Bottle Flip Relay

**What You Will Need**

a plastic water bottle that is filled between 1/4 to 3/4 with water.

1/3 is standard.

**How to Play**

* Players take turns to try to land a bottle flip by releasing the bottle in a spin and having it land on it's base. The amount of water, size of the bottle, height of the platform, and the presence of walls can all play a factor. You can also try "capping" it - having it land on its cap - which is much more difficult.
* Try a mini-tournament. Two players face off. The players take turns flipping until one player is successful. The other player gets one last flip. If he/she lands it they continue, otherwise the winner moves on. Then two different players battle.

**People Required to Play the Game**

There can be any number of players.

**How to Decide the Winner**

The winner of that will face the winner of the previous match in a tournament-style bracket until you have an ultimate champion.

Ninja Distruction

**What You Will Need:**

A large room or outdoor area free of obstacles.

Recommended Number of People: 5-10 is ideal.

**How to Play:**

* Everyone says, “3, 2, 1… ULTIMATE NINJA!” and then all players quickly hold a ninja pose.
* Choose one player to begin play.
* On a player’s turn, he or she may do one swift ninja attack — one motion that attempts to touch another player’s hand.  Once making this motion, the player must freeze and hold the motion they just made.
* Immediately after the player moves, it is the next player’s turn and they can immediately do an attack.
* Any time a player is attacked, they may dodge as a reaction by moving their hand or arm, but they cannot move their feet.
* If a player gets their hand struck, they must leave the circle, as they are eliminated.
* Play continues until all ninjas are eliminated.  The winner is the ninja left standing.

**People Required to Play the Game:**

5-10 is deal.

**How to Decide the Winner:**

The winner is the ninja left standing.

Poisonous Stump

**What You Will Need:**

A small chair with a good grip to the ground  
VARIANTS:  
Pouf cushion  
Beanbag  
Just a pile 'o' pillows stacked up

**How to Play:**

* Hold hands with your opponents and stand in a circle around the stump (ie. Any of the above mentioned variants). It should be a fully closed circle. Choose one player to begin play.
* Stand a little 1 or 2 steps away from the stump. Immediately after the player moves, it is the next player’s turn and they can immediately do an attack.
* When the judge counts to 3, pull the hand of the person you are holding to make them stumble. If you touch the stump, you are poisoned (ie. Eliminated lol).
* The same happens if you stop holding hands to your opponent

**People Required to Play the Game:**

NO LIMIT

**How to Decide the Winner:**

The last two survivors are the winners!!!

Red Light, Green Light

**What You Will Need:**

None. You will however need a reasonably large, open space for the children to run in.

**How to Play:**

One person is chosen to be ‘It’ (the traffic light) and he/she stands a good distance away from the other players (5+ metres) with his back to them. The other players stand in a line facing It.

When It calls ‘Green Light,’ the other players move towards him until he spins around, calling ‘Red Light.’

When they hear the red light command the other players must freeze on the spot.

Any child seen moving must return to the starting line. The children must remain frozen until the next ‘Green Light’ command is given.

**People Required to Play the Game:**

3+ (the more the merrier!)

**How to Decide the Winner:**

Play continues in this manner until someone reaches and tags It. The tagger becomes the new It and the game begins again.

# **Separation Anxiety**

**What You Will Need:**

* Candy-coated chocolates, such as M&M's. Alternatively, Smarties or candy-coated peanuts, pretzels or other snacks are fine, too, as long they're colored. There will be five colors, and you'll need at least 10 candies in each color. Get more than enough to ensure you'll end up with the right mix.
* One large plastic drinking glass
* Five containers, such as disposable drinking cups or small plastic containers (see following note)
* A one-minute timer or stopwatch

**How to Play:**

Before the game starts, stand facing the table with the covered pile of chocolates in front of you. Indicate which hand you'll be using to complete the game.

When the one-minute timer begins, pick up the drinking glass to reveal the pile of candies. Then, using only your chosen hand, sort them one by one into the available containers. You must follow the order of the containers' color pattern. For example, if the containers are set up in the order of green, orange, red, yellow and blue, you must place one green candy first, then one orange, one red, one yellow and one blue before starting the pattern over again.

**People Required to Play the Game:**

3+ (the more the merrier!)

**How to Decide the Winner:**

To win the game, sort all 50 candies into their proper containers in one minute or less.

Whack Attack

**What You Will Need:**

* 10 spray bottles – with lids off and filled to almost the tippy top with water
* 10 sharpie markers – I found 3 packs of dry erase markers that resembled sharpies
* 2 large serving spoons or silicone spatulas

**How to Play:**

* In 1 minute players – using their spoons or spatulas – will have to whack the markers down until they stay down under the bottle rim
* All markers must be down. If one pops up, you’ll have to whack it down until it stays

\*Side Note for Whack Attack…

* If you play this a lot, have more water handy. If water sloshes out, the game becomes too easy and isn’t fair to the players that had a filled water bottle
* You might want a towel handy, too

**People Required to Play the Game:**

2+ people/ team

**How to Decide the Winner:**

* The winner is all the markers down until they stay down under the bottle rim