

## Games



Play large group games.  
(25 minutes)

### MATERIALS NEEDED:

- Blanket
- Giant beach ball
- Chairs
- Music player with a selection of songs

### LARGE GROUP GAME: TURN OVER A NEW LEAF

Materials: Blanket (or similar, i.e., carpet circle)

Object of game: Flip the blanket upside down without touching the floor.

How to play: All players begin by standing on one side of the blanket. Players must flip the blanket upside down without any player touching the floor. If any player touches the floor, players must start over.

Depending on the size of your group, consider splitting into several groups and seeing who can finish first to win.

### LARGE GROUP GAME: GIANT BALL

Materials: Giant beach ball

Object of game: Have fun with an oversize ball

How to play: This game is actually no different than crab soccer, volleyball, or dodgeball. However, this game uses what is known as a giant beach ball. Depending on your space and equipment, it is fun to play crab soccer, volleyball, or even dodgeball with a big ball.

For volleyball, divide the students into two teams, and have them hit the ball across a volleyball net, keeping score of how many times the ball hits the ground.

For soccer, have two teams try to kick the ball while walking crab-style).

Finally, for dodgeball, any student that is hit with the ball is out!

### LARGE GROUP GAME: MUSICAL CHAIRS

Materials: Chairs (one less than the number of players), music player with a selection of songs, space to set up the chairs and move around them

Object of game: Be the player to sit on the last remaining chair

How to play: Arrange the chairs in a circle, with the seats facing outward. There should be one less chair than the number of players. Make sure there's enough space around the chairs for players to walk or run without obstacles.

All players start by standing in a circle around the chairs while music plays. When the music starts, players walk or dance around the chairs in a clockwise direction. As the music plays, the designated person in charge of the music (could be the host or a designated DJ) stops the music at random intervals. When the music stops, players must quickly find a chair to sit on.

Since there is always one less chair than the number of players, someone will be left without a chair. The player who doesn't find a chair is eliminated from the game. After each round, remove one chair from the circle and resume playing the music.

Repeat the process until there are only two players left and one chair remaining. The player who manages to sit on the last remaining chair when the music stops wins the game.

### LARGE GROUP GAME: FOUR CORNERS

Materials: None needed (Optional: Paper with corners 1, 2, 3, and 4 written in each corner)

Object of game: Be the last one standing

How to play: Choose an assistant, preferably the leader for the first rounds, to come to the middle.

The entire group must choose to stand in one of the four corners of the room, which are numbered from 1 to 4. Once the caller starts counting, players must move to a corner they chose until the caller counts down from ten and gets to zero.

The caller stands in the middle with their eyes closed and counts from ten aloud. While the caller is counting, the other players must quietly move to one of the four corners. After counting to zero, the caller calls out a number from 1 to 4. The players in the called corner are out and must leave the playing area. The remaining players then move to a new corner while the caller counts down from ten again. The caller repeats the process of counting and calling out a corner. The game continues until only one player remains. This player is the winner and becomes the next caller for the following round.

Variation: Instead of numbers for each corner use character traits for each corner of the room (i.e. good listener, kind, trustworthy, helpful).