group into teams. The teams line up single file at a starting line. A chair is placed about 30 feet away. Each team member has a deflated balloon. One at a time, players run to the chair, blow up balloon, tie it, pop it by sitting on it, and go to the end of the team line. The first team to pop all of its balloons wins.

Cup and Bottle Relay

Play this relay outdoors or where the floors won't suffer. Each line passes a cup of water from a pail at the head of the line to a milk bottle at the end of the line. The last one in line pours it into the bottle and runs to the head of the line. The first line with a full bottle wins.

Gloves and Gum Relay

In front of each team is a pair of garden gloves and a package of gum. The first person must put the gloves on and then try to remove the wrapper from the gum. When he finishes he passes the gloves on to the second person who then opens another package. The first team to finish is the winner.

Long John Stuff

Have one person on each team put on long johns over his clothes. The rest of the team blows up balloons and stuffs them into the underwear. Each team tries to stuff as many balloons as possible into the long underwear within the 2 minute time limit. The underwear must be buttoned up after the stuffing is finished. The winning number of balloons is determined by popping the balloons with a pin and counting them.



Stringing the Spoon Relay

Each team has a spoon tied to a ball of string. The first person must string the spoon between his clothing and pass it to the second person. The first team to completely string themselves together and then unstring themselves is the winner.

Toothpick and Life Saver Relay

Needed: 1 toothpick (long and round) for each person;
1 life saver with a hole in the middle for each group,

- How to play:
1. Give each player a toothpick and have him put it into his mouth;
 2. Give the first person in each group a life saver and have him put it on his toothpick;
 3. Pass the life saver along the line and back again, using only the toothpicks to pass it. One player sticks his toothpick (which is in his mouth) into the life saver which is on the other player's toothpick;
 4. The first group to have the life saver go all the way along the line and back again wins.

Indoor Scavenger Hunt

Divide the group into teams (4 or 6 teams). Each team appoints a leader. The director calls out an item such as comb, red sock, 1959 penny, etc., and each team leader finds that item, if possible, among his team members and brings it to you. The first team leader to bring you the item wins 5 points. The game lasts for about 20 items. The team with the most points wins.

Siamese Girdle

Needed: Heavy elastic band, just big enough to go around two people (when stretched out) for each team.

How to play: The first two players in each team pull the band over their heads at the same time, then down over their bodies and step out of it together. It's then passed on to the third and fourth people, etc., down the line.

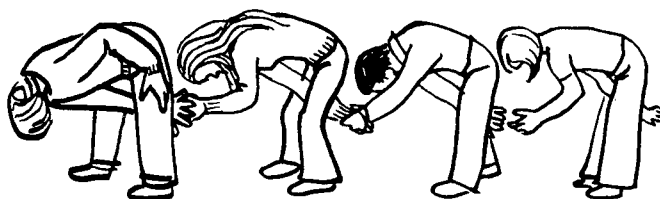
Chinese Get-Up

Have the group pair off. Have partners turn back-to-back and lock elbows. Have them sit down in this position. They then try to stand up in this same position. The first pair up wins.

Skin the Snake

The players stand in rows in a stride position. Each player stoops over, puts his right hand between his legs, and grasps the left hand of the player behind him.

At the signal, the last man lies down on his back and puts his feet between the legs of the players in front of him. Players in the line walk backward astride the bodies of those behind them and lie down. Upon completing the transformation, all are lying on their backs. The last man who lies down rises to his feet and goes forward up the line. The rest follow as their turns come. They cannot break the hand grasp. The team that completes this maneuver first wins. Girls shouldn't play unless they are wearing slacks or jeans.



Penny and Cup

Cups are set about 20 inches in front of each line. The first player places a penny between his knees and hops or walks to the cup and drops the penny into the cup. A washer and coffee can may also be used.

Family Takes a Walk

A chair is set up 20 to 30 feet in front of each line. The first person runs around the chair and back to his group, picks up the second person, goes around again, they pick up the third, etc., till the whole team (holding hands) runs around the chair for the last time.

Suitcase Relay

Equipment for each team is an umbrella and a suitcase containing women's apparel, such as a hat, coat, scarf, and skirt. Teams line up in the usual relay formation. At the starting signal, the first man on each team picks up the suitcase and umbrella and runs to a line about 30 feet away. There he opens the suitcase, puts on the clothing, opens the umbrella, picks up the suitcase again, and returns to the starting point. The second man assists the first in removing the clothing and places it back into the suitcase.

Shoe Relay

The teams line up in even numbered lines. At the signal, the first man on each team runs to a given point, takes off one shoe and leaves it there, and hops back holding the shoeless foot up off the floor. He touches the next man off, then goes to the end of the line. When everyone in the game has removed his shoe, the second part of the game is ready to begin. At the signal, everyone races down and puts his shoe on and returns to the starting position. The first team to resume the starting position is the winner.

Feather Relay

The first player in each team is given a feather. The player must blow the feather to a designated goal or spot across the room without letting it touch the floor. If it lands on the floor, he must pick it up and continue from there. After he reaches the goal, he runs back and gives the feather to the next player. The team finishing first wins.

TABLE FUN

Table games are popular after meals at camp and retreats or following lunch at a 4-H meeting. They may also be used at a 4-H project meeting for a "break" in the lesson. Most of these games use little or no equipment and are suitable for all ages.

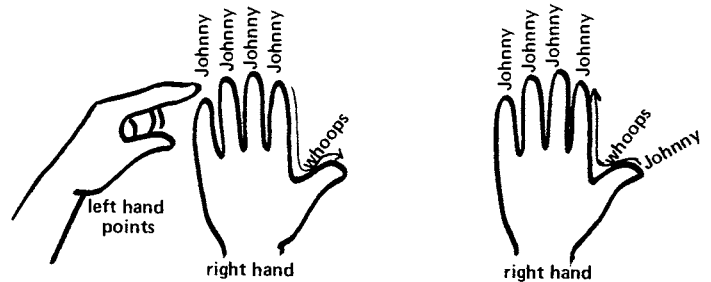
Up, Jenkins

Two teams sit on opposite sides of a table. (A long picnic table would be most suitable.) The players on one side are given a quarter. They pass this coin back and forth among themselves under the table. When the captain of the other team says, "Up, Jenkins," players on the team with the quarter hold their clenched fists up high. Then he says, "Down, Jenkins," and they bring their hands down sharply on the table, palms flat, trying to keep the coin hidden. The players on the other team consult to determine who has the quarter under his hand. The game requires keen observation of the player's expressions and also acute hearing to identify the source of the clinking sound made by the coin against the table. Each time a team guesses correctly, it gets one point. A team has the coin one time and tries to guess who has the coin the next time. The team which has accumulated the most points after 5 minutes of playing time wins the game.

Johnny, Johnny

The players sit in a circle. The game leader in the center demonstrates an action he challenges the others to repeat exactly. He holds his right hand up so that all can see it. With his left hand index finger, he points to each finger of the right hand, starting with the little finger. As he points, he says: "Johnny, Johnny, Johnny, Johnny." Each Johnny is said as the index finger points to another finger on the right hand. "Whoops" comes as the left index finger is run down from the right forefinger and back up to the top of the thumb. Then the action is reversed, with "Johnny" repeated as the left index finger moves from the thumb to the right index finger. Finally the action is completed — or so it seems — as the left index finger moves down the right hand, ending on the right little finger with a last "Johnny." Upon finishing the demonstration, the game leader asks the players to repeat it. Many will apparently do it correctly, but will be told they have not. The players must do two things to get the action exactly right: first, they use the left hand for pointing while the right one remains stationary;

second, when they have completed the action, they must clasp their hands and place them in their laps. The game leader does this when demonstrating the stunt, but only some children, usually after five or six tries, will have noticed.



Swiss Cheese

The game leader makes the following statement: "Swiss cheese is a very good cheese, but American cheese is better." Players are asked to repeat the statement. The players must do one thing to get the statement correct, clear their throats before starting.

Going On a Picnic

The game leader says, "I'm going on a picnic, and I'm going to take a and a" The objects he names must begin with his initials. Players continue the game naming things they would take. These must be foods or picnic supplies that begin with their initials.

A What?

The leader can be anywhere in the circle. He has two objects which he is going to start passing around the circle: one to the right; and one to the left. At a table, salt and pepper shakers or silverware could be used. With three or four persons, he should demonstrate the method of passing the articles around the circle before beginning the game. For example, he starts the article to the right by first saying, "I have a big black bug." The person to the right then replies, "A What?" The leader replies, "A Big Black Bug." Only then does he pass the object to the next person. This second person turns to the third player and repeats, "I have a Big Black Bug." The third player says, "A What?" At this point the second player does not give the answer, but turns back to the leader and says "A What?" To this, the leader replies, "A Big Black Bug" which the second then passes to the third. Each time before the final answer to "A What?" can be given and the object can be passed on, the "A What?" statement must be said from person to person all the way back to the leader. At the same time, the leader has his other object moving to the left with a statement something like this: "I have a Slick, Slicky Sow," to which the statement "A What?" must always come all the way back to the leader before the final statement "A Slick, Slicky Sow" is given and the object

passes on to the next person. The real fun begins when the articles meet at the other side of the circle and start up the opposite sides.

Add On Alphabet

One player says, "I'm going to grandma's and I'm bringing . . ." He says something that starts with a, the next person repeats this plus an item starting with b, and so on.

Wireless Message on Telephone

Each table has a message either written on paper or made up by the player starting. The message is whispered from one person to another around the table. The last person says it to the group. The first person tells what the original sentence was. (You'll be amazed at the difference.)

Moon

This is a game to see if the group can do just as the leader does. The leader draws a big moon in the air with a pointer. While drawing it, he says "the moon is big and round. It has two eyes and a little nose and a big smile. Now you try it." The moon can have a different description, but always ends with "Now you try it."

Tearable Occupations

Each person is given a piece of paper and asked to tear out (without first drawing it) some symbol of his occupation or hobby. These are pinned on the front of each person, and all guess the occupations or hobbies of the others.

Untie Knots

Each table of players is given a rope having a knot in it for each person (a table with 10 people would have a rope with 10 knots in it). The rope is passed around, and each player unties a knot.

Lash Table

Players pass a ball of string around the table, wrapping the string around the wrists of each person. Then the string is rewound back into a ball. The table through first wins.

Mysterious Musical Occupations

The pianist plays songs. Teams guess the occupations in songs: Examples include:

1. Dancer – "After the Ball" or "The Band Played On."
2. Jeweler – "Ring Around the Rosie."
3. Gardener – "Rings on Her Fingers and Bells on Her Toes."
4. Boatman – "Volga Boatman."

5. Rancher or cowboy – "Home on the Range."
6. Snowplow operator – "White Christmas."
7. Taxi Driver – "Dark Town Strutter's Ball."
8. Engineer or conductor of a railroad – "I've Been Workin' On the Railroad."
9. Milliner – "Easter Bonnet."
10. Miner – "Clementine."
11. Shepherd – "The First Noel."
12. Teacher – "School Days."
13. Miller – "Down By the Old Mill Stream."
14. Pilot – "Air Force Song."

STRETCHERS

Stretchers are designed to fill in between the more serious parts of the program, for example between the business session and the discussion or between two speeches. They are also good for starting the social period. Stretchers give people a chance to stand or move about a little.

One of the following games used between the formal parts of the meeting will give the next speaker or discussion leader a refreshed audience.

Head, shoulders, knees and toes, knees and toes,
 Head, shoulders knees and toes, knees and toes, Oh---
 Ears and eyes and give your chin a pat,
 Head and shoulders, knees and toes, knees and toes

As the song is sung, the hands are placed first upon the head, then shoulders, then knees, then toes. Repeat according to the verse, then point out ears and eyes and give chin a pat just as words of the song indicate. Repeat song several times, and increase tempo each time.

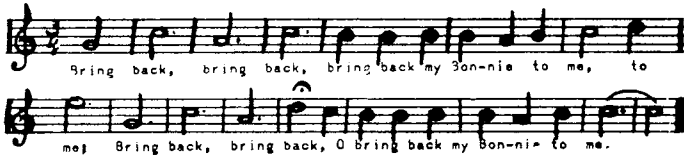
O'Grady Says (Simon Says)

The leader calls out commands to the group. If it is "O'Grady says . . . stand up," all stand up. If only command "stand up" is given, they are to stay still.

Birds Fly

The leader calls out names of birds or animals. If the creature flies, the group is supposed to make flying motions with their arms. If the creature does not fly, players remain still. On "Ducks Fly," all would fly, but on "Horses Fly," they would not.

My Bonnie



At the start of the song, arms should be outstretched in front with palms up. On each "bring," players wiggle their fingers. On "back," they bend elbows and touch their hands to their shoulders. On each "my," players point to themselves. On "Bonnie," they draw an outline of a girl with their hands. On each "to," the players hold up two fingers of each hand. On "me," they point to themselves. On "On," players make an O with the finger and thumb of each hand.

SKITS AND STUNTS

Skits and stunts liven up parties during brief moments of inactivity or for a change of pace. The gimmick is the important thing in stunts. Stunts are entertaining and involve a variety of challenges. Skits or drama games may be nondirected, improvisational, or previously scripted. Skits can be fun for all; usually they require minimum physical activity and can be done in a small room.

Gathering Of The Nuts

The leader says he'll select a cast for an impromptu play. He selects group members and brings them to the front, telling each the character he will portray. He then names the play as the "Gathering of the Nuts."

Coffin Measure

Have one player volunteer to show the group how to be measured for a coffin. He is blindfolded to give him a feeling of being dead. Lay this player on the table and begin measuring. Measure from head to shoulder, from shoulder to hand, and from waist to foot. Then lift up his left leg and measure from his leg to hip. Lift his right leg and pour a cup of water down his pants leg.

Charades

"Charades" is acting out a word, phrase, or sentence. The audience is informed how many syllables or words are in the charade. Charades play on the imagination and are fun for both actors and audience.

Charade Suggestions:

Bird Charades:

Canary	can airy	Bobolink	Bob owe link
Robin	rob in	Sandpiper	sand pipe her
Catbird	cat bird	Killdeer	kill deer (dear)
Heron	hair run	Mocking bird	mock ing bird

Miscellaneous Charades:

Saxophone	sacks owe phone	Welcome	well come
Handkerchief	hand cur chief	Pioneer	pie and ear
Daniel Boone	Dan yell boon	Ice cream	I scream
Pilgrimage	pill grim age	Address	a dress
Coffee pot	cough fee pot	Heroes	he rose
Somersault	Summer salt	Eyeball	I bawl
Airplane	air oh plane		

Chain Reaction Pantomime

Use this with any size group or as a platform skit. The leader and two or three players participate.

The players leave the room. The leader tells the others the activity he is going to pantomime. One player is called into the room to watch the leader go through his exaggerated act. The second player is brought into the room to watch the action as performed by the first player. If a third player is used, he is then invited in to watch the second player's version and then he does it as he remembers.

After all the players have done their pantomines, they are asked to tell what it was they thought they were doing. They are then told what the original idea was. Here are some pantomime suggestions:

- Washing an elephant; packing an auto for a trip;
- Cleaning out the refrigerator; changing the baby;
- Changing a flat tire; taking down the storm windows.

Take Off What You Don't Need

Have one person lie on the floor, and cover him with a blanket. Tell him to take off something he doesn't need. He will usually take off something such as his shoes or a wrist watch. Continue to ask him to take off something that he doesn't need and he will continue to do so until he refuses to take off anything else. The idea is to get him to take off the blanket, since he doesn't really need it.

What's in the Basket

A player decides what is in the basket. He pantomimes this before the group, telling by actions the weight, size, general shape, etc. of the object. The group guesses, and the one discovering what is in the basket does the next pantomime.

Nose Bag Dramatics

Paper bags are filled with varied items such as pens, candles, flashlights, toy guns, money, etc. Anything may be used. Groups are divided into fives or sixes, and each group receives a bag. After a short time, each group presents a skit which utilizes all the props in the sack. Everyone in the group must participate. The wilder the props are, the more fun.

The Story Game

One person is the actor. He stands in front of the class. The leader starts with one sentence about a character. The actor acts it out in pantomime. Each person then adds one sentence to the story with the actor pantomiming it. The last person must finish the story.



BRAIN TEASERS

One fun activity is the magic trick or stunt. One player, usually called "the magician," baffles the audience by performing mysterious feats that simply can't be explained. The trick is usually quite simple — once the secret is discovered.

Black Magic

The magician and his assistant stand in front of the group. The magician says he will leave the room, and when he returns he will be able to name any object the audience selected. After a suitable absence, the magician returns and his assistant begins pointing to objects. When the correct object is indicated, the magician identifies it.

The secret: The assistant gives the magician the necessary clue. Before pointing to the correct object, he points to one that is black or nearly black.

Magic Spoon

The magician boasts that he has a magic spoon which acts like a camera and can take a picture of anyone in the room. He says that only he and his assistant can see the picture that appears on the bowl of the spoon. To prove these claims, the magician sends his assistant out of the room, and the audience selects one person to have his picture taken. The magician holds his spoon up before that person and makes believe he is taking a picture with it. Then he places the spoon on the floor and calls his assistant back in. The assistant glances at the spoon, picks it up, peers into the bowl, and then identifies the correct boy or girl. The secret: When the magician puts the spoon back down on the floor, he points its handle in the general direction, though not directly at, the correct person. That is clue number one. In addition, the magician sits in exactly the same position as the chosen person. With these two clues, the assistant has no difficulty selecting the right person. If the magician has been chosen to take his own picture, he lets his assistant know this by means of a pre-arranged signal — he sits with his legs crossed and he points the spoon's handle directly at a door.

Crossed and Uncrossed (Scissors)

Players sit in a circle. Someone passes a pair of scissors to a second player saying, "I have received them crossed and passed them on uncrossed." The receiver usually thinks he means the scissors. If the person has his legs crossed when the scissors were passed and also when he passes them, he says, "I have received them crossed and passed them crossed."

Hug The Candlestick Holder

Players sit in a circle or in a similar formation. Three people are sent out, and one of these is "it." Another one is asked to hold a candle, and the third person is to hold the candlestick. Instructions are given to the "holders" without "it" knowing. "It" is then asked to hug the candlestick holder. The secret: The person holding the candle is the candlestick holder.

Sources of Recreation Ideas

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