

Games for 4-H Club Meetings

Icebreaker Games-These games are to be used when

- A new group is getting together to make people feel more comfortable in their surroundings
- When people are a little familiar with one another but not yet best buddies
- When they are getting to know one another's names

Pass it To...

Group: 5+

Space: Small

Indoor/Outdoor

Prop: 1 noodle

Form a circle with one person in the middle holding a noodle. Those in the circle are sitting down facing the center with their knees up and their feet flat on the ground. Diameter should be about 8 to 10 feet around the circle. Choose one player to start. She will say "I pass it to Sally... The action starts here. The center player wants to first locate Sally and then tag Sally below the knees with the noodle before Sally can say "I pass it to Mark. If the tag is made before the pass, they switch positions. Game continues until someone is hit below the knees.

If a sitting player happens to flinch...(any movement to avoid being tagged) that player is in the center.

Peek-A-Who

Group: 10+

Space: Small

Indoor/Outdoor

Prop: blanket

Group is divided in half (no, not each of them!). Leaders hold up a blanket so that the two groups are unable to see each other. One person from each group crawls up to the blanket and puts their nose up to it. The leaders drop the tarp and the two people must shout out the other person's name. The person who says the correct name first takes the other person to their team.

Pick 6 Ball

Group: 5+

Space: Small

Indoor/Outdoor

Prop: small ball

Get into a circle. One person holds a small ball and thinks of a category (example: Colors) They throw the ball to a person in the circle...that person starts sending the ball around the circle...but, they need to come up with 6 things in that category BEFORE the ball is passed all the way around the circle.

How Do You Do

Group: 5+

Space: Medium

Indoor/Outdoor

Prop: none

Players form a circle. The hostess walks around the outside of the circle and taps one player on the shoulder. She shakes her hand and asks: "How do you do (name)?" the reply is: "Very well thank you". Repeat three times. On the third "Very well thank you" the hostess and player leave in opposite directions. The player who is last to reach an available space becomes the hostess.

Gizmo Game

Group: Any

Space: Small

Indoor/Outdoor

Prop: clothespins (1 to each 4 people for larger groups)

A few clothespins are passed unnoticed among the participants. At the end of your meeting, those with the clothespins on go up and sing a song together or do something as a group.

Other Games

Forwards & Backwards

Everyone should sit in chairs in a circle. Then a leader gives instructions. For example, "If you have on any green, more forward one chair. Or If you talk in your sleep, more back one chair."

If someone is in the chair you move to, just sit on his/her lap. You can stack people three or four high.

The first person to make it all the way around the circle wins.

Bean Bag on the Foot

4 bean bags per group. 2 members lock arms and put bean bags on each foot. They lock arms (back to back). Walk without dropping the bean bags to the cone. Take the bean bags off and run back still with arms locked. Next group goes.

Animal Relay

The players form two lines with equal numbers on each team. The first animal on each team is an animal, the second a different animal. On the word "go", the first person acts like the animal they represent, run, hop or crawl to a given place and back. The next person then acts like their animals and so on until one team is finished and sitting down. Use animals such as kangaroos, bunnies, dogs, cats etc...

Flying Dutchman (circle/active)

The players stand in a circle with their hands joined. The player who is it runs around the outside of the circle and slaps any two joining hands, the owners of which become flying dutchmen. They run in opposite directions around the outside of the circle. The player who was it steps into the circle. The last player back to the place in the circle is it.

Electricity (circle/passive)

The group sits in a circle holding hands while someone sits in the center. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbour. The person in the middle tries to figure out where the current is. If successful, he exchanges places with the immediate sender of the charge.

Crows and Cranes (active)

Divide the children into two equal teams. Name one of the teams crows and the other cranes. Line the two teams up four or five feet apart facing each other. Flip a coin, and if it comes up heads call crows. Upon calling crows, the crows must turn in flight with the cranes after them. If any of the cranes makes it to the safety zone he is free. If he is touched he switches teams.

Red Light (active)

Players stand in a straight line about 50 ft. from IT. IT turns his back and says "green light", counts to ten, and says "red light" and then turns around. Meanwhile the players have moved as far forward as possible. Whomever he sees moving must return to the starting place. The first person to pass IT wins.

Blanket Stand (cooperative)

Equipment: Blanket Spread out blanket; whole group must get on it so that no appendages are touching the ground off the blanket. If the group completes the stand, have them get off and fold blanket in half. Repeat the above process for as long as possible

Knots (moderate/circle/cooperative)

Groups of eight stand in a circle facing into the center. Shake hands with person directly across from you, then join left hands with a different person in the group. Must untangle the human knot without letting go of hands.

Octopus (active)

Players (fish) are at one end of the hall, inside defined limits. The octopus lives in the ocean inside the limits. The octopus tells the fish that they can cross the ocean by saying "Fish, fish come swim in the ocean". At this signal the fish try to cross over to the other side. Players who try to cross over to the other limit. Player who are touched by the octopus must stop moving and become tentacles of the octopus.

Musical Chairs

Group: 5+ Space: Small Indoor/Outdoor

Props: Chairs (best for a group that is comfortable around one another)

Have all the kids sit in a circle. Have your chosen one go around to a member of the opposite sex, sitting on their lap and saying "Honey if you love me smile!" The one who is picked on has to say, "Honey I love you but I just can't smile" 3 times without smiling or smirking or else he/she has to get up and find another culprit to pick on.

Poor Kitty

Group: 5+ Space: Small Indoor/Outdoor

Props: Chairs

The children are arranged in a circle, sitting down. The one child is the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor, Poor Kitty". Say this 3 times. If the child laughs, then he must become the kitty and try to make others laugh.

Elephant, Giraffe, Palm Tree

Group: 8+ Space: Small Indoor/Outdoor

Props: list of animals

One person is picked in the middle. They point to someone and that person becomes the middle person to do the following actions. The two people on both sides of the middle person also do actions. The last person to make their action goes to the middle.

Motions:

Elephant: middle person puts hands out for a trunk. Side people make ears

Palm Tree-middle person puts arms straight up, side people lean in to make side branches

Giraffe-middle person stands tall, side people make spots

Rabbit-middle person puts hands by nose, side people thump feet

Dog-middle person pants, side people wiggle their tails

Alligator-middle person makes a wide mouth, side people move away (back)

Road Kill-middle person lays down, side people put foot on his/her stomach

Barnyard

Group: 10+

Space: Large

Indoor/Outdoor

Prop: none

Each child is given the name of an animal with three children having the same name. No one is allowed to tell another which animal he is. Spread out in the room. At the signal each child makes the noise of the animal that he has been given. The first group of animals to find each other and sit down is the winner. (Example: cow, pig, rooster, etc.)

Flying Dutchman

Group: 7+

Space: Moderate

Indoor/Outdoor

Prop: None

The players stand in a circle with their hands joined. The player who is it runs around the outside of the circle and slaps any two joining hands. The owners of which become flying Dutchmen. They run in opposite directions around the outside of the circle. The player who was it steps into the circle. The last player back to the place in the circle is it.

Games for Cloverbuds

Jumping Jacks--Start with 20 of these to get the blood flowing. You can easily incorporate these into a game of Simon Says if your kids.

Simon Says-- First, choose someone to be “Simon”. Simon either begins a command with “Simon Says” or not. To stay in the game, kids only must follow the commands that begin with “Simon Says”. If you want to make the game difficult for older kids, simply issue commands faster and faster, and make the needed actions more and more difficult to complete.

Balance Beam--Very easily set up! Masking tape is all you really need – make a line on the ground and have fun! Ask your child to walk to the end only on the line. Try more lines at different angles, spirals, and zig-zags.

Keep the balloons up- Secure your lamps and pictures on the wall! Simply blow up some balloons and tell the kids to keep the balloons from touching the floor. What fun for the kids!

Dancing--Turn up the music and let them dance!

Scavenger hunt is all about finding items from a list in certain rooms or areas of the outdoors. The kids will love checking off each item found or collected on the list. If you haven't done this lately then you you just aren't living! (Those who can't read, you can just tell them an item).

Variations – Make this activity into a treasure hunt. You'll just need to write the clever clues to lead them to the next clue!

Hot Potato- Simply get a soft ball (not a softball!) or a rolled up sock and toss it to a child. Tell them toss it to someone else as quickly as possible. Everyone repeats this. When does this game end? Who knows? Just get rid of it!

Games taken from Boy Scouts, <http://www.boyscouttrail.com/boy-scouts/boy-scout-games.asp>, Great Big Book of Children's Games-Reader's Digest, ©1999, The Social Game Book, PNW Bulletin 17, May 1957, and conferences attended.

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