

The following games/activities can be played at Neighborhood gatherings (such as block parties) or with your family members...also check out the web-sites so you can find more games to play!

**FRISBEE GOLF** – Snag a hole in one with a Frisbee on the playground.

**WHAT YOU NEED:**

- Frisbee
- Playground

**HOW TO PLAY:**

STEP 1: Before play begins, the group should plot out a course of six or eight holes by having players agree on a series of objects or sites on the playground at which the Frisbee disc will be aimed.

STEP 2: Once the course is decided, players take turns attempting to hit the targets with the Frisbee.

STEP 3: Players must keep track of how many throws they take to get the target; the player who completes the course in the fewest number of throws wins the day.

**VARIATIONS:**

Advanced players might want to make up par values for each hole and score themselves accordingly.

**TIPS:**

Having one Frisbee for each player helps (but is not necessary) to avoid quarrels over where the player's last throw fell.

**EGG AND WOODEN SPOON RACE** – Teammates cheer each other on as they race to be first—while trying to avoid cracking under the pressure.

**WHAT YOU NEED:**

- Raw eggs
- Wooden spoons
- Team flags or markers

**HOW TO PLAY:**

STEP 1: Each team stands in single file behind the starting line and opposite their respective flags, set in the ground about 5 yards away.

STEP 2: At the whistle, the first player in each line, balancing an egg on a spoon, races around his team's flag, then back to transfer the egg onto a spoon held by the next teammate. The recipient races to the flag and the first runner hands his spoon to the third person.

STEP 3: The race continues until one team finishes the course. Anyone who drops an egg must run to the starting line for another before resuming.

**LEISURE SUIT RELAY** – Even the coolest preteens still like to get goofy, so take a break from the dancing and step outside for a funkadelic race.

**WHAT YOU NEED:**

- 2 suit sets

**HOW TO PLAY:**

STEP 1: Before the party, collect two full ensembles of seventies-style clothing (check out a Goodwill or Salvation Army store if your own closets fail to yield what you need).

STEP 2: Divide the group into two teams and give each one a complete outfit.

STEP 3: Each team member has to put the outfit over his or her own clothes, then run 15 yards and transfer the outfit to the next kid in line. The team that dresses and undresses first wins.

**THREE-LEGGED RACE** – No field day is complete without this classic race. But don't let the simple rules fool you; sharing a leg is no mean feat.

**WHAT YOU NEED:**

- Bandanna for each team

**HOW TO PLAY:**

STEP 1: Divide the players into teams of two (matching an adult with a child keeps things fair and interesting). Using a bandanna, each pair ties one partner's right ankle to the other's left ankle.

STEP 2: When the whistle blows, all of the pairs, assembled side by side at the starting line, race to the finish line. The first team whose pairs all cross the finish line wins.

**BALLOON BRIGADE RELAY RACE** – This fast-paced race lets winners go out with a real bang..

**WHAT YOU NEED:**

- Balloons

**HOW TO PLAY:**

STEP 1: Assemble each team in single file with the first player in each line holding a balloon.

STEP 2: When the whistle blows, each lead player passes the balloon between her legs to the next person in line. Each recipient, in turn, passes the balloon overhead to the teammate directly behind her.

STEP 3: The balloon is passed alternately between players' legs and over players' heads all the way down the line. When the last person receives the balloon, he or she races to the front of the line and the balloon pass resumes.

STEP 4: The relay continues in this fashion until one of the original players regains position at the front of her line and pops the team balloon.

**HOOP TO HOOP** – In this hula hoop contest, hand-holding is not only encouraged—it's required.

**WHAT YOU NEED:**

- Hula Hoops

**HOW TO PLAY:**

STEP 1: The members of each team join hands in a circle with a hula hoop hanging from one person's arm.

STEP 2: When play begins, the person with the hoop must step through it and pass it to a neighboring player without letting go of her teammates' hands.

STEP 3: The next player then does the same thing. The team that gets the hoop back to the starting player first wins.

**SPOONS** – Few cards serve up the kind of excitement that are part of every game of Spoons.

**WHAT YOU NEED:**

- Deck of cards
- Spoons (one less than # of players)

**HOW TO PLAY:**

STEP 1: The object is to collect four cards of one kind (four twos, four kings and so on) and not to be the person left without a spoon. To begin, place the spoons (one fewer than the number of players) in the center of the table within grabbing reach of all players. Each player is dealt four cards. The dealer keeps the deck.

STEP 2: The dealer picks a card from the deck and then discards one card from his hand, sliding it facedown to the player to his left. That player takes it, then picks one card from his hand and passes it to his left.

STEP 3: Each player in turn does the same, as quickly as possible. Each person should have four cards in his hand at all times. The player to the right of the dealer places discarded cards in a pile to his left to be used by the dealer when the original deck is used up.

STEP 4: Play continues until one player has four of a kind, at which time he takes a spoon from the pile. He may steal the spoon surreptitiously, continuing to pass cards until someone else notices. Or he may grab his spoon, creating a mad rush for spoons at the table.

STEP 5: The player left without a spoon has lost the round. If you like to keep score, that player is given an S. As players spell S-P-O-O-N-S, they are out. The player left at the end is the winner.

**HULA HOOP RELAY** – This relay race puts a unique spin on hula hoops—players use them to run circles around the competition.

**WHAT YOU NEED:**

- Hula Hoops
- Sticks (optional)

**HOW TO PLAY:**

STEP 1: Establish the race course—a straight line to a goal (a chair or trash can, for instance) and back, or a slalom-type trail around obstacles.

STEP 2: Form teams with the same number of players. Line up single file and give a hula hoop to each starting team member.

STEP 3: When the race begins, the first player from each team rolls the team's hoop (using his hand or a stick) along the entire course before returning to the starting line and passing the hoop to the next player. The race continues until all of the players on one team complete the course.

**THE STUFF-STACLE COURSE** – With a bit of imagination, stuff—that's been lying around the house all winter, unused—can quickly transform a seemingly boring backyard into a magnificent Stuff-stacle course.

**WHAT YOU NEED:**

- Stuff
- Stopwatch or a watch with a second hand

**HOW TO PLAY:**

STEP 1: Search the basement and garage for objects that will provide a challenge for the course runners.

STEP 2: Have the children all line up horizontally at the starting line.

STEP 3: Time the children as they perhaps: 1) whoosh down a playground slide; 2) wiggle through the hula hoops strung from a branch; 3) sprint around an eight-hat slalom course; 4) hurdle over the noodles propped on overturned plastic garbage pails; 5) crazily ride the tricycle to the garage.

**VARIATIONS:**

- Try completing it backward.
- Why not create a personal best chart?
- See if you can beat your top time.

**TIPS:**

Think safety when you set up the course; there's a lot to trip over here.

**GROUP STORYTELLING** – The art of spinning a yarn becomes an exercise in untangling plot twists in this group storytelling game.

**WHAT YOU NEED:**

- Nothing

**HOW TO PLAY:**

Someone starts a story and, after a couple of sentences, points to someone else to continue the story. It's more fun if you go fast. The crazier the story, the better.

**CRAZY EIGHTS** – Kids love wild cards, and Crazy Eights has them in droves.

**WHAT YOU NEED:**

- Deck of cards

**HOW TO PLAY:**

STEP 1: Deal seven cards to each player. The rest of the deck goes facedown in a pile, with the top card turned up beside it forming the discard pile. (If the card is an eight, put it back and turn up the next card.)

STEP 2: The player to the left of the dealer discards a card from his hand that matches either the suit or the rank of the top card in the discard pile. If he has no such card, he picks up cards from the deck until he gets one that's playable.

STEP 3: Play continues in this fashion, with players matching the card at the top of the discard pile. Eights are wild and can be put down on any card. The player who discards an eight chooses the suit his opponents must play next. A player may pick up from the deck if he has a playable card in order to change the suit to one he suspects the next player does not have, forcing her to pick up cards.

STEP 4: The first player to use up all his cards wins.

**TOUCH FOOTBALL** – There are as many versions of this fall classic as there families who love to play it.

**WHAT YOU NEED:**

- Football
- 1 bandanna or dish towel for each player
- Four chairs

**HOW TO PLAY:**

STEP 1: Set up a goal line on each end of the field, using the chairs as markers. Equally divide the players into two teams and give each player a bandanna to tuck into a back pocket or waistband (it must be visible and easy to grab). Flip a coin to determine which team will kick off first and agree upon a time limit for the game.

STEP 2: After each team lines up across its goal line, one player begins the game by kicking the football as far down the field as possible. Someone on the receiving team must either catch or pick up the ball and then try to run it back to the opponent's goal line to score a touchdown. If an opposing player grabs the runner's bandanna, then the runner is "tackled" and must stop. After that, the receiving team has four tries, or downs, to get the ball to the goal line. (Before each down, you can huddle to discuss the next play--who will pass off, who will run and so on.)

STEP 3: Each play begins with teams lining up at the position where the last team member with the ball was tackled. If a team fails to score a touchdown (worth six points) in four tries, it must turn the ball over to the other team, which begins play at the position where it gained possession of the ball. A team also can gain possession when the other team fumbles or if it intercepts a pass.

**TIPS:**

To overcome differences in skill levels, you can make general handicap rules based on age (this way, you will avoid singling out specific players). For instance, in sports, such as football, where a few players can dominate, you might rule that everyone has to touch the ball once before any player gets to touch it again. Alternatively, you can require that the fastest runners run backwards, or that no player may score twice in a row or score more than five touchdowns. If you decide to play with special rules, choose your modifications at the beginning of the game.

**TORTOISE TANGO BICYCLE RACE** – The key to winning this bicycle contest is to act like a turtle and take it slow and steady.

The aim is to finish last—not as easy as it sounds.

**WHAT YOU NEED:**

- Chalk

**HOW TO PLAY:**

STEP 1: Use chalk to draw two parallel 3-foot-wide lanes spaced 10 feet apart on a paved surface. The length of the lanes will depend on the available area, but 50 feet makes a good distance. Mark starting and finishing lines in both lanes.

STEP 2: Riders must travel down their assigned paths as slowly as possible, keeping their feet on the pedals at all times. The last one to cross the finish line wins.

**TIC-TAC-TOSS SIDEWALK GAME** – Younger kids will get a kick out of the pebble-tossing variation of tic-tac-toe.

**WHAT YOU NEED:**

- Stretch of sidewalk or driveway
- Chalk
- Pebbles or pennies

**HOW TO PLAY:**

STEP 1: Draw a large box on the pavement and a tic-tac-toe grid inside it.

STEP 2: The first player tries to toss a pebble or a coin into one of the squares. If he succeeds, he marks the space with an X. A marker that lands on any of the lines is considered a miss. Then, the other player tries to earn a square, marking his win with an O.

STEP 3: The first to fill three squares in a row wins.

From [http://family.go.com/parties/birthday/tool/gamefinder\\_tlp/](http://family.go.com/parties/birthday/tool/gamefinder_tlp/)

## **Funny Faces**

Have a piece of paper and a pencil ready. Blindfold one person and let that person draw the head. Then blindfold the next person for the eyes...and then the next person for the nose...and keep going until the face is done. This is not easy to do with your eyes blindfolded, but the results can be very funny. Another way you can play is to give each person their own piece of paper and pencil and have them blindfolded or close their eyes and draw a face.

## **Reverse Apple Bobbing**

Tie strings around apples, and suspend from the ceiling or a tree branch. Adjust the length of the string so they are at least mouth high or lower. Then, instruct everyone they must take a bite out of the apple . But, there is one last rule to the game, they can not touch the apple with their hands. The first to get a bite out of the apple, wins. This is really hard to do, but it is fun to watch. Another version of this game, is to string donuts up instead of apples.

## **Popcorn Olympics**

Pop some popcorn, and then used it to play all kinds of Olympic style games, such as: popcorn relay, popcorn race (popcorn on a spoon). popcorn stringing race, blowing the popcorn race, etc...use your imagination!! We "awarded" all the participants with "gold medals" made from stringed popcorn and chocolate candy coins wrapped in gold paper. It is a fun night!

From [www.thefamily.com](http://www.thefamily.com)

1. Play "hit and go" croquet – hit the ball and run to it – across the whole yard.
2. Play a "hot potato" game with a Frisbee.
3. Play an action-packed game of badminton...serve from where the birdie drops.
4. Play hopscotch and organize a tournament.
5. Play traditional and modified backyard sports: basketball, softball, volleyball, tetherball, etc.
6. Create your own Olympic events or friendly challenges at a neighborhood block party.