

## **WHO'S MISSING?**

**Supplies:** None Required

### **How to Play:**

Several people are selected to be the leaders. All others are instructed to put their heads down and close their eyes. The leaders quietly tap a total of four people on their backs. The four tapped people leave the room - as quietly as possible. Everyone is instructed to open their eyes and put their heads up. The group tries to guess who is missing. The two people who guess the most or all the missing people, will be leaders for the next round. It is helpful to have people spread out. It works well to have guessers raise their hands.

## **BACK DRAWING**

**Supplies:** Shape cards, Paper & Pencils

### **How to Play:**

Divide the players into two teams. Each team should stand in a single file line. Have the team line leaders face each other. Select a shape card. Have the last person in each team's line come to you to look at the shape card. The players may return to their line and draw the shape on the player's back directly in front of him or her. This player then does the same thing with the next player. The last player draws the object on paper. The team closest to the actual object wins. Rotate the last player to the front and continue to play.

## **MEMORY TRAY**

**Supplies:** Tray  
Assorted Small Objects  
Paper & Pencils

### **How to Play:**

A cookie sheet makes a terrific tray. Place a collection of items on the tray before the meeting. Cover with a blanket. Hand each player a paper and pencil. Tell them how many items are on the tray. Walk slowly by each player, allowing him or her to view the items. Recover with the blanket and give the players 3-5 minutes to write down all the items they can remember. The winner is the person who guesses the most objects.

## **CLOTHESPIN TAG**

**Supplies:** 3 clothespins per player

### **How to Play:**

A large space free of obstacles is important for this game. Each person is given three clothespins. The object is for each player to attach their three clothespins to other players, without getting any in return. Set a specific time period to play; a good option is two minutes. Then have each player count how many clothespins they received. Continue to play additional rounds until time is no longer available.

## **PASS THE PRESENT**

**Supplies:** One present - wrapped many times!  
Radio or Music Player

### **How to Play:**

Find a small trinket and wrap it prior to the game. Use as many layers of wrapping paper as possible. Have the players sit in a circle and begin to pass the present in whichever direction you choose. Play the music as the circle passes the present. Stop the music and the person holding the present unwraps one layer of paper. Continue playing until all layers are unwrapped. The person controlling the music should face away from the group. For large groups, pass more than one present.

## **TEAM PUZZLE CHALLENGE**

**Supplies:** Small Box Puzzle Per Team (25 pieces)

### **How to Play:**

Divide players into teams. Teams should have no more than 8 players. Each team should receive a puzzle. Take the puzzle out of the box, so that the team does not know what the puzzle is to look like. Teams may begin when all have received their puzzles. The winning team is the first to correctly assemble their puzzle.

## SHUFFLE THE DECK

**Supplies:** One Deck of Playing Cards

### How to Play:

Divide players into two teams. Each player should draw one card, face down. After all players have drawn a card, they are instructed to flip their cards. Each team must then organize themselves according to their cards. Order examples include ascending and descending. The first team to achieve their order correctly wins. Collect cards, shuffle and play as many rounds as time permits. Game hint: Jokers should be removed from the deck before team members draw their cards.

## ALPHABET HUNT

**Supplies:** Each Letter on a Slip of Paper  
Basket  
Paper & Pencils

### How to Play:

Divide players into teams of 2-4 people. Each team should draw a letter out of the basket and receive a piece of paper and pencil. Teams are given 3 minutes to write down as many things as they can see beginning or ending with their letter. Ask each team to report their list to the group. If time allows, collect all letters, re-draw, and play again.

## PAPER TOWER

**Supplies:** 15 Pieces of 8 ½ X 11 Paper Per Team

### How to Play:

Divide the players into teams of 4 players. Give 15 pieces of paper to each team and ask each team to build a tower, as tall as possible, using only the paper they have been given. Allow the teams to have 3-5 minutes to construct. Then each team can share their building results!

## SLEEPING LIONS

**Supplies:** None Required

### How to Play:

Select one or two players to be "IT". All other players should spread out on the floor. The "IT" players are wolves searching for dinner. The wolves will say "Sleeping Lions," and all players will lie on the ground, as still as possible. The wolves will walk through the lions. Any lions that move are out. The wolves then say "Wake Up Lions." The lions can then get up and move around again, until the wolves say, "Sleeping Lions." Continue playing until all lions are out.

## ROCK, PAPER, SCISSORS TAG

**Supplies:** None Required

### How to Play:

Divide players into two teams. Designate a centerline and two back lines. Each team should go to their back line to decide which sign (rock, paper or scissors) they will show. Both teams should move towards the center line, count to three and show the agreed upon sign. The team that loses runs back to their line, to avoid being tagged. Any tagged player moves to the other team. If both teams show the same sign, everyone must sit down. The last standing person moves to the other team.

## MYSTERY JARS

**Supplies:** 10 Film Canisters or Small Containers  
10 Small Objects - 1 for Each Container  
Paper & Pencils

### How to Play:

Select 10 film canisters or small non-clear containers. Choose an object to put in each container (paperclip, eraser, bottle cap, cotton ball, etc.) Place a number on each container. Give each player a piece of paper and a pencil. Pass each container to around for each person to shake. After a player has passed the container on, he or she should write a guess for that number on his or her paper. Share the container contents at the end.

# Games on the Go!

**“Quick and Easy Games  
for Youth Meetings”**



*Compiled and led by Andrea L. Schmidt,  
Riley County 4-H Youth Development Agent, 2006-2007*

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