

Games



Play large-group games.
(25 minutes)

MATERIALS NEEDED:

- Balloons
- Printout 1, 1 per child or group

LARGE-GROUP GAME: FREEZE TAG

Materials: None

How to play: The objective of freeze tag is for the player who is “it” to tag as many other players as possible and freeze them (make them stop moving) before they reach a safe zone or the game ends. Designate an open area for the game to be played. Determine who will be the first player who is “it” (consider more than one person depending on your group size and space).

The person who is “it” starts the game by chasing other players and attempting to tag them by touching them. When a player is tagged by this player, they must freeze in place and cannot move until they are unfrozen.

Players who are frozen can be unfrozen by other unfrozen players who touch them. This can be done either by a designated “unfreezer” or any unfrozen player.

(Optional) Designate specific areas as safe zones where players cannot be tagged or frozen. These safe zones can be marked by cones, lines drawn on the ground, or any other easily recognizable method.

The game ends when either all players are frozen (making the player who is “it” the winner) or after a predetermined time limit. After each round, the player who was tagged last becomes the new player who is “it” for the next round.

LARGE-GROUP GAME: BALLOON KEEP UP

Materials: Balloons

Object of game: To keep a balloon in the air for as long as possible using only your hands or other body parts (no catching or holding the balloon)

How to play: Gather all the players in the designated playing area. Choose one player to start as the “keeper”. This player stands in the center of the playing area. The remaining players spread out around the “keeper”. The “keeper” tosses a balloon into the air to start the game.

Players must use their hands or other body parts (except for catching or holding) to keep the balloon from touching the ground. The “keeper”’s role is to try to make it challenging for the other players by swatting or directing the balloon towards them.

If a player allows the balloon to touch the ground, they are out of the game for that round. The game continues until only one player remains, or you can play in rounds, rotating the role of the “keeper”.

For added fun, you can introduce variations such as:

- Using multiple balloons at once.
- Setting a time limit for each round and seeing how long players can keep the balloon(s) in the air.
- Playing with different rules for specific body parts allowed to touch the balloon (e.g., feet only).
- Introducing obstacles or challenges within the playing area.

LARGE-GROUP GAME: SCAVENGER HUNT

Materials: Printout 1 (item list), one per student or group

How to play: Prepare a list of items for the scavenger hunt. These items can be anything found within the playing area, such as specific objects, colors, or shapes.

Gather the players and explain the rules of the scavenger hunt. Let them know that they'll be searching for items on the list and that the first team or player to find all the items wins.

(Optional) Divide into Teams: Depending on the number of players, you can divide them into teams or allow them to play individually.

Distribute Lists: Give each team or player a copy of the scavenger hunt list. Make sure the items are clear and understandable.

Set a timer, and start the scavenger hunt. Players or teams must search the designated area to find the items on the list. They can work together or compete against each other, depending on how you've organized the game.

When a player or team finds an item on the list, they should mark it off. They can do this by crossing it out on their paper or taking a photo of the item with a smartphone.

The scavenger hunt ends when either a team or player finds all the items on the list or when the timer runs out.

Once the scavenger hunt is over, gather the players and review the lists to determine the winner. The team or player who found all the items first (or found the most items within the time limit) wins the game.

Celebrate the efforts of the players and reward the winners with prizes or recognition.