

# Wacky Games

## Super Sidewalk Challenge

**Materials:** Sidewalk Chalk, Bean Bags

**Implementation:** Draw 6 rows, 6-column grid. Each of the resulting 36 squares should be roughly 5 by 5 inches. Write "wild" in 2 of the squares, then, in any order, write the letters of the alphabet in the rest. You may want to leave out letters such as x, z, and q that aren't often used to spell words. Fill in the remaining squares by repeating common consonants and vowels such as s, t, a, e, and m. Finally pick a spot at least 3 feet away from the grid and mark it with a chalk line. Take turns standing behind the line and tossing a small beanbag onto the game board. Keep track of each letter you hit by writing it on the sidewalk with chalk. If you land on a line toss again. If you land on a wild space, write down any letter you want. After each toss, try to spell words from the group of letters, though you can't use the same letter twice in one word. For instance, to spell the word c-a-t-c-h, you would need two c's. Players get 1 point for every word they spell. To challenge older kids, assign point values based on the number of letters used: a two letter word is worth 2 points, a three letter word earns 3 points and so on. The first player to reach 10 points wins.

## Outdoor Checkers

**Materials:** Sidewalk Chalk, Plastic Lids, Construction Paper

**Implementation:** First make a playing "board." Use chalk on the sidewalk, scratch a board in the soil, or mark in the sand. For dark-colored squares, use diagonal lines or cross-hatching, or wet the squares with water. Collect jar and plastic container lids for use as checkers. For example, the red checkers might be yogurt container tops, while the black checkers consist of metal jar lids. Another approach is to have your child tape pieces of black or red construction paper onto the various jar lids to designate their colors. Play according to the regular rules of checkers.

## Balancing Sticks

**Materials:** 3 Foot Long Dowels, Paint, Jar or Glass, Styrofoam Balls, Pencil, Tacky Glue, Ribbon, Rubber Band

**Implementation:** Paint half of the wood dowel, then set it painted side up in a jar to dry. Repeat with the other half. Make a hole in the Styrofoam ball with the point of a pencil. Coat one end of the dowel with glue, then place that end in the starter hole. Push it into the Styrofoam until it's almost halfway through the ball. Set it aside to dry. Decorate the ball by painting or cover the ball with ribbon and gathering them at the base. Secure tightly with a rubber band. To play challenge your children to balance the stick on the tip of their finger. Once they have mastered that try an elbow, shoulder, or nose.

## Bottle Cap Bounce

**Materials:** Stick, Rocks, Tennis Balls

**Implementation:** First sink a 12 to 18 inch dowel or stick into the ground so it's stable, and then use rocks to mark a 12-inch circle around the base. Place a small jar lid or juice cap atop the dowel. Have players stand about 5 feet away from the dowel and take turns trying to knock off the cap with a tennis ball. You can use a larger ball for younger players, a smaller one for older kids. Players earn 2 points for knocking the cap off the dowel, 1 point if it lands outside the circle of rocks. The first player to reach 10 points wins.

## Pass The Pretzels

**Materials:** Stick Pretzels, Twist Pretzels

**Implementation:** Set up teams, give each player one stick pretzel and have them put one end into their mouth. The first player on each team is also given a twisted pretzel to be balanced on the other end of the stick pretzel. They are to turn and pass the twisted pretzel to their teammate that is standing next to them. That player will turn and pass the twisted pretzel to the next player and so forth until the twisted pretzel has been passed all the way to the end of the line. If the twisted pretzel is dropped the person previous to them is to pick it up, place it on their stick and pass it back to them. If it breaks or is not whole, an official is to give them a new twisted pretzel. The team that is first to pass the pretzel down to the end of the line is the winner. You could play this game on your next bus trip with your youth group. Set up four teams and they have to pass the pretzel for one end of the bus over the seats to the other end of the bus. Have official stand in the isles to ensure that the isle seat players pass the pretzels over the seats.

## Sponge Brigade

**Materials:** Bucket, Water, Large Sponges

**Implementation:** Divide players into two teams and have the players of each team lie down side-by-side alternating directions. Place a bucket of water near the head of the line. For each team, soak a large sponge in the water, and then have the first player on each team hold it with their feet. At "GO", the teams pass their sponges down the line and back, using only their feet to move it from player to player, with the person at the head of the line returning it to the bucket. If a player drops the sponge, he may sit up to recover it but can use only his feet to get it back into the game. The first team to get their sponge back wins.

## Super Sock Toss

**Materials:** Old Socks, Sand or Dirt, Rocks

**Implementation:** Fill each sock with sand or dirt and tie off the opening. You will need three socks for each player. Use rocks to form two 2 foot rings about 10 feet apart, each with a single rock in the center. Players take turns standing at one ring and tossing their socks underhand to the other. They earn 5 points for each sock they land inside the ring, 10 if the sock comes to rest touching the center rock. The first player to earn 50 points wins.

## Disk Bowling

**Materials:** Sticks, Hula Hoops, Frisbee

**Implementation:** This game is a variation of the traditional Hawaiian stone rolling game of 'ulu maika. To play set 2 sticks upright in the ground, about 18 inches apart. Have players take turns rolling flying disks (Frisbee) or hula-hoops toward the sticks from about 20 feet away. Whoever gets their disk to go between the sticks earns 3 points. If no one makes it, whoever comes the closest earns 1 point. The first to reach 11 points wins.

## Blob Tag

**Materials:**

**Implementation:** You start this tag game with two people as the blob. They have to lock their arms together and cannot come apart. Once the blob tags someone, they become part of the blob and add to the end. The blob becomes bigger and bigger. Only the ends of the blob can tag someone, so players can run through the blob, if possible without getting tagged.

## Backyard Goalpost

**Materials:** Wooden Dowels, Pool Noodles, Noodle Connectors, Football

**Implementation:** For your own goalpost, first mark 2 spots 5 feet apart for the uprights. Set a dowel 6 inches into the ground at each spot, and then slip a pool noodle over each dowel. Fit a pool noodle connector on each end of the third noodle, and then slide the connectors onto the upright noodles for a crossbar. Have kids take turns holding the football and booting it over the goalpost, gradually sliding the crossbar higher as they master each height.

## Passing Practice

**Materials:** Tarp w/ grommets, Ruler, Permanent Marker, Scissors, Colored Duct Tape, Rope, Football

**Implementation:** First spread the tarp out on the ground and use a ruler and a marker to measure and mark a number of targets in varying sizes. Cut out the holes, and then line the edges of each one with colored duct tape. Use the marker to add a point value (5, 10, 15 and so on) below or next to each target, assigning higher values to smaller holes. To hang the tarp tie a length of rope to each of the corner grommets, then tie each of the ropes to a stable structure, such as a fence, tree, or swing set. To practice their passing, aspiring quarterbacks can take turns throwing footballs (try kid size footballs for smaller hands) through the holes from a agreed upon distance, earning points for each successful pass. The first player to 100 wins.

## Clothes Pin Tag

**Materials:** Clothes Pins

**Implementation:** Mark off a play area of at least 40ft by 40ft by putting rope on the ground. All players are to receive 5 clothespins, pinned on the back of their shirts. Have them all spread out around the edge of the rope before starting. The object is to try to capture clothespins from someone else's back without losing yours. If you capture a clothespin you are to go down on one knee while pinning it on your back. While you are on one knee, no one can take a clothespin from you. If you go out of bounds you lose a clothespin. There is no pushing and you can only touch clothes pins, no touching or pulling clothes or the body. Any violators will lose one clothespin to victim. The person with the most clothespins in the allowed time you choose wins. You can play teams and the team with the most is the winner also.

## Tic Tac Toss

**Materials:** Sidewalk Chalk, Pebbles

**Implementation:** Draw a large box on the pavement and a tic-tac-toe grid inside it. The first player tries to toss a pebble or a coin into one of the squares. If he succeeds, he marks the space with an X. A marker that lands on any of the lines is considered a miss. Then, the other player tries to earn a square, marking his win with an O. The first to fill three squares in a row wins

## Blanket Carry

**Materials:** Blanket, Cones

**Implementation:** Play this game in an open grassy area. Divide the group into teams of 10 players. Each team will be given one blanket. Set out one cone per team at the end of the playing field for players to go around. Each team will need four players to carry the blanket; one player on each corner and the corners will be numbered corner #1, #2, #3 and #4. They will also need one player to ride in the blanket. The players will rotate after each carry so that each player on the team has been at all of the corner positions and the carried player. On go, the teams will race down around the cones and back then rotate until all players have had a turn. If one team is short on players that team will have to repeat some players so that all teams take the equal amount of trips down and back. The first team to complete the rotation is the winner.

## Banana Olympics

**Materials:** Bananas

**Implementation:** Divide the group into teams of 8-10 players and give each team a banana. Each team will complete several series of different relays using their banana. Here are some ideas for those relays. The banana under your armpit and hopping on one leg down a field and back. Place the banana between the knees and hop down a field and back. Two teammates tossing the banana back and forth down the field and back. Place the banana on the ground and each teammate must roll across the banana. Teammates line up in leapfrog formation and first player hops over players while holding banana and then tosses banana to next player in line to do the same. Show the players all the relays that they'll have to complete for the Olympics. You may have to write them on a large white board so that all players will know what relay is next. Once a team has completed all these relays someone on the team must eat the banana and the team that is done first is the winner. Use your own ideas, add to the list or use only a few ideas. You can adjust this game to all types of players.

## Cracker Whistle

**Materials:** Crackers, Water, Cups

**Implementation:** Set up 2-4 teams depending on the number of players. The first player on each team will run to one main table, eat two crackers and then attempt to whistle. Once a player has whistled they run back to their team and tag the next player. That player will also do the same until everyone has completed the task. The first team done is a winner. Make sure you have cups of water nearby just in case someone needs a drink.

## Memory Game

**Materials:** Tray, Objects, Paper, Pencils

**Implementation:** Pick a subject like foods you would eat or crave. Lay them all in a tray for viewers to see and have participants pass tray around. Remove tray from sight and have participant's list what was on tray. The person that lists the most objects is the winner. You can give extra points or break ties by asking specific questions like what flavor sucker and so on.

## No Way Out

**Materials:**

**Implementation:** To begin, all players but two (one "it" and one runner) join hands in a circle. They drop hands, and "it" chases the runner as they both weave in and out among the players in the circle. Each time the runner passes between two players, those players immediately lock hands and yell, "No way out!" This foils a slower moving "it," who cannot pass under, over, or through the locked hands. If "it" tags the runner, the two must exchange roles and continue play until one or the other is captured inside the ring.

## Snail's Pace

**Materials:** Sidewalk Chalk

**Implementation:** Draw a large spiral shaped like a snail's shell on the ground. Make a circle in the center and label it "Home." Divide the rest of the spiral into a dozen spaces. To start, the first player must hop on one foot, landing in each space, all the way to the Home circle, where she can land on both feet before turning and hopping back out. If she completes the feat without stepping on a line, she can write her initials in the space of her choice. No other player can land there for the rest of the game. The next person in line then tries her luck at hopping to and from the center, skipping over the initialed space. If she succeeds, she earns a square. Play continues in this manner until no one is able to reach Home. Whoever has earned the most spaces wins.

## Cup Stack Relay Knock Down

**Materials:** Cups, Plates, Balls

**Implementation:** Set up teams of 8-10 players in lines facing away from the middle of a circle about 15-20 feet away. In the middle of the circle, somewhat lined up with each team's position, is their pile of cups and plates to stack up. Each team will be given one ball. The first player from each team will run down to the middle where their equipment is, and stack the plates and cups alternating them, having the cups face down, and then run to the next person to do the same. The next person will run down and un-stack them and then re-stack them. But anyone from another team has the option of using their ball to try to knock down any other team's stacked pile to set them behind. This is done only by the next person in line, on their turn; they cannot go do their task until the person behind them has retrieved the thrown ball and brought it back to the group. If a team's cups are knocked down, the person that stacked them has to return and do it again. So the strategy becomes do you knock down someone else's stack or focus only on your team's progress and play it safe. The first team done is the winner of the game.

## Garden Bubble Gum Blow

**Materials:** Garden Gloves, Packs of Gum

**Implementation:** In large groups set up two to three teams. Have your teams line up and sit down if possible. On go, the first person in each team puts on the garden gloves. They will then open the package of gum, pull out a piece, unwrap it, chew it, blow a bubble, and then pass the gloves to the next player. The first team to complete the task wins. The winners can take home the garden gloves and all the used chewing gum they can handle.

## Ice Fishing

**Materials:** Roasting Pan, Marbles, Water

**Implementation:** Fill a roasting pan with ice and then put marbles in it. You can break the kids up into teams and then have each person on the team come and try to "fish" out one of the marbles with their bare feet. The first team done wins. You'll really like watching everyone's expressions when they stick their feet in the ice.

## Leaning Tower Of Cheeza

**Materials:** Can Cheese, Crackers, Plates

**Implementation:** Set up teams of 6 - 10 players and each team will need one table, one can of cheese, 1 or 2 packages of crackers and one plate. The tables will be placed on the other side of the room. The teams will line up and the first player on each team will go to the table, squirt cheese on the plate, add one cracker, and run back. The rest of the players on each team will do the same. You can do this as a timed game where the players have 3 minutes to build their tower or the first rotation is done. The team that has the tallest tower and most crackers in their tower is the winner.

## Frozen T's

**Materials:** Gallon Bags, water, freezer, T-Shirts

**Implementation:** For each team you'll need one T-shirt and one plastic storage bag. Place one nicely folded T-shirt in each bag then pour in about 2 cups of water and freeze all of them overnight. If this wasn't done where the event is taking place bring the T-shirt in a cooler filled with ice to keep them frozen. Instruct the teams that they'll be playing an Ice Breaker game. Then hand out the bagged T-shirts to each team. On "Go" the teams will have to get their T-shirts thawed out so that one person from their team can put the T-shirt on. Teams will get creative in their attempts to win. They could run the shirts underwater, put them in the microwave and even pounded the ice out of them. The first team to come back with one person in the T-shirt is the winner.

## **M & M Toss**

**Materials:** M&Ms, Plastic Spoons

**Implementation:** You can play this game with two players per team or a whole team in a rotation. For two players per team divide up into teams and have the players stand about six feet apart. The players should be standing face to face with one player as the shooter and the other player as the receiver. If you have a large group, have them stand in a line to monitor the six-foot separation point. All the shooters will be given one cup of M & M candies and a plastic spoon. When signaled the shooter will try to shoot one M & M from the plastic spoon into the mouth of the other player from the six-foot distance point. They must shoot the M & M past the marking point in the air to be caught. The receiver cannot step ahead of the marking point to catch an M & M. Once a receiver catches the M & M the cup will be given to them and then shooter will now be the receiver. The first team done is the winner. For a larger team simply rotate a new shooter in and rotate the first shooter to be the receiver. The first team to finish the rotation wins.

## **Mellows On a Line**

**Materials:** Fishing Line, Marshmallows

**Implementation:** String an even number of large marshmallows on fishing line or clean string by poking a hole through the marshmallows with skewer. Space them about 6" apart on the line with one marshmallow for each player. If marshmallows are too soft you might have to set them on a cookie sheet and place them in a freezer for a while before poking a hole through them. Make sure they are fully defrosted before playing the game. Secure the line by tying it to trees or have players holding it. Set up 2 teams and each player one at a time will put on a set of goggles, eat one of the marshmallows and then tag the next player to do the same. The first team done is the winner.

## **Snack Pit**

**Materials:** Ropes, Blindfold

**Implementation:** Divide the group up into teams of 8-12 players. Each team will need one blindfold and the first person on each team will put it on. Lay out 3-5 ropes across the play area that will have to be crossed over by the players with the blindfolds. The next player in line will lead the blindfolded player across the play area and back by the sound of their voice. If the blindfolded player touches the ropes or leader that player will have to go back and start over. Once the blindfolded player has made it back to the starting line, the leader will put on the blindfold and do the same. The next person in line will now be the new leader. The first team to finish leading all players across the Snake Pit by faith is the winner.

## **Whip Creamed Bubbles**

**Materials:** Small Paper Plates, Bubble Gum, Whipped Cream

**Implementation:** Here's one of those messy games that the children will love to play. Divide into teams of 6 – 10 players per team. Set up tables with small paper plates (one plate per player is what you'll need). On each plate place one piece of unwrapped bubble gum and then scoop or spray whip cream into the plate to cover the bubble gum. The first players from each team will run to the table place their face into the plate of whip cream (keeping their hands behind their back) to find the bubble gum with their mouth. They are to chew the bubble gum, create a bubble and then run to tag the next player on their team. They are to do the same until all players have had a turn. The first team done with this game is the winners.

## **Bucket Bonanza**

**Materials:** Coffee Cans, Ping Pong Balls

**Implementation:** Attach empty coffee cans about 8-10 inches evenly apart on narrow board. They can be attached by running a short screw through the can into the board. The object of this game is to toss a ping-pong ball in each can one at a time without missing. You can choose different locations for a player to toss from, depending on players' ability. You can number and paint cans different colors prior to assembly. If you use cans be sure to take a hammer to around all the cut opened edges. Pounding down the sharp edges will prevent anyone from getting cut while reaching into take out a ball. You can also apply thick tape around the cut edge for additional protection.

## **Rice Game**

**Materials:** Rice, Safety Pins, Bowl

**Implementation:** Pour one box of rice into a bowl, add one package of 1" safety pins and mix well. Each player is to try to find the safety pins with their fingers without looking. They are allowed 30 – 60 seconds to do this. The person with the most safety pins is the winner.

## **Fill The Bottle**

**Materials:** Plastic Bottles, Water, Cup, Bucket

**Implementation:** Set up number of teams possibly by number of people willing to get wet. On each team, one person lays on ground while holding a 20-oz plastic pop bottle on their forehead. Teammates run to bucket to fill up their 4-oz cup then they attempt to pour it into teammate's pop bottle while standing overhead. Then the next teammate will do the same until the 20-oz bottle is filled. Once the 20-oz bottle is filled, the bottle person should run to the finish line without spilling.

## **Hole In The Bucket**

**Materials:** Cans, Nails, Hammer, Bucket, Water

**Implementation:** Punch several holes into the bottom and the sides of your cans using a hammer and large nail. Large juice or bean cans will work also. Do this from the outside go into the can to prevent sharp edges on the outside. Make sure there are no sharp edges around the top of can, you can do this by hammering around the inside edge while against a hard surface. You can spray paint your cans with car paint ahead of time for different colored teams. Fill up a large clean container of water and place at your starting point. At the other end of the playing field have a receiving bucket the same size for each team. Divide into teams and have one person at a time from each team do the relay. Each person is to go to the large container, dip their can into it, put the can on their head or carry it in front of them, go down the field to their teams receiving bucket and pour what water is left into the bucket. Once they have done this they can run back to starting point and give the next person the can to do the same. The first team to fill their receiving bucket is the winner.

## **Jump Rope Splash**

**Materials:** Cups, Water, Jump Ropes

**Implementation:** Give each child a plastic or paper cup full of water. While two players twirl a large jump rope, jumpers one by one are to attempt three consecutive jumps. They are to do this while holding onto their cup of water and trying to do let any water spill. The child that has the most water left is the winner. You can keep playing until only one person has water left in their cup.

## **Dress The Mummy**

**Materials:** Toilet Paper

**Implementation:** Set up teams with 2-4 players on each team. One person on each team will be the mummy and each team will be given 2 rolls of toilet paper. They will have 5 minutes to complete the game. The team players are to circle around the mummy and pass the toilet paper to each other while wrapping the mummy in it. The leader of the group will be the judge and decide which team has created the best mummy design.

## **Gum Art**

**Materials:** Bubble Gum, Toothpicks, Index Cards

**Implementation:** Give each participant a piece of bubble gum, toothpick and index card. Allow them 10 minutes to chew the gum, place gum on index card and then design something on index card using only the toothpick as a tool (No Hands). The person with the best and most creative design is the winner. If you have quite a few players you can have several categories of winners, like "most ingenious", "most creative" and of course the "What is that?" award

## **Frisbee Golf**

**Materials:** Frisbee

**Implementation:** Before play begins, the group should plot out a course of six or eight holes by having players agree on a series of objects or sites on the playground at which the Frisbee disc will be aimed. Once the course is decided, players take turns attempting to hit the targets with the Frisbee. Players must keep track of how many throws they take to get the target; the player who completes the course in the fewest number of throws wins. **VARIATIONS:** Advanced players might want to make up par values for each hole and score themselves accordingly.

## **Skellzies**

**Materials:** Sidewalk Chalk, Bottle Caps

**Implementation:** Draw the field, fitting it within a sidewalk square or similar area. Divide the square into 12 smaller squares. Label each section onesies, twosies up to ninesies. On the three additional squares draw a skull. Also starting from behind the box 2 players place caps on the ground and, using their index or middle fingers, take turns flicking them into the numbered squares, beginning with box one. Upon making "onesies," players go again, shooting for "twosies" and so on, until they miss. Hitting another player's cap allows you to place your own cap in the box you were shooting for (except when shooting for "ninesies"). If you land in Poison (marked by skulls), you lose three turns, unless someone hits you out, or you land on one of the four diagonal lines. After ninesies, players shoot the numbers in descending order. Once across the start line, players become Poison. Each tries to hit the others, knocking them out of the game. For them, landing in Poison now has no effect. The last player left is the winner.