

Waiting Games

Alphabet Game:

(List things that begin with each letter of the alphabet in order; ex: movie titles, names, foods, etc.)

Body Movements Game:

(Stand in a circle. The first person makes up a body movement. The second person has to repeat it and then make up one of their own. The third person has to repeat the first two and then add one of their own. Etc.)

Charades:

(One person has to act something out-such as an animal or book or movie title-without using words or sounds and everyone has to try to guess it. The person who guesses it goes next.)

Duck-Duck-Goose

Finger Plays:

(example: "Where is Thumpkin", "Here is the Church, Here is the Steeple", etc.)

Follow the Leader:

(The leader does motions that the group has to follow. Can be played when moving from place to place to keep everyone's interest and to keep the children in line.)

Four Corners:

(Everybody moves to one of the four corners of the room. The corners should be numbered 1, 2, 3, and 4. The group leader will call out a number and everyone in that corner is out. Then everyone moves to a new corner and the game is played like that until all but one person is eliminated.)

Fruit Salad:

(for this game you will need chairs for all players but the "IT." The group leader chooses the "it". It stands in the center. The group leader whispers a fruit in each players' ear. The fruits are to be kept a secret as long as possible. It calls 2 or more fruits and those fruits get up and try to find another seat along with the it. Whoever is left

without a seat is the new it. Or it can call "fruit salad" and everyone tries to find a new seat.

Guessing Games:

- *blindfold guess who

- *guess what's different (everybody studies a selected person before they leave the room. While they are out of the room they alter one thing about their appearance, such as untie one shoe or roll up one sleeve. When they come back everyone tries to guess what's different.)

- *humming songs (guess the tune)

- *identifying patterns (the group leader picks 4 or 5 campers that have something in common such as same color shirt. These campers stand at the front of the group and everyone tries to identify the pattern.)

Hand Games:

(Slide Baby, Miss Mary Mack, etc.)

Hang Man

Hot and Cold:

(Hide something and have the campers look for it. Give clues by saying, "getting warmer" as they get closer and "getting colder" as they get farther away.)

I Spy:

(Look around the room for an object. Say "I spy something that is....." and describe the object using color, size, or shape words. The campers try to guess the object. Whoever guesses it goes next.)

Knots:

(The group forms a circle holding hands. Without letting go hands, weave in and out, walking under and over people's arms. Then, without letting go, try to get back out.)

Learning Activities:

- *math/spelling flash cards

- *memorizing presidents, state capitols, etc.

- *habitats (where does this animal live?)

London Bridges (also: Ring around the Rosies, Sally Walker, etc.)

Math Games:

- *24 challenge

- *math problems

- *counting by 2's, 4's, etc.

Movie Game

(First person names a movie. Next person has to name a movie beginning with the last letter of the movie the person just said. Ex: 101 Dalmatians → Scream → Me, Myself, and Irene.)

Movie Quotes:

(Everybody has to guess who said it or what movie its from.)

Moving Through:

(Pretend to be moving through water, the jungle, peanut butter, bubble gum, etc.)

Musical Chairs

Name Game:

(In a circle, say your name and an animal that starts with the same letter as your name. The second person says your name and animal and then their own, etc. Everyone should have a different animal even if they have the same name or their names begin with the same letter.)

Reading:

(Independently or as a group; books, magazines, newspapers, etc.)

Rhythm Game:

(Everyone sits in a circle and one person leaves the room. The "rhythm leader" starts a rhythm with his or her hands that everyone else has to follow. He or She changes the rhythm about every 30 seconds. The person re-enters the room and has to guess who the rhythm leader is.)

Seven-Up:

(Choose 7 people to stand up. Everybody else sits at a table and puts their heads down with their eyes closed and holds up one thumb. Each of the seven people taps ONE person on the thumb. After your thumb is touched you put it down so no one else can touch it. Then they go back to the front of the room. Someone says, "heads up, seven up" and everyone puts their head up and the seven chosen people stand up. They try to guess which of the seven people up front chose them. Each person gets one guess. If you correctly guess the person that chose you, go up front and that person sits down.)

Shape Game:

(Form different shapes and letters with your body.)

Simon Says

Spelling Games:

*spelling bee

*backward spelling

*how many words can you make (give everyone a group of letters and see who can make the most words out of those letters)

Steal the Dog's Bone:

(Equipment: keyring w/ keys to jingle, blindfold. Everyone sits in a circle. The dog is blindfolded in the middle. The leader makes one signal to the group for them to make noise and one signal for instant silence. Leader signals for noise and places keyring somewhere close to dog, signals for silence, and tiptoes out of circle. A person is picked to steal the bone (keyring) during silence. If dog hears the keys, it points in the direction of the thief and says "bow-wow" and the thief is caught. Another person is picked to steal the bone. When a person successfully picks up the bone and returns to his place in the circle without being caught, the bone is stolen and another dog is selected.)

Story Game:

(Go around the circle making up a story. Each person adds a sentence.)

Stretching Exercises with Music:

Telephone (Whisper Game):

(Sitting in a circle, one person starts a message and whispers it in the next person's ear. It goes around the circle. If someone doesn't hear the message they say "operator" and the person will repeat it in their ear, but it can only be repeated once per person. They have to repeat whatever they heard. The last person says the message out loud and the first person will repeat the original message out loud to see how different the two are.)

Twenty Questions:

(Somebody thinks of a word-it must be a noun-and tells the group whether it's a person, place or thing. The group gets to ask 20 yes-no questions to try to guess what the person is thinking of.)

Twister:

(Twister mat in equipment closet. Use on mats or rugs)

Who Can Stay Quiet the Longest

Writing-poetry, journals, pen pals, etc.