

# Fun Games

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# BALLOON BATTLE

## Goals

1. To create a team spirit
2. Provide an exciting recreational activity and get people interacting

## Time required

15 minutes

## Size of the group

Unlimited

## Materials needed

A blown up balloon and piece of string for each person. You can purchase different color balloons for each team

## What to do?

1. Divide the participants somehow into teams and tell them the boundaries of the "playing field"
2. Give each participant a balloon. Instruct the participants to tie the balloon to the string and tie the string around the ankle of their choice
3. The balloon must be securely tied. Everyone should either have their shoes off or shoes on
4. The object is to pop the balloons of your opponents. The team with the last remaining balloon intact wins.

## Follow-up

1. Did you work as a team? How?
2. Did you have a strategy? Who came up with it?

# REVERSED SCAVENGER HUNT

## Goals

1. To see how resourceful team members are
2. to connect people who may not naturally connect on their own
3. to have fun

## Time required

15-20 minutes

## Size of the group

Unlimited

## Material required

A list of items and maybe a prize

## What to do?

1. Come up with a list of items that you want to be in the hunt. Participants will have to try to figure out what to bring and to see if it's on your list. They are guessing at what to bring back with them. You could allot a certain amount of points for each item on your list.
2. Divide the teams up (how ever many you want)
3. They should go out and bring back as many items as they can in the allotted amount of time (5 minutes is a good time)
4. When they return, read off your list. If the teams have an item on your list, they get that amount of points. If not, they don't.

## Follow-up

1. What do you think of the reverse scavenger hunt?
2. Did anyone on your team prove to be more resourceful than the others?
3. Did anyone in your team take charge? Who? How was that for the others?

## Variations

1. Attach the teams together so they can't separate
2. Make up a list of about 100 items and give them the list to see how much they can find in 5 - 10 minutes

# DIZZY IZZY

## Goals

1. Work as a team
2. Fun activity

## Time required

10-15 minutes

## Size of the group

Unlimited. Teams of about 5-6

## Materials needed

One bat per team and a start/finish line

## What to do?

1. Line the team up one behind the other
2. Place the bat about 30 feet ahead of them
3. When you blow the whistle, each team sends one member at a time to run to the bat, put their forehead on the bat while it is touching the floor, and spin 5-10 times.
4. When they are done spinning they run back to their line to tag off next person

## Please note:

1. This game should not be played on cement or a hard surface
2. People may get extremely dizzy and fall down
3. Have spotters to help those that run off the course or fall down

## Variations

1. You may place the bat closer or farther
2. Have them do a task after they spin. For example... shoot a basket
3. You could increase or decrease the number of time they must spin around the bat

# KILLER

## Goals

1. Being aware of non-verbals
2. To have fun and interact

## Time required

10-15 minutes

## Size of the group

8-20 people

## Materials needed

marble or small rock

## What to do?

1. Have the participants sit in a circle facing each other
2. Have all the participants close their eyes and put their hands behind their backs with their palms up
3. Put the stone/marble in someone's hand. This person is the killer
4. The players open their eyes and are instructed to watch one another closely
5. The person who is the killer is to wink at people, thus "knocking them off". (looks really do kill in this game.) Once a person has been winked at he or she is to fall over dead. The more dramatic, the better.
6. If a person figures it out, they get to choose the next killer. If the killer wins, they get to choose.

## Follow-up

1. Talk about non-verbal and how important they are
2. You can also discuss the use of non-verbal in different countries. (for example, some cultures have different rules of when eye contact or lack of it is disrespectful or respectful.

## Variations

1. You could use cards to determine who the killer is by shuffling enough cards for each person and making sure one ace is in the deck. The person who gets the ace dealt to them is the killer.

# NEWSPAPER SHUFFLING

## Goals

1. Get the participants energized and thinking

## Time required

15 minutes

## Size of the group

unlimited, break into team of about 8-10

## Materials required

A disheveled newspaper for each participant

## What to do?

1. Acquire a supply of newspapers(one for each participant). Rearrange the papers so they are out of order, upside down, mixed up sections etc..
2. All the papers must be similar before they are mixed up, and they should be mixed up in the same order, so everyone has about the same chance
3. Prior to the participant's arrival arrange chairs in a circle, very close to one another. A tightly knit circle.
4. Once everyone is situated, give each participant, a newspaper and ask him/her to not open the paper until asked to do so. Then explain to them that their challenge is to rearrange their newspapers while seated in their chairs and not moving their chairs.
5. The first person to put the paper back in proper order, wins.

## Follow-up

1. Discussion items include competition, personal space and cooperation.
2. Ask the group how tolerant they are to working in crowded spaces.
3. How could they have altered the situation to get the job done with less frustration?
4. In what ways could they have cooperated more with each other to get the task done easier?
5. Did anyone team up? How many liked the competition?

# FOLLOW DIRECTIONS

## Goals

1. To show the importance of not jumping the gun and listening to all directions

## Time required

20-30 minutes

## Size of the group

Unlimited

## Materials required

A copy of the Follow Directions sheet for each participant, a pencil or pen for everyone

## What to do?

1. Give each participant a copy of the sheet and a pencil
2. At the same time ask the participants to begin the task, when they are done they should put their pencils down and sit quietly until the others are done

## Follow-up

1. How many of you followed the directions?
2. Who did everything on the sheet
3. What do you think we are trying to get at with this activity?
4. Why is it important to wait for directions?

## Follow Directions

Directions: Do exactly as instructed. Follow the instructions for each statement. Ask no questions.

1. Read everything before you do anything.
2. Proceed carefully and cautiously.
3. Put your name in the upper right hand corner of this page.
4. Circle the word "name" in sentence three.
5. Draw five small squares in the upper left hand corner of the paper.
6. Put an "x" in each square.
7. Put a circle in each square.
8. Sign your name in the lower left hand corner of this paper.
9. After your name, write yes, yes, yes.
10. When you get to this point call out your name.
11. Draw a triangle around the "x" which you will mark in the lower right corner.
12. Draw a rectangle around the word "paper" in sentence three.
13. On the reverse side of this paper, quickly multiply  $70 \times 38$ .
14. Put a circle around sentence number 8.
15. Punch three small holes in your paper with your pencil here...
16. Count orally backwards from 10.
17. Underline all the even numbers on the left side of this paper.
18. Put a circle around the answer to the problem in number 13.
19. Close your eyes for four seconds, then proceed to sentence 20.
20. Now that you have finished reading carefully, do only sentence three.

# BODY EXPRESSIONS

## Goals

1. To show that there are different ways to express yourself without words
2. To have fun!

## Time required

15-20 minutes

## Size of the group

Unlimited

## Materials required

A facilitator slip of paper naming an emotion and a body part.

## What to do?

1. Ask the participants to stand and form a circle. Explain that they will be using various body parts to portray different emotions.
2. The group leader will give each participant a slip of paper with an emotion and body part on it. Instruct them not to share their slip.
3. One at a time, the participants act out their emotion using that body part (kind of like charades). The others will have 30 seconds in which to identify the emotions being portrayed. Repeat this procedure, one at a time, until everyone has gone.

## Follow-up

1. a brief discussion about non-verbal expression of emotion and it's relationship to the role we all play in the halls.

## Variations

1. Could split them up into teams and play a charades type game.

## Emotions and Body parts list

Love - feet

fear-mouth

sadness-mouth

sorrow-shoulders

exasperation-eyes

loathing-arms

terror-mouth

frustration-eyes

disgust-arms

hate-fingers

impatience-feet

tenderness-hands

exhaustion-waist

puzzlement-shoulders

anger-hands

surprise-hands

reverence-arms

boredom-legs

excitement-mouth

joyfulness-fingers

WHO OWNS THE ZEBRA

THERE ARE 5 HOUSES, EACH OF A DIFFERENT COLOR AND INHABITED BY PERSONS OF DIFFERENT NATIONALITIES, WITH DIFFERENT PETS, DRINKS, AND CIGARETTES. USING THE CLUES PROVIDED, DETERMINE WHO OWNS THE ZEBRA AND WHO DIRNKS THE WATER.

1. THE ENGLISHMAN LIVES IN THE RED HOUSE.
  2. THE SPANIARD OWNS A DOG.
  3. COFFEE IS DRUNK IN THE GREEN HOUSE.
  4. THE UKRANIAN DRINKS TEA.
  5. THE GREEN HOUSE IS IMMEDIATELY TO THE RIGHT (YOUR RIGHT) OF THE IVORY HOUSE.
  6. THE WINSTON SMOKER OWNS SNAILS.
  7. KOOLS ARE SMOKED IN THE YELLOW HOUSE.
  8. MILK IS DRUNK IN THE MIDDLE HOUSE.
  9. THE NORWEGIAN LIVES IN THE FIRST HOUSE ON THE LEFT.
  10. THE PERSON WHO SMOKES CHESTERFIELDS LIVES IN THE HOUSE NEXT TO THE PERSON WITH THE FOX.
  11. KOOLS ARE SMOKED IN THE HOUSE NEXT TO THE HOUSE WHERE THE HORSE IS KEPT.
  12. THE LUCKY STRIKE SMOKER DRINKS ORANGE JUICE.
  13. THE JAPANESE SMOKES PARLIAMENTS.
  14. THE NORWEGIAN LIVES NEXT TO THE BLUE HOUSE.
- GOOD LUCK!!!

ANSWER KEY FOR WHO OWNS THE ZEBRA

YELLOW	BLUE	RED	IVORY	GREEN
NORWEGIAN	UKRANIAN	ENGLISHMAN	SPANIARD	JAPANESE
FOX	HORSE	SNAIL	DOG	ZEBRA
WATER	TEA	MILK	O.J.	COFFEE
KOOLS	CHESTER.	WINSTON	LUCKY STRIKE	PARLIAMENTS

**A Pilot's Announcement**  
**Madlib via the Web**

Fill in the blanks with whatever comes to mind first. Be creative! Then, turn the paper over-and "plus in" the words you listed here, in the exact order you listed them in. You will have a creation that will make you smile. And you thought you weren't funny!

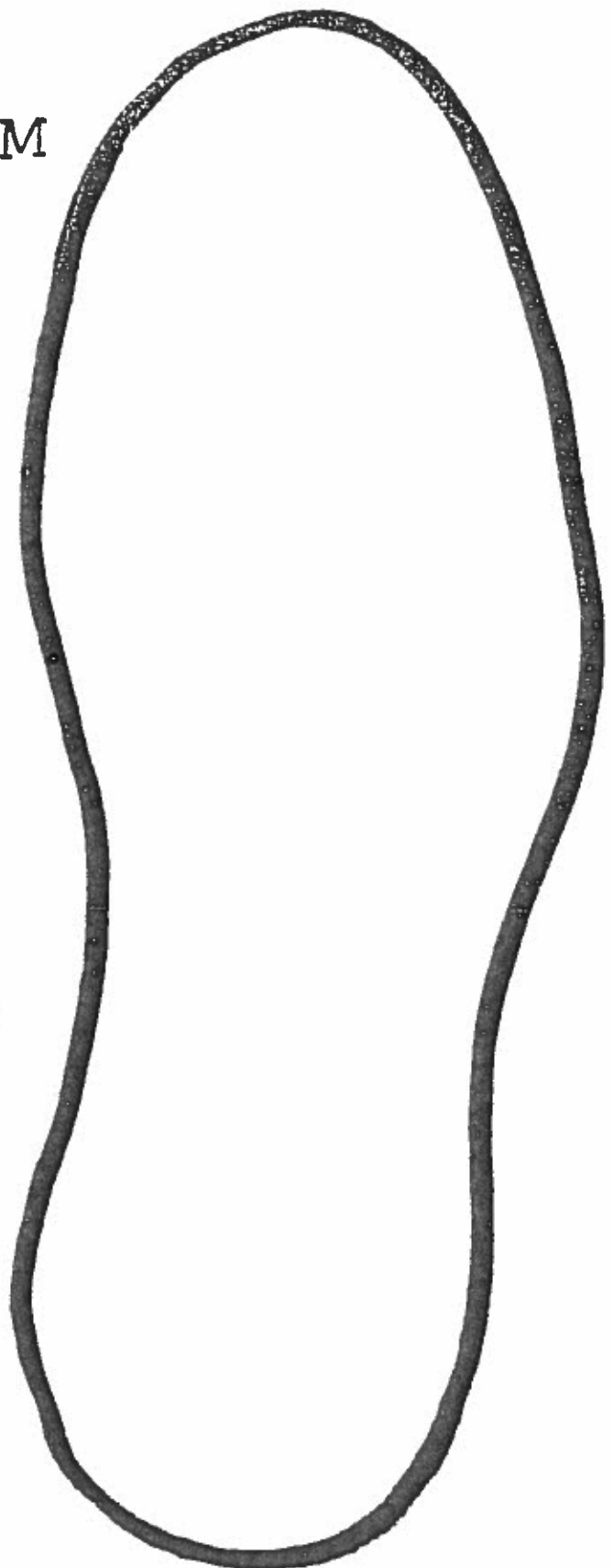
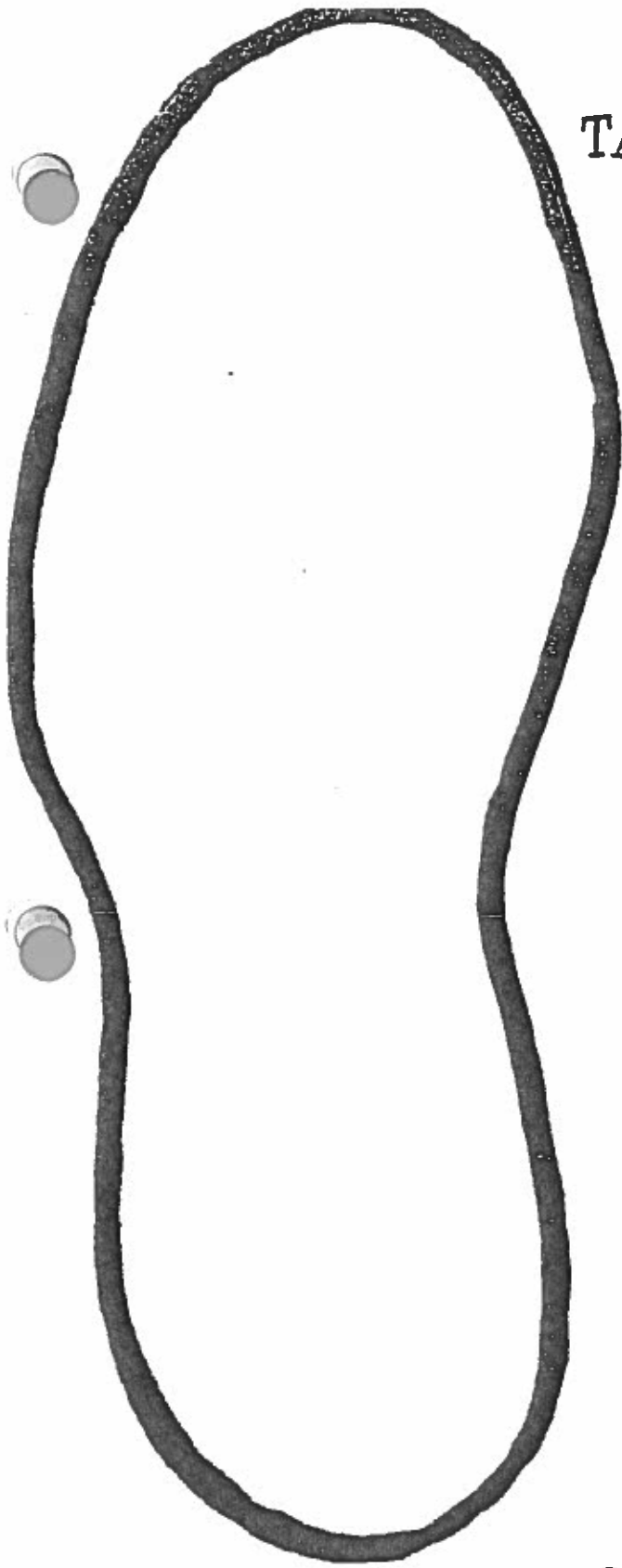
1. Adjective \_\_\_\_\_
2. Celebrity \_\_\_\_\_
3. Noun \_\_\_\_\_
4. Adjective \_\_\_\_\_
5. Location \_\_\_\_\_
6. Number \_\_\_\_\_
7. Number \_\_\_\_\_
8. Liquid \_\_\_\_\_
9. Adjective \_\_\_\_\_
10. Noun \_\_\_\_\_
11. Verb \_\_\_\_\_
12. Adjective \_\_\_\_\_
13. Noun \_\_\_\_\_
14. Adjective \_\_\_\_\_
15. Plural Noun \_\_\_\_\_
16. Adjective \_\_\_\_\_

**A Pilot's Announcement**  
**Madlib via the Web**

Welcome aboard 1. \_\_\_\_\_ Airlines Flight 750. This is your captain and pilot, 2. \_\_\_\_\_. The plane you are traveling on is a DC-10 Strato- 3. \_\_\_\_\_ with four 4. \_\_\_\_\_ engines. At present, we are directly over 5. \_\_\_\_\_. Our speed is 6. \_\_\_\_\_ miles per hour and we are traveling at an altitude of 7. \_\_\_\_\_ feet. If you care for a cup of 8. \_\_\_\_\_ or a/an 9. \_\_\_\_\_, please push the 10. \_\_\_\_\_ located over your seat and your attendant will be glad to 11. \_\_\_\_\_ you. We have a/an 12. \_\_\_\_\_ tail wind and will soon be flying through a heavy 13. \_\_\_\_\_ storm. At this time I will have to ask you to fasten you 14. \_\_\_\_\_ belts and put your 15. \_\_\_\_\_ in the ashtrays. In the meantime, I hope you have a/an 16. \_\_\_\_\_ trip.

*Created by David de Vitry, Bucknell University*

# TANTRUM MAT



## DIRECTIONS:

When the need for throwing a tantrum is felt, place both feet on the space provided and jump rapidly up and down. Incoherent screaming is also permissible.

