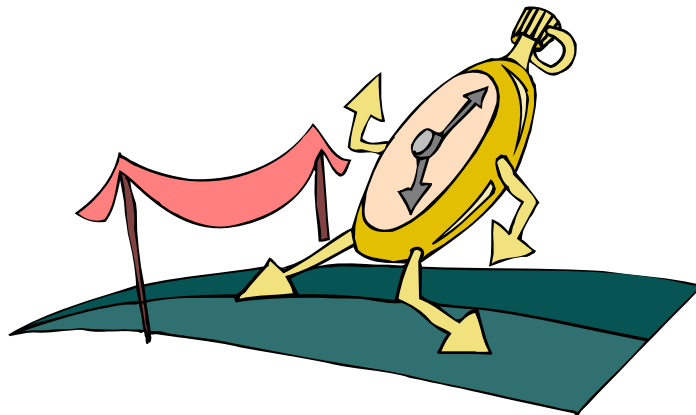


Party Games



Available through the
Room Parent Committee
2005

Remember most games can be adapted to all ages of children with a bit of creative thinking. Also, if you choose to play a game that requires teams, and you have an odd number of children, 1 person will need to go twice. Ask for a volunteer and if 1 doesn't surface you might want to leave it up to team to choose who they think will be fastest.

Level:	Game:	Description:
1-6	20 Questions	Teacher starts by choosing a related person, place, or thing. Teacher says, "I'm thinking of something". The children try to guess what it is by asking no more than 20 questions that can be answered, "YES", "NO", or I DON'T KNOW". The student who guesses correctly is next up.
1-3	3-Legged Race	Oversized stocking that will fit 2 feet and tape to mark a finish line. Pair up kids and have each pair put a leg in the oversized stocking and tie at top so that it won't fall off. Make sure you have plenty of space. Put all pairs at one end and mark a finish line at other. On your mark kids race to be the 1 st pair over the line
1-6	Alpha Toss	Beanbags (These may be made by filling socks with dried beans and sewing or tying them shut.); 26-6" A-Z letter cutouts. Place cutouts on ground 6-8' from students. Have student approach line and toss beanbag. S/He must give a word beginning with letter the beanbag lands on within 5 seconds. (you may require more than 1 word or ask student to use word in sentence.)
2-4	Balloon Badminton	Wire coat hangers, tights, stockings or panty hose, colored masking tape, balloon. Pull a wire coat hanger into a diamond shape and straighten hook end. Stretch 1 leg of tights over hanger. Twist excess material around straightened hook section and cut off extra length. Use masking tape to secure it. Bend straightened section up to bottom of diamond to make a shorter handle. Tape around bent section with masking tape to make handle sturdier. Bat

Level:	Game:	Description:
		balloons up in the air. See who can keep the balloon up the longest
K-2	Beanbag Toss	Buy through Oriental Trading or make your own
1-2	Big Number Toss	4 small boxes, paper, glue or tape, markers, labels, index cards, pennies. Cover boxes with paper. Label the boxes "1000", "100", "10", "1". To play: Line up 4 boxes. Designate a toss line by placing masking tape on floor about 4 feet from boxes. Give each player 12 pennies to try to get some in each box. After tossing, players count number of pennies in each container and record them in the proper columns on the scorecard. Write the number. For example, 3 pennies in 1000 box, 2 in 100 box, and 5 in 10 box would be 3,250. The player with the largest number wins.
K-6	Bingo	Create one using pictures instead of numbers.
2-6	Blindly Drawing Game	Give everyone a piece of paper and a pencil. Tell them they will close their eyes and you will tell them what to draw. DON'T tell them what they're drawing (snowman, pumpkin, cupid)! Alter if necessary: Draw 3 circles on top of each other. Each circle gets smaller from bottom to top. In middle circle draw 3 buttons going vertically down center. In top circle draw 2 eyes, a nose, and a mouth. Draw a hat on top of smallest circle. Draw stick arms on both sides of middle circle. Draw a broom in 1 stick hand. Open your eyes!!! If playing with older children devise a point system: 5 points for each circle that touches other, for hat touching head, eyes being in top circle, etc.
K-2	Book Exchange	Buy inexpensive books and wrap (one for each child). Hand each child a book with instructions not to open them. An adult reads "Gingerbread Man" and each time they say word "ran" kids pass book to right. At end of story they get to open their present.

Level:	Game:	Description:
K-2	Bowling	Stack the pins in a pyramid on a hard surface and let the kids bowl to their hearts' content! Assign a helper to assist picking up the pins and stacking them.
K-3	Bozo Buckets	Supplies: 3-5 plastic containers. beanbags. Students stand behind a line and throw beanbags into the buckets
	Broken Hearts	<p>Cut 6" heart shapes out of poster board or heavy paper. Write antonym on both halves of heart (i.e. in/out; up/down; good/bad; etc.). Cut hearts in half. Laminate halves if possible. Place heart halves on table face down. Students must match halves to mend the broken hearts. Variations: Use clock face/digital time, consonant/picture of word beginning with sound, color/color word, digit/number of items, upper case/lower case letters, synonyms, homonyms, etc. in place of antonyms. Variation: make a valentine for half the number of children in the group. Cut each heart in half in a zigzag or swirly fashion, so that each cut is fairly unique and identifiable. Each child is given part of a heart and must find his/her partner by matching the halves. Variation: Cut an equal number of pink and red hearts. On each pink heart, write a mathematical equation. On red hearts, write corresponding solutions. Place all hearts face down. Students try to collect pairs of matching hearts. Variations: Use equivalent English/native language words or phrases, consonant/picture of word beginning with sound, digit/number of items, upper case/lower case letters, synonyms, antonyms, homonyms, etc. in place of equations. Variation: Large hearts cut in 2, riddle written on 1st half of heart, answer written on 2nd half of heart. Children go around and ask riddle and 2nd child will give answer. If answers are correct, 2 children who are matched up then sit down. Game is</p>

Level:	Game:	Description:
		<p>over when all children have matched up riddle to answer Variation: Picture of animals-children must know what sound they make (2 of each animal), hat or bowl. Have each child draw a picture out of hat. They must then find their partner by making the sound that animal makes and listening to other children for an animal making same sound as they are.</p>
1-4	Candy Cane Pass	<p>Relay race. 4 candy canes per team (have extras in case of breakage) Player holds 4 candy canes between fingers and passes them down line, teammate to teammate, without dropping</p>
K-2	Candy Toss	<p>Large cardboard with good size hole cutout in center or a few small holes for older kids. Beanbags, bucket to hold beanbags, tape to mark distance line. Place box some distance from the kids with a box lid on floor to catch beanbags. Mark your distance line according to age and skill of children. Line kids up behind line and place a bucket of beanbags beside them. Give each child 3 tries to get their beanbag through the hole. Get all 3 beanbags in and earn a reward</p>
2-4	Catch the Smile	<p>Player sit in circle, (make sure everyone can see everyone) One player starts with a smile-everyone else should be somber. The starting player uses his hand to wipe his smile off his face and throws it to another a player. They have to catch the smile with his hand and put in on. Then pass it on. Object is to stay somber until you catch a smile.</p>
3-6	Charades	
2-4	Chinese Jump Rope	<p>Approximately 2 yards elastic rope. Cut to desired length then knot ends together. One rope per 3-4 kids. A player advances through different levels by doing various movements, starting at the ankles and moving rope up to knees-continue up body. Students</p>

Level:	Game:	Description:
		keep going until you miss, which usually means stepping on the rope when you weren't supposed to.
2-4	Concentration	Colored paper, Marker, Adhesive, trivia questions, Sock. On a large piece of colored paper write out a message using words and symbols. Example: Have "ewe"rself a very "Mary" "Christ"mas ("pictures"). Cut into several odd shapes, turn over so words face the chalkboard. In a sock have trivia questions. Pull out a question, read. Player who answers correctly may turn any piece of puzzle over. 1 st player or team to guess what's written wins. Guess incorrectly loses a turn. Alter to Halloween or Valentines
K-2	Cupcake Walk	Cupcake for each child; numbers taped to floor; bag to hold number call cards and music. When music starts children begin to walk around room stepping on each of numbers as they go.
1-2	Cut Out Snowflakes	Have children cut out snowflakes (no two are alike, just as each child is unique and special) and hang them from ceiling
1-3	Cutout Relay	2 Large construction paper cutouts per team. Divide kids into teams. The 1st person of a team takes 2 cutouts and lays 1 of cutouts out on floor. Child steps on 1st cutout and then places 2nd cutout in front of them. Child steps on 2nd cutouts, reaches back, picks up 1st cutouts, and then places that cutout in front of them. Continue to end of course and then run back and tag next team member. Variation: Divide teams in half and have person walk on cutouts to other side.
2-4	Decorate the Box	Shoebox for each child, decorating supply list for each child, scissors, glue. Children take their shoebox and decorate it using only items listed on their supply list. At party they are judged and winners are named for categories: funniest, prettiest, most creative, etc.

Level:	Game:	Description:
K-4	Dice Fun	<p>What you need: Two 6-8 inch square boxes, paper scissors glue buttons for tokens. Cover the boxes with paper. Cut dots for the dice from paper and attach with glue. Look at real dice to see where and how to place the dots. Use buttons for scoring tokens in the game. More or less: Take turns tossing the dice until each player tosses 10 times. With each toss, the players decide whose dice adds up more. That player scores 1 point or token. The player with the most points after 10 tosses wins the game. Next play the game and score points for tosses that add up too less. Odd/ Even: Follow the above directions scoring points for odd or even numbers. Decide whether odd or even will be the winning toss before the game. Cross out: Write the number from 1 to 12 on a piece of paper for each player. Take turns tossing the dice. Cross out the number after it is tossed. First player to cross out all numbers wins. Fifty: Players take turns tossing the dice and adding their tosses. The first player to reach 50 wins.</p>
K-2	Doggy, Doggy, Where's my bone?	<p>One student is blindfolded. A bone is taped to his back. Another student sneaks up and steals it, then returns to his seat. The blindfold is removed and IT must identify the thief. He may ask up to 5 yes/no questions before making his guess. If IT correctly identifies the thief, he may retain his position (up to three turns). If he fails to identify the thief, the thief becomes the next IT.</p>
3-6	Dominoes	<p>Tiles are laid out face down and shuffled from which each player draws a set number of tiles - 7 tiles for a 2 player game or 5 tiles for 3 or 4 players. Unused tiles are moved to one side to make up the boneyard. The player holding the highest double in his hand makes the first play by setting that tile. After the first tile has been set, play continues to the left.</p>

Level:	Game:	Description:
		<p>Play continues with each player laying down a tile on either end of the tile line, players must lay down a tile with the number of 'dots' matching the 'dots' of the tile they are laying against. If a player cannot play then they must pick up a tile from the boneyard until they can match 'dots' with a tile already played. If no tiles are left in the boneyard the player must miss their turn. If a player has a playable tile, he must play it. When there are 2 players, the last two tiles in the bone yard may not be drawn. If there are 3 or 4 players, the last tile in the bone yard may not be drawn. The round is over when one player has "dominoed" (run out of tiles). Once the round is over, each player should count the total number of 'dots' on the remaining tiles in his hand. The player who dominoed wins the round, and earns a score of the total number of 'dots' left in his opponents' hands (1 point per 1 dot). The game is usually 251 points - first player to 251 wins the game. When short on time, a 'game' can simply be a single round - winner take all.</p>
K-6	Draw Your Own Monster	<p>Divide students into groups. Give each group a piece of paper. Use their own coloring supplies at their desks. Have students decide who will draw the head, body, arms, legs, horns, tail or whatever to draw their own monsters. Give out prizes for scariest, funniest, who finished, fastest, weirdest, etc...</p>
2-4	Dreidel	<p>Highest Number Wins: The 4 letters stand for numbers: Gimmel=3, Hay=5, Nun=50, Shin=300. Players agree before game starts on a number they want to reach. They spin the dreidel, and 1st one to reach number wins.</p>
1-4	Dreidel Spin	<p>Player who's Dreidel spins longest wins.</p>
K-1	Duck, Duck, Goose	<p>Make this game so that it is holiday oriented. Ex. Pumpkin, Pumpkin, Ghost; Heart, Heart, Cupid</p>

Level:	Game:	Description:
K-6	Estimation Game	Children try to guess how much the pumpkin, ornament, chocolate, etc weighs. The winner takes it home. Guide students in making educated guesses of the weight. They can hold and base comparison on a 1# can. Or fill a container with a known number of items (candy, erasers, pencils...). Guide students in making educated guesses of how many pieces of candy corn are in the container. Use a class roster to record their guesses. The closest guess wins.
K-3	Fill the Sock	Sock, Spoon, and Bowl for each team and wrapped candy. Divide into teams. Have children line up at one end of room. At other end, hang a Sock for each team. Place a bowl of candy and a spoon in front of each team. Each child takes a turn taking a candy from bowl with spoon. They carry candy on spoon to Sock and drop candy in Sock. Race back to next person in line and give them spoon. First team to fill the Sock wins!
K-1	Find the Hearts	Supplies: 100+ Construction paper hearts cut out. Hide hearts while children are out of room. Have children find as many hearts as they can. Then have children go back to their tables or groups and count how many hearts whole group has. Highest number of hearts collected gets to make their treats first.
K-1	Flying Hearts	Glue a special cutout together back to back. Put this special cutout plus 3-dozen plain cutouts in the center of an old bed sheet. The children hold onto all sides of the sheet and gently toss the cutouts up and down. At the shout of "Fly high!" the children toss the sheet high into the air, making the cutouts fly. The child who picks up the most cutouts and one who finds special cutout are the winners
K-6	Freeze Dance	Put on some music and let kids dance. When you stop music they freeze.
K-1	Ghost Guess	Kids are divided into 2 groups. 1 group goes out into the hall and a mom puts a sheet over him/her. They

Level:	Game:	Description:
		go back into the classroom and the other group of kids has to guess who is under the sheet with Y/N questions.
2-4	Gift Unwrap Relay	Empty boxes wrapped in wrapping paper. Divide class into teams. Put a stack of presents at end of each team's course. The 1 st child in each team runs to presents, unwraps one, and races back to next person in line. 1 st team finished unwrapping wins! Note: To make it easier on Room Parents, adapt this game to where the child unwraps, throws away paper, and then runs back.
K-2	Gone Fishing	Put a magnet on the end of the fishing string and pick up paper clips. Go fishin'!
K-2	Gone Fishing	Craft foam, Scissors. Wiggle eyes, Glue, Paper clips, paper, box, pencil, string or yarn, magnets, cardboard, foil. Fish: Cut 10-15 fish or any shape from craft foam. Glue wiggly eyes on fish face. Attach a paper clip to the top or each fish body. Fishing Pole: Tie a piece of string of yarn to a stick or unsharpened pencil. Glue 2 magnets on end of string. Pool: Decorate a box with blue paper and colorful fish shapes. Frying Pan: Cover pan shaped cardboard with foil. To Play: On a small pieces of paper, write numbers to identify. Or write a math problem on one side and answer on other side. Attach problems under paper clips on fish. Place fish in pool, number side down. Players take turns. Lower fishing pole into pool pull out a fish and solve problem. If correct, keep fish on your frying pan. Whoever catches most fish wins
3-6	Guess Who	Tape a different famous person's name on each child's back. They have to ask each other yes or no questions to figure out who they are. Ex: "Am I a girl?", "Do I have braces?" etc. When they guess right they win a piece of candy. For older students, use famous couples in history--i.e. Anthony and

Level:	Game:	Description:
		Cleopatra, William and Mary, Pocahontas and John Smith, George and Martha Washington, Abraham Lincoln and Mary Todd, George and Barbara Bush, etc. For children, use cartoon couples. Beauty and the Beast, Simba and Nola, Aladdin and Princess Jasmine, Mickey and Minnie Mouse, Donald and Daisy Duck, Pocahontas and John Smith, Barbie and Ken, Lady and the Tramp
4-6	Hangman	
1-6	Heads-Up, 7-Up	Begin by choosing 7 students to stand side by side in front of class. Hand each of them a lollipop. Have the other students close their eyes and follow your directive, "Heads down, thumbs up!" Once everyone is ready, instruct each of 7 children to put someone's thumb down and return to front of classroom. Then cue students with "Heads Up, Seven Up!" Ask children with their thumbs down to stand and guess which child chose them. If they guess correctly, have them replace student standing. Continue in this manner until every child has had a turn.
K-4	Heart Attack Relay	2 teams. Have cards with sayings like "spin around 5 times" or "do 10 jumping jacks" on them. Put the cards at end. Each team races and does task and then back first team done wins.
K-3	Heart Strings	Cardboard heart with string/ribbon attached. Show children heart. Have them close their eyes until you tell them to open them. Hide heart with string or ribbon attached so only string shows. Have children open their eyes and search for heartstring. If they see it, they should not say a word but quickly and quietly return to their seats. The 1st person to sit down wins and takes a turn hiding heart
1-4	Hopscotch	Game can be played with 1 team or more. Place 6 to 10 large cutouts per team in a crooked line on the

Level:	Game:	Description:
		<p>floor. It is best to tape these down so there will be no shifting. Mark start/finish lines with masking tape. Each team line up at starting line. The children hop from 1st cutout to the last in the order they are placed on floor. If a child misses cutout, they go back and start over. When a child reaches the finish line, the next team member starts. The 1st team to finish wins. Younger children: place cutouts closer together and have kids hop on 2 feet. Older kids: farther apart and hop on 1 foot. Mark with numbers or letters or spell the numbers in different languages, etc.</p>
1-4	I Spy	
K-6	Limbo	Grab a stick and some music. Kids line up to do limbo!
4-6	Love Thy Neighbor	<p>Paper, pen, and timer. Set timer and have children write as many kind things as they can think of about their classmate (neighbor) on their right. Last child writes about 1st child. Suggest they write kind things about how their neighbor acts, thinks, plays, works or looks. Give paper to neighbor to take home</p>
2-6	Lovin' Spoonful	<p>Provide 1 plastic spoon for each player. Divide guests into 2 teams, and have them form 2 lines. Have each player put the spoon handle into his/her mouth. To begin the game, put one candy heart into spoon of 1st person in each line. Players have to pass heart down the line - without using their hands! If heart falls, it goes back to start of line. Team gets heart to end of line first wins!</p>
	Mancala	<p>Game board for Oware. Remove the lid off an egg carton; paste it underneath egg portion of carton. Cut 2 separate egg sections and staple one on each end of carton. Paint "game board" if you wish</p>
4-6	Matchmaker Memory	<p>Sit in a circle. Each player takes 4 conversation hearts. 1 person starts a story with a few lines using all words on their hearts. Next person continues.</p>

Level:	Game:	Description:
		Once you've gone around you can eat hearts.
K-3	Melt the Snowman	Buckets, sponges and a large drop cloth. Draw 2 snowmen on chalkboard. Put drop cloth on floor underneath the drawings. Divide students into 2 teams. Have kids throw wet sponges at snowman (have a parent for each team squeeze out sponges). 1 st team to melt snowman wins. This can be a very high-energy/damp game. Be prepared.
4-6	Mirror Relay	Divide into teams. For each team: candy, bowl, small cup, and mirror. 1st child on each team holds a cup on head. The child looks into a mirror held by another team member (or mount on wall) and tries to fill their cup with candy. When cup is filled, they dump candy back in bowl and pass cup to next person. 1st team to finish filling their cups wins.
2-6	Mixed-up Word Game	Index cards, scissors, and permanent marker, Envelopes. Fold and cut each of index cards into 8 square pieces. Use marker to write words that correspond with Holiday (snow, ice, skates, hot chocolate, heart, cupid, red, pink, Halloween, witch, candy, vampire, broom, etc....) Underline each letter to prevent letter confusion. Place in an envelope. Continue to make 3-4 sets total. Give each team an envelope. The first team to spell out all words correctly wins. Also you can put complete words on different color papers. This will help K-2 grade separate them first by color then figure out words. Capitalize 1 st letter and put a period after last letter. Ask teacher if s/he thinks students will be able to unscramble these words. Variation: Timed
2-6	Mummy Wrap	Supplies: 2-3 large rolls of TP per team. Students love to wrap their friends up in toilet paper. 1st team to wrap up their classmate wins (wrapping bottom to top works best). Do at the end of a party it tends to get wild.

Level:	Game:	Description:
K-3	Musical Chairs	Alter for Holiday. Older kids might like to do a "Monster Mash Contest" where one who dances craziest wins. Variation: When music stops children should step on number closest to them. A number is pulled from bag and child standing on that number get to choose a cupcake and return to their desk. That number is then removed from floor and bag. Continue until every child has a cupcake
1-6	Ooey-Gooley box	Cut a hole in the top of a shoebox big enough for a hand to fit, put gooley stuff in and let the kids guess. "Brain"-Seed Pod "Intestines"-Spaghetti with butter "Eyeballs"-Peeled grapes "Hand"-Rubber glove filled with cooked rice "Ears"-Dried apricots "Toes"-Dried up carrots "Teeth"-Popcorn kernels/cracked corn "Guts"-Knox blocks "Veins"-French-style green beans "Fingers"-Fresh green beans or cocktail franks
4-6	Oware-see Mancala for gameboard	48 small stones, beads, noodles, etc... egg carton or a muffin tin will also work. 2 players (play A and Play B) Be the player with the most items in your bank at the end of the game. Place 4 beans in the bottom of each of the 12 cups. Player A picks up all the beans in a cup. Start with the next cup to the right. Drop 1 bean at a time into each successive cup. After he/she drops the last stone in a cup, Player A picks up all the stones in THAT cup and continues to drop one in each consecutive cup. Player A's turn ends when he/she puts the last seed in an empty cup. (Player A has the longest turn first). Player B then chooses any cup of stones and begins a turn exactly like Player A's. A player scores when s/he drops the last stone in a cup with 3 others (make 4 beans in a cup). The player then puts all 4 beans in his/her "bank". If the player puts a stone in a cup with 3 others and it is not the last bean, the other players puts the 4 stones in his/her bank. The player who

Level:	Game:	Description:
		gets the next to the last 4 beans gets the remaining stones on the board. The player who has the most stones in his/her bank WINS!
K-6	Pass the Orange	Orange for each team. Children divide into 2 teams. Give each team an orange. On your mark, the 1st child puts orange between their chin and neck and passes it to next player. Here's catch, players may only use their heads to pass (no hands or teeth allowed). The process continues to last person in line and then reverses sending orange back to 1st player in line. 1st team done wins
K-2	Pass the Ornament	Straw for each child. Ornaments cut out of tissue paper (tree, bell, star, etc.) Pass ornaments down line, teammate to teammate, by inhaling and exhaling on straw to hang onto or release ornament. No hands!
1-3	Pass the Present (variation of Hot Potato)	Wrap small gift in layers of paper. When music stops, child holding present unwraps 1 st layer. Continue until you reach final prize (little gift for the teacher- a card signed by the kids, thank-you notes, stationary...).
K-4	Pictionary	Choose a student to pick a picture/word out of a hat. Draw it. Choose someone to guess.
3-6	Pictionary	2 Teams, Use index cards and a marker to make clue cards to give to each team. In alternating turns each team sends a player to draw a word for his team to guess. (Predetermine a time limit) If the team guesses before time runs out they get a point
K-4	Pillow Hop Relay	Pillow for each team. Children divide into 2 teams. Give each team a pillow. Size should be larger for younger children and smaller for older children. Have 1 child from each team place the pillow between their legs and hop to end of room and back. They sit down and the next team member goes. This repeats until one team is all sitting
K-2	Pin the Tail	Alter for holiday Variation: Create a face on a large, poster board. Place a blindfold on the child and have

Level:	Game:	Description:																				
		them place the face on (You can use googly eyes, false eyelashes and pipe cleaners for hair and cutout lips).																				
K-2	Postman, Postman	Everyone gets to participate in this game involving a hidden piece of mail. Choose a child to be postman and give him/her postman's hat. The postman must hide his eyes while you give another child mail to hide behind their back. Then postman uncovers his eyes and faces his classmates who say, "Postman, postman, where's the mail?" The postman gets 3 guesses to find out who is hiding mail. If s/he guesses correctly, continues as postman. If he guesses incorrectly, person with mail becomes postman.																				
4-6	Questionable Hearts	<p>Give each child a copy of questions and answers below and ask them to draw a line from question to answer. Give them first one done as an example. (You will have to mix them up.)</p> <table border="0"> <tr> <td>What is a sweetheart?</td> <td>Candy heart</td> </tr> <tr> <td>What heart is on fire?</td> <td>Heartburn</td> </tr> <tr> <td>What heart is sincere?</td> <td>Heartfelt</td> </tr> <tr> <td>What heart has contractions?</td> <td>Heartbeat</td> </tr> <tr> <td>What heart lives in a dog?</td> <td>Heartworm</td> </tr> <tr> <td>What heart is a central land area?</td> <td>Heartland</td> </tr> <tr> <td>What heart is cruel?</td> <td>Heartless</td> </tr> <tr> <td>What heart hurts?</td> <td>Heartache</td> </tr> <tr> <td>What heart whispers?</td> <td>Heart Murmur</td> </tr> <tr> <td>What heart suddenly stops working?</td> <td>Heart Attack</td> </tr> </table>	What is a sweetheart?	Candy heart	What heart is on fire?	Heartburn	What heart is sincere?	Heartfelt	What heart has contractions?	Heartbeat	What heart lives in a dog?	Heartworm	What heart is a central land area?	Heartland	What heart is cruel?	Heartless	What heart hurts?	Heartache	What heart whispers?	Heart Murmur	What heart suddenly stops working?	Heart Attack
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2-6	Red Licorice Chew	Piece of red string licorice for each child (and a few extras in case they are dropped) Children stand in a circle. Give each child a piece of licorice. They place the very end in their mouth and then place their hands behind their back. When a parent gives word "GO" they will try to eat licorice without touching it.																				
K-2	Reindeer Dash	Divide class in half out in hallway. Grease kid's nose; add a red paper circle for nose and student races on																				

Level:	Game:	Description:
		all 4s. 1 st team done, without dropping their noses wins.
K-6	Relay	Divide kids into 3 or 4 teams. Push a cotton ball with a spoon or pencil or straw from one side of the room and back. Hand spoon to next player for their turn and sit down in back of line. 1 st team to finish wins.
K-6	Relay	A cutout for each child. Write different instructions on each cutout for relay race such as crawl, hop, walk backwards, walk like a crab, hop, skip, etc; write the same thing to do on 2 (one for each team) hearts. Divide children in 2 groups (if not even, have 1 child go twice). Put cutout at end of room in 2 piles. On "go," 1 st child runs and gets a cutout; they must do what it says on their return trip. (You may need an adult to help read for younger children). 1 st team to finish wins. You could tape a chocolate on back of each cutout for children to enjoy when their turn is over.
K-6	Remember Game	18 items in box. Show items in box to children. Remove one or more items out of box (without children seeing you). Have children guess what items are missing. For older children put items on large tray or cookie sheet. Cover. Remove cover for 20-30 seconds and then remove tray from room. On your mark children are to write down as many items that they can remember being on the tray before you yell, "STOP". Most correct items win.
4-6	Reverse Bingo	Use large conversation hearts and have students put them on their card. Call out "sayings". Students remove heart if they have the "saying" that is called. Put a container/w conversation hearts on each table. Students fill out the graph and fill in the chart
K-2	Ring a hula hoop	Place 3-4 (pumpkin, snowman, cupid) in a line (one behind the other) with points painted on each one (10, 15, 20, 25). Give each child a hula hoop and 3 tries to see who gets the most points

Level:	Game:	Description:
K-2	Ring Toss	Available from Oriental Trading
2-6	Scramble	Index cards, bags. Choose a Valentine, Halloween, Winter word... Write letters of word on individual index cards. Do this 2 times, making 2 sets. Put each set in a bag. Divide children into teams. Give each team a bag. The 1 st team to decipher what word in bag is wins. Variation: divide into teams with same number of kids, as there are letters in word. Each child gets a letter and they must hold onto card and stand in proper order to spell word for all to see
K-2	Simon Says	Pick a person for "Simon". Simon tells them what to do "Simon says hop on one foot". Children hop on 1 foot until Simon tells them to stop by saying "Simon says stop" If Simon just says, "Stop". Children must continue hopping on 1 foot. If children do as Simon does not say they are out. Repeat for additional activities such as take one baby step forward, step backwards, turn around. Last 1 left is next Simon.
2-6	Skin the eel	Can be a relay race. Line up single file each child bends forward and places his right hand back through his legs. With his left hand he grasps the right hand of player in front. The player at the back of the line lies down on his back while everyone walks backward over him. Next player lies down, next, next until everyone is down. Then reverse
K-3	Snowball Fight	Drape a white sheet over a table placed in an open area. Divide students in half (within their small groups) and put kids on either side of the snow mound (white sheet). Have students throw balloons over snow to each other. FUN. Parents get involved
K-3	Snowball Hockey	Cotton balls and table. Teams have to hold hands. With their breath, they try to keep cotton ball on table at their end. Object of game is to blow cotton ball to other team's side scoring a goal.
K-2	Snowman, Snowman(Witch,	Snowman. Have children sit in a large circle and

Level:	Game:	Description:
	Witch, Where's your broom etc)	blindfold 1 child. Another child will be given sleigh and must say: Snowman Snowman, where's your sleigh Someone's come and taken it away Guess who Guess who? The blindfolded child gets 3 guesses. The child who has the sleigh is next blindfolded
K-2	Spoon Relay	Object of game is to move objects from one bowl to another bowl. Divide students into 2 groups. Place objects in bowls at the beginning of each line. Place an empty bowl 10 feet away. With a spoon, students race to see which team can move fastest
K-3	Stew	Have kids cut out shapes (about size of a silver dollar) place the shapes in a pile beside a small bowl, use a straw as a vacuum to suck up the shape and put it into the stew. Can be split into teams as a race or time each child to put 10 in the fastest wins
3-6	Story from short words	In 3 minutes, how many words can you make from the phrase? (St. Valentines Day, Halloween, Winter Holiday) Take the next 5 minutes to write a story using as many of the created words as possible. You will receive one point for each word used correctly
2-4	Straw and Cup Relay	Bendable straw for each child; a cup for each team. Each child receives a bendable straw. Each child will place short piece in mouth. A cup will be placed on first person of each teams straw. 1 st person passes cup to next person in line without touching cup only by using straw. 1 st team with cup to end wins!
3-4	Sweet Conversations	Sit in a circle and have each player take 5-conversation hearts. 1 person starts a story with a few lines using all of words on their hearts. Next person in circle continues story using their words. Each player must use all heart words in their lines. Once you have gone around whole circle, you can eat your words.
K-4	Tic-Tac-Toe	Make tic-tac-toe cards from colored poster board (Holiday). Juice can lids work well for the game pieces. Paint the lids, glue on a felt shape. You could

Level:	Game:	Description:
		also have the children make their own pieces by drawing on construction paper and cutting them out. (Alter for holiday)
K-6	Tic-Tac-Toe: Team	2 sets of cutouts and questions. Draw a tic-tac-toe grid on board. Divide students into teams. Call on 1 student at a time, alternating teams. Ask questions, if student answers correctly, s/he may place a cutout on the board. The 1st team to get 3 in a row wins.
2-4	Tongue Twisters	Silly Phrases. Say each phrase 3 times as fast as you can. Let kids practice on their own or take volunteers to come up and try their best for all to hear. A candy can prize for anyone who tries. Chocolate cocoa cravings cure colds. Santa sings shining star songs. Sally skis super slow. Big bright bells banish boredom. Grumpy Grinch goes grizzly gus. Pretty packages perfectly packed. Tip-top tiny tot toys. Sally's striped stocking's stuffed slightly. Santa's super souped sleigh swiftly slides sideways. Cheery cute caroling critters. Candy cane cookies keep kids coming.
K-2	Toss	Cardboard with cutout for your party (a frosty, a witch, a heart) drawn on one side. Good size hole cutout in belly, or a few small holes for older kids. Marshmallows wrapped in plastic wrap and tied, Bucket to hold marshmallows, Tape to mark distance line. Place cardboard away from a wall with a something on floor to catch marshmallows. Mark your distance line according to age and skill of children. Line children up behind line and place a bucket of marshmallows beside them. Give each child 3 tries to get their marshmallow through the hole. Get all 3 marshmallows in and earn a reward.
1-4	Waiter, Waiter, There's a Head in My Soup	Relay race: Divide students into 2 teams. 1 st team to cross line wins. Object: carry a balloon on a plate to the line and back to the next person in line. When

Level:	Game:	Description:
		<p>each racer is complete, they have to sit at the back of the line so everybody knows who still has to race. If balloon falls, pick it up, put it back on plate, and resume. No holding the balloon in place with hand!</p>
K-1	Web	<p>Have students form circle. Toss ball of yarn to 1 student, saying, "I like _____ because _____." Student wraps yarn around their wrist, then tosses ball to another student saying "I like _____ because _____" ("he is kind to me," "she shares her crayons with me," etc.). No student should receive the yarn a 2nd time until all have received it at least once. Play until all yarn is gone.</p>
1-2	Winter I See	<p>Complete a book. Cut out pages. Cut out pictures. Staple together to make a book. Glue picture to correct page. Write in sentences and color</p>
2-6	Word Find	<p>Take a Holiday related word such as: Valentine, Chocolate, Romance, etc. and find as many little words as possible before the timer runs out.</p>
2-6	Word Jumble/Scramble	<p>Select several words. Mix up spellings. Students attempt to unscramble words</p>
K-6	Word Puzzles	<p>Crossword puzzles, word searches, Mad Libs, mazes, etc</p>