



Društvo kreativne mladine



plesno društvo krokar

presents:

# IDEAS FOR PLAYING GAMES WITH FRIENDS, CLASSMATES, TEAM BUILDING, KIDS!



## GAME 1: GUESS THE LEADER

Everybody stands in a circle, facing to the middle and one volunteer goes out of it, a bit away. Participants decide/ choose one person - who is the one that will be initiating and changing the moves – leader. Leader starts to do repetitive, simple move(s) and everyone else in the circle repeats after that person. They try to repeat it in a way that they don't stare at the leader, so it is not very obvious who they follow. Volunteer comes back, stands in the middle of the circle, so they can't see everyone at the same time. The task of the volunteer is to figure out who is the one changing the moves. Leader is changing them, finding time or being sneaky when being less obvious to the volunteer. There are several moves being changed after a few repetitions while a volunteer in the middle tries to reveal the leader in max 4 tries.







## GAME 2: WHO HAS IT?

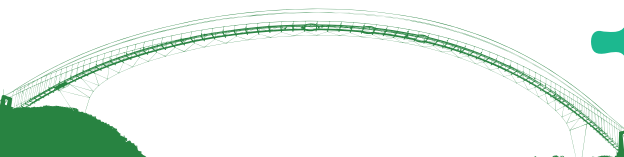
Everybody stands in a circle, but super close, shoulder to shoulder, hand behind, on your back. To play this game you need an object (socks/cucumber/little ball/sock/keychain/stick...) and one person - volunteer in the middle. A volunteer closes their eyes for 5 sec, so the object you have is given to somebody that can start the game. People pass the object around - behind their backs, or in front of someone if the middle person is looking away. The aim is that a volunteer in the middle needs to figure out who has the object. People in the circle try to be sneaky, use the opportunity to pass it or have it whenever they can.

## GAME 3: 3 IN A ROW

It is a table game that we all know transformed into a floor game. You will need something to draw or make a field (by chalk or using sticks or shoes or bags, ...) - it has to have 9 boxes. Together with 2 x 3 different objects (can be 3 branches and 3 stones or 3 blue cones and 3 red, or 3 black socks and 3 colourful, whatever is by hand). Divide people in 2 teams, the first 3 people of each team have their objects in their hands and stand approximately 5m or more meters from the field you made. When the game starts, people of both teams stand in their stack, first 3 people having the same kind of object in their hand. The first two of both stack run, place the object on the field, come back, give 2nd person high 5, after that person can go. The 4th one is just replacing one of the objects that are on the field and tries to get 3 in row for own team. One action per player allowed - you can either replace your thing or the opponent's team thing, it still needs to be placed in a box, but only one action at a time. Aim of the game: getting 3 in row as fast as possible.

## GAME 4: THE WARRIOR OR SAMURAI

Sounds that participants will use are: ha he hi. Again, everyone stands in a circle. The first person starting collects their hand above their head, look at one person and sends "wave" toward them with a loud sound ha. This ha is sanded while both hand swing down, person you send it to receives with arm swing up and sound he and 2 people next to that one receiving, "cut" the person by saying hi with the action of going with both hands toward their belly, but not really touching it. After you practiced for a bit for every mistake: you drop out. Mistake is either you are too slow to be in unison when saying hi when cutting other person or doing wrong action with wrong sound.







## GAME 5: ROCK - PAPER - SCISSORS

It's the classic, where you play against people, trying to win with showing the stronger symbol then the other person does. Everyone walks around, finds opponent and play 1 on 1. For every win the one who lost the game goes behind the person who won and cheers for them, to win against other opponents. That person continues to find opponents and play against them. For every lost, you join the group for the one that is winning against you. The game ends when the last two that are battling against each other, every with some cheerleaders behind. At the end, there is one winner.

## GAME 6: DINOSAUR - EARTHQUAKE - BEACH - AIRPLANE - FLOOD

You walk/run in the space and someone shouts one of the actions described below. Each individual does the action, holds it for few seconds and continue. When the name of the action is screamed, this is what you do:

Dinosaur: freeze, stay still (preferably in a dinosaur pose)

Beach: lie down asap, as you lie on the beach (chill)

Airplane: in an airplane pose - one leg up, balancing on one, legs in go in relation to each other

Flood: need to jump/find something higher then floor level, climb on it

Earthquake: need to run at the edge of the room (or next to something- tree, car, wall, ...)

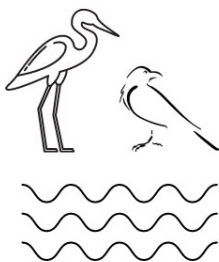
## GAME 7: DEAD FOX

You walk or jog in the room and when someone claps (for beginning one person is clapping, only one time claps), everyone needs to get to the floor to lying down position/ collapse for a bit and when the leader/ clapper decides to clap again, it is a sign to get up from the floor as quickly as one can. You can play with tempos - what is the time difference between different claps. But everyone needs at all time respond to a clap: get down or get up asap. Also go different ways down and up if you can or know how to do it with out injuring yourself. After a while, anyone can clap, probably more action will start to happen, so be very attentive and react to every clap.









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