

Who's Missing

Supplies: None

Pick two players to be leaders. All other players put their heads down and close their eyes. The leaders quietly tap 4 people on their backs. The 4 people quietly leave the room. Everyone may then open their eyes and guess who is missing, by raising their hands. Two of the correct guessers may then be the leaders. Play as many rounds as time allows.

Nutty Stack

Supplies: One Chopstick Per Team and 7 Metal Nuts Per Team

Divide the club into teams of 5-7 players. Each team will receive one chopstick and 7 nuts. One player from each team will try to stack the nuts, on their side, on top of each other on a table. After each player has successfully completed the stack, the next team member will come forward and stack the nuts. The team, with all players, completing the challenge first, wins.



Bead Count Canisters

Supplies: Five Non-See Through Containers, Beads, Five Different Colored Stickers, Paper and Pencils

Before the game, fill each container with a different amount of beads. Place a different colored sticker on each container. At the meeting, set out the containers with the pieces of paper and pencils. Each player should shake the containers, and order the containers from the least amount of beads to the most. Players should write the color of each container, in order from least to most beads on a piece of paper. Players can record their name, and turn their paper in. Those with correct ordering win.



Memory Tray

Supplies: Tray, Assorted Small Objects, Paper and Pencils

A cookie sheet makes a terrific tray. Place the small objects on the tray before the meeting. Cover the tray with a towel or blanket. Each player receives paper and pencil. Slowly walk by each player with the uncovered tray, allowing each person to see the items. Recover the tray and give players 3 minutes to write as many items as they can remember on their paper. The person who remembers the most objects wins.



▶ 4-H Game Guide

Cotton Ball Blow

Supplies: Cotton Balls and Two Bowls

Divide the club into two teams. Each team receives a plastic bowl and equal number of cotton balls. Place each team's cotton balls on a table. Place each team's bowl on the floor, at the end of the table. Each player, relay style, has a chance to blow one cotton ball into their team bowl. Any cotton balls blown outside of the bowl are out. Team with the most cotton balls in their bowl wins.

Balloon Float

Supplies: One Inflated Balloon Per Team

Divide the club into teams of 3-5 members. Each team will keep their inflated balloon in the air, as long as possible, by tapping the balloon. A member may not tap the balloon twice in a row. Team members can count their taps. The team with the most taps, without allowing the balloon to hit the ground, wins.

Secret Scavenger Hunt

Supplies: Bag Per Team & List of Items

Divide the club into teams of 4 players. Each team receives a bag and is given 2 minutes to collect items. The team collects as many items as they can during the 2 minute time. Teams come back as a group, and the game leader will read off objects that were on the list. If the team has that object, they receive a point. Review entire list, and teams record points. Each team then returns their objects to their original location. The first team to accomplish this receives an extra 10 points. Team with the most points wins.

Blindfold Relay

Supplies: Blindfolds, Bowls, Large Spoons & Dry Cereal

Divide the club into equal teams. Each team receives a blindfold, two large bowls, a large spoon and dry cereal. Fill one bowl, per team, with dry cereal before the game. Each team member, wearing the blindfold, will use the large spoon to scoop cereal from one bowl to another. The team with the least cereal outside their second bowl wins.



Candy Color Sort

Supplies: Colored Candy Pieces & Cups For Each Color

Divide the club into teams of 5 players. Give each team a cup with the same total pieces of candy (example 20). Give each team empty cups, enough to match the number of candy colors. Each team must sort the candy by color, into the empty cups. Players will take turns selecting one piece, and placing it in a separate color cup. Players will each select their first piece before selecting a second piece. Continue rotating until all candies have been sorted. The first team to sort all their candies wins.



Chopstick Pass

Supplies: Chopstick Set Per Team, Bowl & Objects

Divide your club into equal teams. Each team will stand in a line, with their bowl at the end of the line with the last player and objects at the beginning of the line. The first player will use the chopsticks to pick up an object from the table. The player will carry the object to the end of the line, and place it in the bucket. The player will stay at the end of the line and pass the chopsticks up the line to the first player. Continue playing until all objects are in the bowl. The first team with all objects in their bowl wins.

Candy Cup Memory

Supplies: 18 Plastic Cups & 2 Pieces of 9 Different Types of Candy



Before the meeting, place one piece of candy underneath each cup, on a table. Be sure to mix the cups up, so the same pieces are not next to each other. Allow players, one at a time, to come to the table and lift two cups. If the player finds a match, the player can keep the candy. If there is not a match, the cups are returned to cover the candy pieces. Continue playing until all matches are found.

Bubble Splat

Supplies: Long Piece of Paper & Bubble Solution and Wand

Before the meeting, tape the long piece of paper to the table. Mark a starting line. Each player will stand with the bubble wand over the starting line. The player will blow a bubble. Write the player's initials on the paper, where the bubble splats. The player with the farthest splat from the starting line wins.



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