

Games



Play large group games.
(25 minutes)

MATERIALS NEEDED:

- Self-adhesive labels or post-it notes
- Large empty can or cone

LARGE GROUP GAME: WHO AM I?

Materials: Self-adhesive label or post-it note for each person

Object of game: Guess the person's name

How to play: Write on each label/post-it the name of a well-known or famous person. This can be a historical character or current athlete, musician, TV personality, celebrity, etc. Have a good mix of men and women. Keeping the names hidden, stick the post-it notes on the foreheads of everyone in the group. They must then ask the others questions to find out their identity.

Each person takes a turn to ask questions and figure out who they are. For example, "Am I alive?", "Am I female?", "Am I in a band?" Only yes or no questions can be asked. If the answer is no, their turn is over. If the answer is yes, they can ask another question and keep going until they get a no, or guess who they are. Keep playing until everyone has guessed, or if time is short, stop after the first few correct answers.

LARGE GROUP GAME: LINK TAG

Materials: None needed

How to play: All players find a partner and link elbows with them. These pairs spread out around the playing area. The leader selects one pair and within that pair selects one person to be "it" and the other person to be the "chaser".

The person who is "it" runs around throughout the pairs. The person who's "it" can, at any time, link up with any pair. If the linked person joins a pair, the person on the pair who the "it" member did not link with must separate from the chain and now be "it".

If the person who's "it" is ever tagged, they become the "chaser" and the other person is "it". That other person is then free to join a pair, causing another player to split off and be "it".

The leader may need to count down from 10 if the person who's "it" is not linking with any pair. Also, changing the "chaser" and person who is "it" may be necessary if players are getting tired. The game lasts until the leader says it's over.

It can be helpful for the leader to watch carefully and manage potentially confusing situations, specifically when the person who is "it" thinks they have linked up and the "chaser" thinks they have tagged them just before linking (creating two people who think they are "it").

LARGE GROUP GAME: KICK THE CAN

Materials: Large empty can or cone

Object of game: Kick the can without being tagged.

How to play: Designate a large playing area. This could be a large classroom, gym, a park, or any open space. Place the empty can in the center of the playing area.

Choose one or more players to be “it”. The number of players who are “it” will depend on the size of the group of kids playing. These players are trying to tag others while protecting the can. The other players scatter within the playing area. The goal for the players who are not “it” is to avoid being tagged by the player who’s “it”.

After counting to an agreed-upon number (e.g., 30 or 60), the players who are “it” begin trying to tag the other players. When the player who’s “it” tags another player, they must sit in a designated spot called jail. If one of the players successfully kicks the can, all the players in jail are freed, and the person who’s “it” must count again while the other players scatter and another round begins. The game continues until either all the players are captured, or a player successfully kicks the can without being tagged.

Variations:

- The captured player joins the person who is “it” to help tag the remaining players until all players have been captured.
- Freeze Tag: Instead of tagging players, the player who is “it” can freeze them by tagging them. Frozen players must stay frozen until another player touches them to unfreeze them.
- Time Limit: Set a time limit for each round. If the person who’s “it” doesn’t find all the players within the time limit, the hiders win that round.