

5 Algorithms

1. Hand Game- This game works better in a large group of people. Everyone in the group wears blindfolds. With the blind folds on every person has to pair up with someone without knowing who the person is. This means no talking. The partners then feel each others hands. After 30 seconds everyone has to mix up and lose their partners. Then every player has to find their partner by feeling each others hands. Once you find the hands you think are your partners you can look and see if you were right.
2. Clutter Story- All you need for this is a partner and a purse or a bag with items in it. One person will pull out three items from the bag without the other person knowing what they are. The person will then come up with a story that contains these three items in some way. The other person then has to guess what three objects in the story were the objects that were in the bag.
3. Make Hybrid Animals- This requires two or more different stuffed animals, thread and a sewing needle. Choose your favorite parts of each animal and cut them off. Next, reattach the different body parts together to make a new hybrid animal. Use the needle and thread to sew together the different body parts. Make sure that the stitching is tight and the stuffing doesn't fall out. You should have enough left over parts for two animals or you can make one big animal and one small, your choice.
4. Cookie Face- You will need a cookie or a piece of candy for this game. This game can be played by oneself or you can race against others. Start with the cookie on your forehead and slide it down your face by tilting your head. The goal of the game is to get the cookie into your mouth without using your hands and without dropping it. If you drop it you have to start over until you get it.
5. Shadow Seek- This game is just like hide and seek, except you have to be in an area with no lights. The darker the better. The seeker counts to 50 and then searches for the rest of the players hiding in the dark. The hiders players can move as well. Instead of staying in one hiding spot players are encouraged to move in the dark away for the seeker. Since it is hard to see, the seeker must touch a hider in order to make them it. Once a player is tagged, he/she is now the seeker and restarts the game.