

## Games



Play large-group games.  
(25 minutes)

### MATERIALS NEEDED:

- Chairs (one less than the number of players)
- Music player with a selection of songs
- Space to set up the chairs and for players to move around
- Large empty can or cone
- Soft ball (like a soccer ball, volleyball OR playground ball)
- Two goals

### LARGE-GROUP GAME: MUSICAL CHAIRS

**Materials:** Chairs (one less than the number of players), music player with a selection of songs, space to set up the chairs and for players to move around.

**How to play:** Arrange the chairs in a circle, with the seats facing outward. There should be one less chair than the number of players.

Make sure there's enough space around the chairs for players to walk or run without encountering obstacles.

All players start by standing in a circle around the chairs while music plays. When the music starts, players walk or dance around the chairs in a clockwise direction. As the music plays, the designated person in charge of the music (could be the host or a designated DJ) stops the music at random intervals. When the music stops, players must quickly find a chair to sit on. Since there is always one less chair than the number of players, someone will be left without a chair. The player who doesn't find a chair is eliminated from the game. After each round, remove one chair from the circle and resume playing music. Repeat the process until there are only two players left and one chair remaining. The player who manages to sit on the last remaining chair when the music stops wins the game.

### LARGE-GROUP GAME: KICK THE CAN

**Materials:** Large empty can or cone

**How to play:** Designate a large playing area. This could be a backyard, a park, or any open space. Place the empty can in the center of the playing area.

Choose one or more players to be "it". These players are trying to tag others while protecting the can. The other players scatter within the playing area. The goal for the hiders is to avoid being tagged by the "it".

After counting to an agreed-upon number (e.g., 30 or 60), the "it" players begin trying to tag the other players. When those who are "it" tag another player, they must sit in a designated spot called jail. If one of the players successfully kicks the can, all the players in jail are freed, and the player who is "it" must count again while the other players scatter and another round begins. The game continues until either all the players are captured, or a player successfully kicks the can without being tagged.

**Variations:**

- The captured player joins the player who is "it" to help tag the remaining players until all have been captured.

- **Freeze Tag:** Instead of tagging players, the person who is “it” can freeze them by tagging them. Frozen players must stay frozen until another player touches them to unfreeze them.
- **Time Limit:** Set a time limit for each round. If the person who is “it” doesn’t find all the players within the time limit, the hiders win that round.

### LARGE-GROUP GAME: HANDBALL

**Materials:** A soft ball (like a soccer ball, volleyball, or playground ball), two goals

**How to play:** Divide the students into two teams. This game works best in a large area. Students can run and throw the ball to each other, but while a student has the ball, he or she cannot move. To score, students must hit the ball into the goal using his or her head. It is similar to Ultimate Frisbee, but uses a ball instead.