1.Biscuit Sliding Game (INDOOR)

**What You Will Need**

Biscuits (according to the number of people in the game)

**How to Play**

* Place a biscuit on the forehead of each player.
* The player has to slide the biscuit from their forehead to her mouth without the help of their hands.
* When a biscuit falls, the player is eliminated.

**People Required to Play the Game**

There can be any number of players.

**How to Decide the Winner**

The first person to bring the biscuit to her mouth is the winner.

2.Musical Puzzle Game (INDOOR)

**What You Will Need**

* Music player
* Collection of songs
* Paper and pen (according to the number of players)

**How to Play**

* Each player should be provided with paper and a pen.
* Make a list of questions related to every song you are going to play.
* Play the songs one by one and ask questions after every song. These questions asked must be related to that particular song. All the players have to record the answer in the paper given to them without telling anyone.
* Set a time limit of 15-20 seconds for the players to answer.
* If your kitty has lesser members, you can have the buzzer system and let the players answer immediately instead of writing it down on a piece of paper. You can keep a scoreboard to maintain scores.

**Number of People Required to Play the Game**

Everybody can play the game as there is no limit.

**How to Decide the Winner**

The player with the highest number of right answers wins.

3.Sew Buttons Game (INDOOR)

**What You Will Need**

* A needle and thread (based on the number of players)
* A piece of cloth for each player
* Many buttons

**How to Play**

* Each player should be given a needle, thread, buttons, and a piece of cloth. Before the game starts, the player has to thread the needle first.
* Set the time limit to a minute and the player has to sew as many buttons as possible on their piece of cloth in 1 minute.
* A loose button will not be counted.

**People Required to Play the Game**

No limit is set to the number of players that can play.

**How to Decide the Winner**

The player with the highest number of buttons sewn properly is the winner.

4.PURPOSE WATER TO THE SOURCE (OURDOOR)

**What You Will Need**

yoke

4 holes punctured in the water bucket

water container

Playing time: 2-3 minutes.

**How to play:**

the rows are lined up vertically at the starting line, 20m from the sea level. When the signal is given in turn, each person holding the lever hangs 2 buckets of water with holes in it running to the sea to draw water and then quickly pouring water into the tank. The team that gets more water or fills the water tank first wins.

**People Required to Play the Game**

Unlimited

**How to Decide the Winner**

The team that gets more water or fills the water tank first wins.

5.PASS THE BALL (OURDOOR)

**What You Will Need**

Large Balloons, balloons basket.

Playing time: 5 minutes.

**How to play:**

* Each team assigns 1-2 people to pump balloons.
* The rest of the members are responsible for moving the balloons.
* Each ball movement consists of 2 people, is responsible for bringing the balloon back to the basket containing the ball (the enemy), without using the hand.
* If the ball touches the hand or the ball is dropped during movement, it is
* A violation and must be relocated from the beginning.

**People Required to Play the Game**

Some people: 20 or more people are recommended. Each team has at least 3 people, divided into many teams.

**How to Decide the Winner**

After the allotted time expires, the team with more balls in the basket wins.

6.TRUST THE CAPTAIN (OURDOOR)

**What You Will Need**

Blindfold, Barrier bucket training.

**Playing time**: 5 minutes.

**How to play:**

* Each team is lined up vertically like a train.
* The captain is the head.
* Except for the captain, the other members were all blindfolded.
* Person after person put his hand on the shoulder before and follow his lead by the captain.
* The way to the finish line will put a number of obstacles to challenge the teams.
* The "ships" move and the captain has the right to shout only: turn left, right, up, down ...
* The ship that hits the barrage will have to go back to the beginning

**People Required to Play the Game**

minimum 5 people / team

**How to Decide the Winner**

The ship that finishes first is the winner.