

# Group Games

## Big Play Area

### ***What Time Is It Mr. Fox?***

**Supplies:** None

**How to Play:** Mr. Fox (adult) starts out at one end of the field or room with their back to the group. The group stands on the other side of the space and then yells out “What time is it Mr. Fox?” Mr. Fox then calls out a time that is on an even hour (1 o’clock-12 o’clock). The group then takes that many steps. (3 o’clock = 3 steps) This is continued a couple times, varying the responses. When the group begins to get to where Mr. Fox is, but not past them, and asks the time, the fox can yell “midnight!” Mr. Fox then turns and chases the group. Those that Mr. Fox catches are to sit out. The last one left becomes the fox. A variation is to allow each child who is tagged to become an honorary fox to help catch the others.

### ***Rock, Paper, Scissors Train***

**Supplies:** None

**How to Play:** First review the standard rules of rock, paper, and scissors. Ask players to spread out and find a partner. Each pair plays a single round of Rock, Paper, Scissors. The losing player then stands behind the winning player and this forms a train, enthusiastically cheering for the winning player. The new team then finds another team to play a round with. Each time, the losing team joins the back of the train behind the most recent, unbeaten winner. At the end, there will be two large trains, led by the two unbeaten leaders. After the final match, the celebration begins!

If there is ever a tie between two players, they simply continue playing until a winner is established.

### ***Elbow Tag***

**Supplies:** None

**How to Play:** Everyone gets a partner and links arms. Two people are chosen to split up. One will be “it” and the other will be chased. Whenever the person links with a pair of players, the person on the opposite end must break off. They will now become chased. If the person is tagged, they become “it”.

# Group Games

## Small Play Area

### ***Steal the Bacon***

**Supplies:** Any item that can be used as the “bacon” (ball, frisbee, bowling pin, etc.)

**How to Play:** Divide the children into two different teams and have them form parallel lines, facing each other. The distance between the two teams can be your choice. The farther the distance, the more they run. Place the “bacon” in the middle, between the two teams. The object of the game is to take the “bacon” back to your own side without being caught.

In this game, the members of each team are given corresponding numbers. For example, if the players from one team are given the numbers 1-10, the players on the other team should also be number 1-10. The leader then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members should leave their side of the playing space. Neither player may touch the other until someone touches the “bacon”. Once a player touches the “bacon” however, the other player may tag him/her. If a player is able to grab the “bacon” and carry it back over to his/her own side without being tagged, they score a point for their team.

If a player is tagged after touching the “bacon” and before they return to their own side, the team that tagged the other will receive a point.

**Note:** The sequence of play usually involves two kids running out and hovering over the “bacon”, waiting for a slight advantage to grab it and run back before the other can react.

A variation is that the leader can call more than one number. In this case, several players from each side participate.

### ***Pterodactyl***

**Supplies:** None

**How to Play:** All players form a circle and begin by knowing that the point of the game is to keep their lips covering their teeth the whole time and never letting their teeth be seen or they are out. The game then begins with everyone in a circle and one player saying “pterodactyl” then the player to the right of them says it and so on and so on. The catch is that any player can change the direction by making the sound of a pterodactyl instead of normally saying “pterodactyl”. (The funny part is that nobody knows what a pterodactyl sounds like so the sound can literally be anything to try and make others laugh.) This is when the game gets really fun because as players begin laughing, they end up showing their teeth. Last couple players standing will win!