

PARTY GAMES

4 CORNERS AND 12 BALLS

The Organiser will organise and split the teams evenly into four corners. Each corner will receive a cone and 3 soft balls. When The Organiser shouts 'GO' one player from each team can run to collect a ball from another corner. On return they tag another team member and they run to collect a ball. This will continue for around 30-40 seconds when The Organiser shouts 'STOP' and then balls are counted in each corner. The corner/team with the most balls wins the game.

CATCH ME IF YOU CAN PARACHUTE

Participants have to sit on their bums and wave the parachute. The Organiser will select a participant that will walk around the circle and randomly select/tap on the head of another group member. That group member will then chase the person who chose them around the circle to catch them. If they cannot catch before the other person gets round the circle and sits in their place they will be the person on. The game is continued in the same way.

BENCH BALL

The Organiser will split the group into two teams. They will have a goal keeper either on a bench or in a hoola hoop at the oppositions end. The aim of the game will be to pass the ball with team mates and pass it over their goal keeper to attain a point. Participants cannot run with the ball but can run without it. If using a bench the person passing over to their goal keeper can join them on the bench until all team members are on it. If using a hoola hoop then a point allocation can be made by The Organiser.

TWISTER

One child in centre of parachute, other children on the outside and slowly walk around and get 'wrap' the child up who is sitting in the middle (careful not near the neck). Scrunch the parachute up and on the count of 3 the children pull the parachute out and the one in the middle is spun around. Change over so a few children may have a go.

UNI-HOC

Split players into equal teams depending on the amount at the session. Using benches on their sides as goals. 2 minute games of uni-hoc explain stick must not come above waste height and both hands to be kept on the stick at all times.

KEEP THE BALL ON THE PARACHUTE

All participants take a corner of the parachute and stand on their feet. They then have flick up and down the parachute while an Organiser throws a ball on the waving parachute. The aim is to keep the ball bouncing on the parachute as long as possible.

CAT AND MOUSE PARACHUTE

All participants have to sit on their bums and wave the parachute. The Organiser will select a mouse to crawl underneath the parachute. The Organiser will then select a Cat that will step on the waving parachute and will try to catch the mouse by using their hands and arms.

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OVER AND UNDER

The Organiser will split two teams evenly and they will stand one behind each other in a line at arm length apart. The person at the front will have a soft ball. When The Organiser shouts 'GO' the front participant will decide to either pass the ball over their head or under their legs. The person behind must pass back in the opposite way, until the back team member receives the ball. Once they have the ball they must run to the front of the line and pass the ball over or under. This game is continued until the first team makes it from when end of the hall to other and then sits down once completed.

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STUCK IN THE MUD

Choose how many participants will be on. These will run around and tag the others, once they have tagged that participant they will stand with their legs open. The way they are released is when a participant who has not been tagged runs under their legs. This game should last between 2 - 3 minutes.

DOMES AND DISHES

The Organiser will organise the participants into two even teams. The two teams will be split at other ends of the room standing adjacent to each other. The Organiser will scatter about 20 cones evenly as domes and dishes. One side will be the dishes and the other side will be the domes. When the Activity many of the cones over to the position they have been given e.g. domes or dishes. This will last for approximately 20 seconds, and then The Organiser will stop the game and then count up the domes and dishes. The team with the most of allocated category wins the game.

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CLAP AND CATCH

Similar set up to the above, but the participants in the circle must be more aware as they will have to clap with enough time to catch the ball. If they drop it then they must sit out the game. This will continue until there is only one person left standing up.

RED OR GREEN

Using cones line up two sides of the field. All participants line up on one side to start with. One side of the room is red and the other side is green. The Organiser shouts out a colour and all participants must run to it. The participant that is last of that colour is out of the competition. The Activity Leader can shout out the colour the participants are already on and if they move then they are out. The Organiser can shout and alternate the colour at any point when participants are in the field.



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HEAD OR CATCH

The Organiser or one participant will stand in the middle with a soft ball. The rest of the group will space themselves round evenly in a circle. The person in the middle will randomly throw the ball to a participant and shout either 'HEAD' or 'CATCH'. The participant must perform the opposite. If they don't they must sit down in the position they are stood. The person in the middle will continue to do this until there is only one person left standing up. That person then goes into the middle to control the game.

PINCH THE CAT'S TAIL

Two participants are on and the rest of the group will have a ribbon tucked in the back of their bottoms. When The Organiser shouts 'GO' then the participants who are on will chase down the cats and pinch the tails out their bottoms. The last participant with a tail still in there bottoms is the winner of the game. The first two participants to get caught are on for the next game.

OVER AND UNDER

The Organiser will split two teams evenly and they will stand one behind each other in a line at arm length apart. The person at the front will have a soft ball. When The Organiser shouts 'GO' the front participant will decide to either pass the ball over their head or under their legs. The person behind must pass back in the opposite way, until the back team member receives the ball. Once they have the ball they must run to the front of the line and pass the ball over or under. This game is continued until the original front team member is back in their position and sat down.

'SIMON SAYS...'

The Organiser or one of the participants is Simon. The rest of the group will stand in front of Simon. When Simon says to perform an action then all participants must repeat that action. If an action is asked of them without Simon saying, but participants still perform it then they are out of the game. This is then continued until we have only one participant left in the game.

SPLAT

Similar set up as head or catch, one participant in the middle and the rest circled around. The participant in the middle will spin round and point their hands in a gun shape towards a participant at random saying 'SPLAT!' The two participants either side need to quickly point their hands in a gun shape and say 'SPLAT' towards that participant. The slowest person of the two to splat will sit out the game. This will continue until there only two persons left in the game. They will then perform a cowboy stand off, whereby the person who was in the middle of the circle will judge who the quickest participant to turn round and splat his opponent to win the game.



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DODGEBALL

Using a small area coned off The Organiser will choose a small team of 5. The small team of 5 will space themselves out evenly within the small area. They will be given a soft sponge ball which they will pass around. The rest of the team will need to run around the small area dodging any passes or throws that the opposing team do. If any member of the running team get hit by the ball then they must sit down and become apart of the passing team. The game ends when there is only one person left running.

RELAY RACES

The Organiser will split the group into 3 - 4 teams. Using the length of the activity area using a variety of items e.g. balls, bean bags, hoola hoops, balloons.

- All bean bags at the other end and team members need to go and collect one bean bag until all the teams are back with the team
- Using the Hoola Hoops you can get the participants to pretend they are cars, helicopters etc
- Using a balloon the participants need to bounce their balloon across and back again passing it to the team members. You can also get two team members to attached their forehead either side and run to the other end and back as quick as they can passing on to the next couple in the team
- Attaching body parts can also be done such as elbows, shoulders, bums, foreheads
- Bat and ball as a egg and spoon race



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ROUNDERS

Similar game as scatter ball apart from only one bowling attempt, but also can stop at a post. They must resume their run at the next batter attempt, however the current batter cannot run past him team mate in front.

SCATTER BALL

The Organiser will split the group into two teams. There will be a batting team and a fielding team. The fielding team will have a bowler, wicket keeper, fielder per 4 posts, and several catching fielders. The bowler bowls and gives the batter 3 attempts to bat the ball. If they do not hit the ball after 3 attempts they are out. If they hit the ball the team **MUST** run the entire square to earn the point and keep the batter in the game. The batter can be stumped out at any post he has not yet reached to be caught out. The fielders can also catch the batter out with no bounce. Points will be tallied and continue until all batters have been caught out. The teams will swap when all out and conduct the same to compare end results.



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