

FRIENDSHIP DAY GAMES

1>Photo Scavenger Hunt

No of players each team: 4

No of teams: 1 per class

Instructions:-every team has to choose a paper each having 20 tasks. The team has to take a **picture** of as many tasks as possible from the ones given in the list.

Rules:-each team should have **minimum 1 girl**

Bonus points would be given if

1. More than one task has been performed in the picture
2. The team reports to the registration desk before 6:30
3. All the tasks given in the list have been completed.

No pictures can be taken after the team reports to the desk. If a team fails to report to the desk by 6:30 they will automatically be disqualified. The photos should then be shown to the council member at the desk who will note down the number of pictures taken and how many tasks in each. The picture number should be written next to the tasks present in the pic for evaluation purposes.

2>The Dizzy Race

No of teams:-1 per class

No of members in a team:-4

INSTRUCTIONS : Each participant has to run around an empty can 20 number of times and then race till the finish line. The first person to cross the finish line wins!

May the best team win!

3>Blow and Pop

Number of teams : 1 team per class

Number of members: 3 players each

INSTRUCTIONS: one player blows up the balloon and the other two members interlock elbows with your respective partner and break the balloon with the force of your back alone. Cheating or trying to break the balloon with other means will result in immediate disqualification. Maximum Number of balloons popped in 2 mins will decide the winner.

4>Lemon exchange:-

No of teams:-1 per class

No of members:-5 per team

INSTRUCTIONS:-5 members each with varying head heights holding spoons in their mouth. The first players are given a bowl of 5 lemons to place on their spoon. On 'Go!', the lemon is passed down each respective line, from the spoon of one person to the spoon of their teammate. No hands are allowed to be used during its passage. Unless it drops. In this case, the lemon is passed back to the first player and their whole line starts again. The team that is able to transfer lemons in the least amount of time wins.

5> Head full of straws

No of teams:-1 per class

No of members in a team:-2

Instructions:- A timer of 1 minute will be given and one member has to put as many straws as possible in his/her teammate's hair. After the timer has stopped, the team member with straws on his/her head has to hop till the finish line after which the straws left on the hair will be counted. The team having maximum straws remaining in the hair after the race wins.