

Games



Play large group games.
(25 minutes)

MATERIALS NEEDED:

- Dodgeball
- 1 inflated balloon per child
- 1 paper plate per child

LARGE GROUP GAME: SPUD

Materials: Dodgeball

Object of game: Avoid collecting all the letters to spell "SPUD"

How to play: First, give all the players a number. Then have them gather in a circle with one student in the middle. Give the middle student the ball, and instruct them to throw the ball straight up and yell any number that goes with the students in play. The student whose number was called must run to the ball, and all the other students must run away from the ball in any direction. When the player whose number was called has the ball, they yell "SPUD!," signaling all the other players to freeze. The player with the ball can then take three steps in any direction and throw the ball at one of the other players.

All the other players must keep their feet still, but can move any part of their body to try to avoid the ball. If the throwing player misses, he/she receives a letter to spell the word "spud"; if the throwing player hits another player, that hit player receives a letter. Play then repeats with the player that received a letter standing in the middle of the circle and throwing the ball up.

LARGE GROUP GAME: NAME ORDER UP

Materials: None needed

Object of game: Organize selves in alphabetical order by middle name, without speaking

How to play: Ask students to raise their hands if they have a middle name. If any student does not have a middle name, tell them they can use their last name for this game. If there are 20 or fewer students, play as a whole group. For larger groups, split them into two or more teams of mixed ages

Instruct students to think about the first letter of their middle name (or last name if they don't have a middle name).

When you say "GO," students must silently organize themselves in alphabetical order by their middle names. The challenge is that no one is allowed to talk, whisper, or mouth words.

Students may use gestures, hand signals, or "draw" the letter of their middle name on another student's back to communicate.

Once everyone is in line, go through the group and have each student say their middle name out loud to check if the order is correct.

If playing with two teams, the first team to correctly organize themselves wins. Alternatively, you can time the group to see if they can finish within a set time frame.

Pro tips:

- Emphasize clear but gentle communication using hand signals or gestures. Remind students not to poke or press too hard when drawing on others' backs.
- Make sure there is enough space for students to move around and form a line without crowding.
- Encourage patience and teamwork, especially for younger students who may find the non-verbal communication more challenging.
- To prevent frustration, allow extra time if necessary for students to figure out creative ways to communicate without speaking.

LARGE GROUP GAME: FREEZE TAG

Materials: None needed

Object of game: Freeze everyone before time runs out

How to play: Choose one student to be "it". This student has the power to freeze anyone in their tracks with a simple touch! As the person who is "it" tags people, they will freeze where they are. Other students that are not frozen can touch the frozen students to unfreeze them. Play ends when all students are frozen or when time runs out.

LARGE GROUP GAME: BALLOON BUSTERS

Materials: One inflated balloon and one paper plate per student

Object of game: Keep your balloon in the air using only your paper plate

How to play: Each player receives an inflated balloon and a paper plate.

Choose two students to be the "busters". The busters do not receive a balloon or plate.

Their job is to pop any balloons that hit the floor. Everyone else will try to keep his balloon in the air using only the paper plate. If a balloon hits the floor, a player may put it back in the air with the plate as long as a buster doesn't grab and pop it first. Any student whose balloon gets popped now becomes another buster.