

Cooperative Games Workshop

Great Escape 2021

Learn A New Game!

Head Shoulders Knees & Toes

Have the children choose a partner. Have one student slowly print a current spelling word on his/her partner's back. The partner guesses which word was printed. Have them take turns doing this.

Sing or say, "Head, shoulders, knees and toes," as follows:

"Head, shoulders, knees and toes, knees and toes.

Head, shoulders, knees and toes, knees and toes.

Eyes and ears, and mouth and nose.

Head, shoulders, knees and toes, knees and toes."

Have the children touch the body part as it is named. You can substitute names of different body parts for the third line, such as, "neck and hips and knees and cheeks." Start off slowly and increase speed as you sing it over and over.

Concentration

Play "Concentration" in pairs, with children facing each other at arm's length and taking turns responding. One child stamps twice and says, "Concentration" (both children always clap 3 times after each word or phrase), "No hesitations" (clap 3 times), "Or repeats" (clap 3 times), "I'll go first" (clap 3 times), "You will follow" (clap 3 times), "Category is" (clap 3 times), "Names of states" [or countries, colors, animals, pets, flowers, fruit, etc.] (clap 3 times). Then the other child could say, "California" (clap 3 times). The first child could say, "Ohio" (clap 3 times) and the game continues until someone is unable to name a different state. Another category is chosen by the winner and the game begins again.

Tomato

The girls sit in a circle. "It" sits (or stands) in the middle of the circle. Each person asks "It" a question and the only answer "It" can give is Tomato. The first girl to get "It" to laugh wins a try in the middle.

Bird/Beast/Fish

Form a circle with one player in the middle of the circle who closes their eyes. They then turn and point at someone in the circle and say "bird", "beast", or "fish". The player pointed to must name an animal in that category in five seconds. If they do not, they become "it". If they do the game continues.

Rattlesnake (a singing game)

The R-A-T,

The T-L-E,

The S-N-A-K-E spells RATTLESNAKE!!

Start one girl with one hand outstretched against a wall or tree. All girls hold hands in a line. The girl at the end of the line ("leader") begins to "snake" her way to the tree with the line following without breaking. The leader goes under the arm of the girl against the wall/tree and continues to wind the group through each succeeding girls' arms. Continue to sing until everyone has gone under the girl's arm, she twists and crosses her arms in place. (Don't pull too tight!) At the end everyone has arms crossed. Maneuvering backwards, the group forms a complete circle. All jump up and down and sing "Rattlesnake" one last time very loudly.

Telephone

Leader chooses a sentence and whispers it to one person. Each person in turn whispers to the next. See how the sentence sounds at the end!

Back to Back (active/back pocket game)

Players stand about by pairs, except one player who is it. When it calls, "Back to back!" the players must back up to a partner. When it calls "Face to Face!" these partners must face each other and shake hands. On the next call "Back to back!" and each time here after, all players must change partners. It tries to get a partner during the change. The player left out becomes it.

Barnyard (cooperative/active) (how to form groups)

Each child is whispered the name of an animal with three children having the same name. No one is allowed to tell another which animal he is. At the signal each child makes the noise of the animal that he has been given. The first group of three animals to find each other and sit down are the winners.

Bop Bop (active/circle)

The players start sitting in a circle. The leader stands up and "bops" or dances around the inside of the circle. The players can help out by making their own music. The leader then taps selected people on the head and says, "start bopping right now." These tapped people will join the leader in the middle. These boppers keep dancing and tapping until they hear, "Bop Bop Over!" The players will then stop dancing and run back to their spots. The last one there is the new leader.

Ha Ha Ha (passive/cooperative)

This is a contagious laughing game. Player #1 lies on their back and places their head on the belly of player #2. Player #2 then places their head on the belly of player #3, and so on. Players should end up lying in a zig zag formation. Now the first person shouts "ha!" and the next person answers with "ha ha!".... etc. Soon everyone loses control and starts laughing hysterically.

Hand Wave (circle/moderate)

Everyone starts in a circle, on their stomachs, with their heads towards the centre and their arms forward. The players should have their right hand over their neighbour to the right's hand and their left hand under the hand of their neighbour to the left. Arms should cross at the wrist. The object of the game is to pass the slap. The person who starts slaps the ground and the next hand slaps (not the next person). Once you have the hang of it, add the option of a double slap. This skips the next hand. When a hand is turned on its side, start slapping the opposite way.

Hazoo (passive)

Choose someone to be it and divide the group into 2 parallel lines. The person who is "it" has to walk down the column without laughing or smiling. The rest of the people try to make the person laugh without touching them. This game can also be done in a circle and the person in the centre can be put in the hot seat. Specific questions can be asked and if successful they become the Grand Pooba.

Hot and Cold (passive)

One person is it and leaves the group. The rest choose an object (or another person) in the room and when "it" returns they help them find the object by singing a song and increasing the volume as he nears the object and decreasing when he becomes colder.

Knots (moderate/circle/cooperative)

Groups of Six or eight stand in a circle facing into the middle. Shake hands with person directly across from you, then join left hands with a different person in the group. Must untangle the human knot without letting go of hands.

Lap Sit (cooperative/circle)

Form a circle, shoulders close to people beside you. Everyone turn 90 degrees to the left. Put hands on person's hips. Everyone sits down on knees of person behind them. Try to sit, stand up, turn around and sit down again. Then try to walk while in lap sit.

Leader (circle)

Everyone sits in a large circle. A person is picked to be "it." "It" leaves the room or sits with his back to the circle. The group then decides on a leader who is to start a motion in which all the children copy. The motion can be anything at all, and the person who is it, comes in to find the leader of the motion. The leader changes the motion from time to time and the person who is it has three guesses to determine who the leader is. If 'it' guesses correctly then the leader becomes 'it'. If 'it' does not guess correctly a new game is started by choosing a new 'it'.

Quaker Meeting (circle/passive)

Nobody can keep a straight face in this game! Players sit in a circle, fairly close together. the leader solemnly taps the knee of the person to his right, and each player in turn does the same. When that action gets back around to the leader, he then taps the cheek of the player to his right. And so on, with the nose, ear, eye, mouth, or until a player dissolves into laughter.

Rainmakers (circle/passive/coop)

All of the participants need to sit in a circle (or group). This activity will create a rain storm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet Then reverse the whole process. This will sound like a rain storm starting and then slowing down again.

Red Light (active)

Players stand in a straight line about 50 ft. from IT. IT turns his back and says "green light", counts to ten, and says "red light" and then turns around. Meanwhile the players have moved as far forward as possible. Whomever he sees moving must return to the starting place. The first person to pass IT wins.

Pass the Shoe

You must pass the shoe from me to you, to you.

You must pass the shoe, and do just like I do!

Everyone sits in a circle with knees touching and takes off one shoe. Place the shoe in front of you. Move the shoe to the right from one person to the next in rhythm. The last rhyming part, you move the shoe from left to right. Keep singing and moving shoes going faster and faster until everyone falls over laughing.