## Clap Ball

This seated game can be easily played indoors with a small or large group. Seat children in a circle facing each other. The first child throws the ball up in the air and must clap once before catching the ball. He then passes the ball to the next child who must do the same. The ball continues around the circle until it gets back to the first child, who then must clap twice before catching the ball and passing it. Continue to increase the challenge by adding claps in between catches. For competitive play, eliminate players from the circle who fail to clap the required amount of times or who do not catch the ball, until you have a winner.

## Balance Challenge

Ask students to try balancing the ball on their head, shoulder, back of hand, etc. See who can balance the longest.

## Ice Breaker Games

Toss the ball to one child and ask them to say "hello" and state their name while holding the ball. Then, throw the ball to another player, who must say hello and the name of the person who threw it to them before introducing themselves to the group. Repeat until everyone has caught the ball and introduced themselves. Extension: players can continue tossing the ball while sharing a piece of personal information, such as favorite ice cream flavor, favorite color, what they had for breakfast that morning, etc. Challenge: Make the game more difficult by requiring the ball holder to not only state the name of the person who threw them the ball, but all the names of those who have previously introduced themselves.

## Group Discussion

Seat students in a circle and pass/ hold the ball while answering a question or sharing on a discussion topic.


## Horse

This game is usually played with a basketball, but can be adapted for small groups with a soft, throwable ball. Use an empty basket or plastic container as the "net." The first child starts by picking any location and trying to throw the ball into the net. If successful, the next child must stand in the exact location and throw the ball the same way (underhand, overhand, over the shoulder, through the legs, etc.). If the second player misses, he is assigned the letter " H " and the next player can throw however and from wherever he wishes. If the second player makes it into the net, the next player takes a turn from the same location and must also make it in, or is assigned an "H." If the second shooter misses the net, he is assigned a letter. When a player has all the letters in the word "HORSE," they are out.



## SQUISHY BALL GAMES

## Word Tag

Seat students in a circle, then name an animal, type of candy bar, etc. Toss the ball to another player. The child must name another animal or object that starts with the last letter of your word. A player is out if they can't come up with a word as soon as they catch the ball.

## Hot Potato

Treat the ball as hot potato for an elimination style game. Or use as a review game. The child left holding the ball can ask another child a review question from the lesson or a question from a list of conversation starters.

