

Wild & Wacky GAMES for a Group

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Up Downs

Supplies Needed:

- Cups (100 pack of "Solo" style cups—Walmart \$4.97)

Directions:

- Preset cups on tables prior to playing
- Equally distribute cups among the tables and place 1/2 of the cups UP and 1/2 DOWN
- Divide the group of participants into Ups or Downs (this is easiest done by tables—table 1 is Ups, table 2 is Downs, table 3 is Ups...)
- Goal is to turn over all the cups on all the tables in the direction of your team (Ups try to turn all cups Up, Downs try to turn all cups Down)
- Rule—cups must remain on the tables (can't gather up cups and take them somewhere)
- Give the group 3 minutes (which seems like hours)
- Call time and determine which group has the most cups in their direction

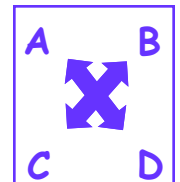
4 Corners

Supplies Needed:

- None

Directions:

- Divide group of participants into 4 equal groups
- Assign each group a corner of the room
- When groups get to their corner have them come up with an animal sound
- Go around and hear each group's sound (if duplicates—teams must re-pick animal)
- Goal is for each group to get to the corner diagonal from where they are standing while doing whatever action is called out (A to D and D to A—B to C and C to B)
- Mass confusion in the very middle!
- When the ENTIRE group gets to the opposite corner the group makes their animal sound
- The group sound who is heard first is the winner of that round



Suggestions: (add as many ideas as time allows)

- Get to other corner (this is really a practice to see how it's done)
- Walk backwards
- Pair up and ballroom dance
- Get in groups of 3 or 4 and lock arms facing out
- Conga line

Novel Quest

Supplies Needed:

- Anything that can be used as a "token" (cotton balls, sugar packets, could make something on the computer, anything you have handy)

Directions:

- Divide up into teams (easiest is if participants are already seated at tables)
- Each team designate 1 person as the "runner"
- Give "tokens" to helper and have them stand somewhere in the room (they will move around the room each round so "runners" have to change where they are going)
- The runner and only the runner may run to the helper (only one person per team)
- The number of tokens distributed each round is 1/2 of the total number of teams (ie. if 8 teams total—only 4 tokens given out each round)
- The first (ie. 4) runners that get to the helper with the correct item(s) will get a token.

Suggestions:

(add as many ideas as time allows—really fun if playing with adults with purses/wallets)

- First ___ teams to come up with exactly 119 cents
- First ___ teams to bring pictures of 3 dead presidents
- First ___ teams to bring 4 shoes attached together (must be from 4 different team members)
- First ___ teams to bring an out-of-state driver's license
- First ___ teams to bring 1 item from every person on their team

Marshmallow Dodge Ball

Supplies Needed:

- Large marshmallows (several bags—Walmart \$.97 per bag)

Directions:

- Divide participants into 2 groups
- Each group is given X bags of marshmallows (depends on size of the group)
- Typical dodge ball rules (if you are hit—you are out, if you catch it—you are not out)
- If you get hit you are out and must stand on the sidelines
- If you are out, you may not throw marshmallows at the other team but you may gather up marshmallows and help your team mates with "ammunition"

Have FUN and Enjoy!