



Wet Weather Activities and Indoor Games

Values: Excellence Innovation, inquiry, and curiosity Equity Community and participation Integrity Respect	Key Competencies: Thinking Managing self Relating to others Participating and contributing
Learning Intentions: WALT work together as a team WALT use each other to problem solve WALT encourage and help each other WALT communicate effectively by listening to each other and sharing ideas	

Fruit Salad

Everyone sits on seats in a circle, except for one person in the middle. Everyone gets a fruit name eg bananas, oranges etc do about 4 or 5 different fruits. The person in the middle calls a fruit and everyone with that fruit has to swap seats while the person in the middle is also trying to sit down. If Fruit Salad is called everyone has to move.

Variation- call different things relating to the people in the group e.g. wearing Jeans, has socks on, brushed their teeth today, has blue clothing, has an A in their name etc

Caterpillar

Have a circle of chairs (with no arms). Need as many chairs as people. Put one person in the middle which means that one chair will be empty. Everyone slides around the chairs while the person in the middle tries to sit in the spare chair. Anyone can change the direction of the flow. The person who did not stop the person sitting down now starts off the next round on the middle.

Days of the week

Equipment: 7 forms, placed in rows

Divide the group into even teams. Each team sits on a form and is assigned a day of the week. A leader at the front calls out a day. This team with that day must move to the front form eg: Tuesday (to the front form) so then Wednesday would go to the second form etc. Any day is then called again, sometimes call the same day twice in a row.

Can be played as an elimination game so last person to sit down is out or give points to the first day to be seated.

Photos

Equipment: Close up photos of objects e.g. brick wall, video tape, radio, zip etc printed these onto paper.

Each team gets the same photos and have to try to work out what they are. Teams to write their answers down.

Indoor Scavenger hunt

Divide the group into teams. Prepare a list of objects that people will have on them e.g. handkerchief, coins, a shoe, a sock, tee-shirt, watch, ring, book, two shoe laces tied together etc. Place each team around the room and place a chair in the middle of the room. Each team needs one runner who is the only person who is able to go to the chair in the middle. As soon as the object is called it is a race to get the object to the chair. Keep a points record for each team.

Construction game

This is a communication game. It does involve a lot of setting up and equipment. You will need two different rooms with a bit of space in between. Divide the group into teams. In one room is a model, constructed with different objects. In the other room are the objects needed to build the model, so you will need a lot of similar objects. Each team is split into 3 groups, one person is the only person who sees the model, one person is the runner (or messenger) everyone else is in the third group (they are called the builders). Take the one person away from each group to the room where the model is hidden. This person communicates to the runner about the model. The runner then takes the instructions to the builders, who have to construct the model. The builders can ask the runner questions to take to the person who sees the model. The runner cannot see the model and they cannot help build the model. Eg. use a table setting with plates, knives, forks, spoons, cups, salt and pepper shakers and napkins. Have a time limit and then judge the best one.

Dictionary

Equipment: A pen and a few pieces of similar paper for each team a dictionary.

Each team gets the dictionary for one turn. They look for a word that they think people do not know and tell all the groups the word. Every other team writes a believable definition while the main group with the dictionary writes down the actual definition. All the definitions get handed to the leader who reads them out. Every other group then has to vote for the definition they think is the right one but the main group does not vote for that round. Points are scored: Main group – 5 points if no group votes for the right definition. All other groups - 1 point for every vote from another team that voted for their definition.

Newspaper Game

Equipment: heaps of newspaper, cello tape and scissors.

Every team gets an equal amount of newspaper and a roll or cello tape and a pair of scissors each. Run different rounds with the teams having to create different things e.g. an animal, a sports garment, etc. After each round get the team to explain what features each creation has and mark them out of 10.

Captain's Coming

Leader calls commands (starboard, stern, port, bow). Children run to that area last one there sits down.

Other commands that can be used are:

Lifeboats (number) - everyone gets into groups of that many people and do a rowing action.

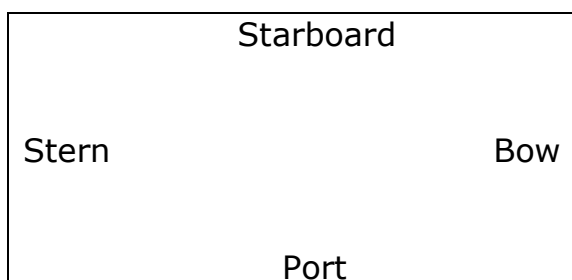
Sharks- jump on someone's back.

Scrub the deck- scrub the floor on their hands and knees.

Climb the Rigging- make a climbing motion as if climbing up a rope ladder

Captain's coming- stand and salute.

Captain's Wife- sit on the knee of another player (one kneeling one sitting).



Poles and hoops

Equipment: 2 balls (preferably different colours) and 2 poles that can stand about waist high that is able to sit the ball on top of it (can use hoops instead of poles).

The two teams that face each other, the 2 poles and balls are already set up in the middle near the end of the lines. Number each person so that each team has the same numbers, and number each team in the opposite direction. The person taking the game calls out a number, those two people rush out and grab their ball from the pole and take it to the other pole, then race back to their spots. The first one back gets a point for their team. If anyone knocks a pole over, they must stand it back up.

Newspaper story

Equipment: Newspaper and scissors for each team

The aim is to use newspaper words to make up the best story or nursery rhyme in a set time. Needs to have a topic or theme.

Coin and Cup Game

Equipment: a coin (50c or 20c is the best) and a plastic cup.

Divide the group into two teams. They need to sit in two lines with about a metre between them. Place the cup at one end in between the two teams and take the coin to the other end. The teams join hands behind their backs with their own team. Only the person at the end of each team's line, who is closest to the coin, is to look at the coin, everyone else looks at the cup. The coin is tossed. If a *head* comes up then a signal is passed down the line by squeezing peoples' hands. The person closest to the cup grabs it. The winning team then sends the person by the cup, down to the end with the coin and the whole team moves down one space. The aim of the game is to get the whole team back to the order they started. If a *tail* is thrown and a team member grabs the cup, the opposite team moves. The only other rule is that the front person is not allowed to say anything especially when the wrong signal is sent. If this happens someone from the opposite team moves up. The game is finished when a team is back in its original position.

Bus stop

There needs to be four forms facing in a square with a gap at the ends. Get everyone to sit on a form. Start telling a story involving streets, avenues and roads. Every time you mention a *street* everyone must move to the form on their left. When you mention a *road* they move to the right. When you mention an *avenue* they must cross to the form opposite them. If you mention the word *bus stop* everyone runs around the outside of the forms and sits back on the form they were on. This is an elimination game with the last person sitting down being eliminated.

Elimination

Equipment: a die, a defined area with numbered bases.

Kids choose which numbered base they want to run to. Dice throw decides which base number is eliminated. Those eliminated sit down, the rest choose a new base or stay where they are.

Wink Game

1 group sits on seats in a circle with the other group standing behind them with their hands behind their backs. Need one empty seat with someone behind it. The standing person with the empty chair winks at a seated person who has to run to the empty seat in front of winker before the person behind her catches her by grabbing her shoulders. If she is grabbed she stays seated. The new person with the empty seat then does the winking. Switch seated and standing around.

Cat and Mouse

Everyone links elbows in pairs and stands around the room. One person is a cat and one a mouse. The cat chases the mouse. The mouse can join any end of any pair. The person at the other end now becomes the mouse. When the cat tags the mouse they swap straight away. The cat cannot join any pair.

Variation: The cat can join a pair. For big groups you may have more than one cat and mouse.

Poison Ball

Equipment: cones to mark a circular boundary and a soft ball

Split the group into two even teams. One team starts off in the middle while the other team starts off around the outside of the boundary. The ball has to hit the kids in the circle below the knees, once hit with the ball they are out. This is a timed race to see which team lasts the longest.

Poison Snake

Equipment: cones to mark a circular boundary and a soft ball

Split the group into even teams of around 5 people. One team starts off in the middle. The team in the middle has to join together to make a snake by joining onto the hips of the person in front of them (making a line). The other teams work together around the outside of the boundary. The ball has to hit the back person below the knees, (back person can be protected by the line). Once hit with the ball they are out. Keeps going until the whole snake is hit. This is a timed race to see which team lasts the longest.

Paper Hockey

Equipment: Two rolled up newspaper batons, a soft ball (or a couple of socks made into a ball) and two goals (chairs).

Divide the group into two even teams. Number each person so that each team have the same numbers, line each team up in the opposite direction. Put the two goals at each end of the room and place the ball and the two batons on each side of the ball. Call out a number and those two people try to hit the ball under their chair (goal). Keep a record of points for teams.

Feeding the Blind

One person is blindfolded with another standing behind them. The person standing puts their arm under the sitting person's arms. This person peels a banana and feeds it to the blindfolded person.

Chocolate fish on a String

Hang chocolate fish on string. People have to eat fish with no hands allowed. Can use as a team race.

Chocolate Game

Equipment: a block of chocolate, a plate, a fork, a die and a hat, scarf gloves and coat.

Everybody sits in a circle, put the chocolate on the plate with the fork in the middle of the group (can be on the floor or on a table). Place the clothes next to the chocolate. Anyone starts with the die. Whoever rolls the key number, puts on the clothes and starts eating the chocolate one piece at a time. This person keeps eating the chocolate until the next person rolls the key number. You can change the key number during the game.

Balloon Ankle Game

Equipment: a balloon and a piece of string for every person.

Everybody ties a blown up balloon to their ankle. The aim is to pop other people's balloons. When your balloon is popped you are out. You can not use your hands, only feet.

Bombs Away

Equipment: a few small bean bags and a couple of tables.

Divide the group into 2 even teams and divide the room in half using the tables. The tables need to be positioned so that no one can see what the other team is doing. Everyone always lie on their stomachs. They are allowed to move around by sliding. Divide the bombs evenly between each team. The bombs are thrown over the tables, if they hit anyone on the full that person is out.

Variation: Play outside with water balloons. Players are not allowed to move positions.

Famous name game

Everyone writes down on a piece of paper a famous name, the name could be famous because they are on TV, or the movies, play in a band, play sport, lived in the past, a cartoon character etc. They are that person for the game. Make sure that no-one sees what other people write. Each person folds their paper in half. Collect all the names and divide everyone up into even teams (a minimum of four teams). Read all the names out once, no one is allowed to write any names down, it is a memory game. The object of the game is to get people into your team, you do this by accusing a team of a famous name. If someone in that team is that famous name they must join your team. If you get an accusation right your team keeps going until they get one wrong then it is the next team's turn. If the same famous name is mentioned more than once they could be in the same team so both of them would move, if they are in different teams then you have to get them at different times. Once people have been found out and the turn goes to the next team they cannot get those people until they have found out a new and different person.