

# Y-GUIDES GAMES

Games are very important, not only as fun, but as an opportunity for observing, learning and understanding how to relate to each other. Practice all games before using; and if possible, involve kids in selecting and testing games. All dads and kids participate in games for maximum involvement. Explain the game clearly and demonstrate necessary parts. Let your enthusiasm show. Have a clear starting point so all participants know when to start play.

## FIRST YEAR GAMES

### **Balloon Volleyball**

Like volleyball, except indoors using a string about waist high as a net, (string can be stretched across room and taped to the back of two chairs). Play in seated position or on knees, dads against children or dad/child team against dad/child team.

### **Button-Unbutton Relay**

This is played by using 2 identical coats, sweaters or jackets (with the same number of buttons). Each team member must button and unbutton the item before passing it on.

### **Ping-Pong Pass**

Give each team a ping-pong ball and a plastic picnic spoon. On signal, the ball must be passed from one player to the next while holding the spoons in their mouths. Hands may not be used!

### **Paper Fishing Tournament**

Give the players of each team a plastic straw and one small paper- shaped-like-a-fish for each team member, who must pick up a paper fish by suction through the straw and carry it to the opposite end of the room and deposit it in a dish or ashtray.

### **Pass The Grapefruit (Or Orange)**

Have the tribe form two circles. The captain of each circle is given a grapefruit or orange, which he/she places under his/her chin. On signal he/she passes it to the player next to him/her with the use of hands. The chin and neck are used as a means of manipulating the fruit. If the fruit drops on the floor, it must be given to the captain and started again. The circle that completes passing the grapefruit or orange around first wins the game. Fathers and children should stand next to each other.

### **Draw The Feather**

Set up a blackboard with a picture of an Indian on it (without feather). Blindfold the player; give him/her some chalk. Turn player around three times; then let him/her find the blackboard so that he/she can draw the feather on the Indian's head. Make sure dads get a turn, too.

### **Find It**

This is a good family observation game. Select a small object to be hidden, such as a fifty-cent piece or a book of matches. One person is selected to hide the object, and all other Braves/Princesses are sent from the room. "It" then hides the selected object, not too high, where it can be seen by everyone. The object may be behind something, but never under anything. Players are warned not to touch anything when they return to the room. As soon as a player sees the object, he/she sits down. The first one who found the object gets to hide it in the next game. A good place to hide the object is beside a chair leg or behind a lamp, or on top of a book. A good variation is to have the children all hide the object together and have all the dads look for it. Then reverse the procedure.

### **Keen Eyes**

Let children look around the room. Have them adjourn to another room. Dads change, take away or alter in some way the things in the room. Bring children back in and let them try to list all the changes.

### **Bug House**

Each player is assigned a number. Chairs or mats are placed in a circle with one person (alternating dad and child) being designated "it". That person calls out two numbers; the people with those numbers must exchange positions without the "it" person getting that seat. The left over person becomes "it".

### **Duck-Duck Goose**

Fathers and children sit in a circle. One person from the group is chosen to be "it". "It" runs around the outside of the circle tapping each player on the head GENTLY saying "duck" until he/she picks one player and says "goose". At this point the one who is tapped and called "goose" chases "it" around the circle. If "it" makes it back to the open space without being tagged, then the other player becomes "it" and starts over again. If "it" is tagged, then the other player sits down and "it" begins again.

## **SECOND YEAR GAMES**

### **Ring Toss**

Dad will hold a clothes pin in hand while the child tries to ring it with some item as a jar ring or large curtain ring tossed towards him.

### **Balloon Relay**

Have enough balloons blown up in advance of this game for each child to have one. Have two designated spots for sitting on the floor at the end of the room, then line up the players into relay teams. (Each Dad blows up balloons for himself and his child before the game begins.) Each player picks up a balloon, crosses room, puts balloon on floor, then sits on it until it pops. When popped, player runs back to other end of the room and tags the next team member who repeats the process until one team successfully pops all the balloons. Two times through should add time and excitement to this game!

### **Stoneface**

A game for 2 at a time, the rest of the tribe watches as two children stand back to back in the center of the tribe circle. When everyone is quiet and under control, the players turn and stare at each other's eyes. The first one to smile, look away, giggle or speak any sound is eliminated. Children hold contest, then dads hold contest. Finally, at the end of the contest "Princess Stoneface" or "Brave" is crowned.

### **Chinese Fire Drill Relay**

Divide players into two teams, and provide each team with a pair of chopsticks and as many grains of rice as there are players. One grain must be carried from one end of the room to the other by each team member using only the chopsticks to pick up and to carry the rice.

### **Random Access Memory**

Place a small number (no more than 10) of articles on a paper plate under a cloth. On signal, remove cloth for ten seconds. The winner is the one who remembers all items. Make sure dads have their turn.

### **Wild Game**

Two teams of 7 - 9 players each participate, sitting on the floor and holding a blanket or tablecloth taut beneath their chins "Wild Game" is a ping-pong ball placed on a field (blanket). One player runs around the blanket trying to catch Wild Game. The seated players (dads sitting beside their children) tilt the field to prevent Wild Game from escaping (falling off) or from being caught. When Wild Game is caught three times or escapes, the next player takes a turn. When all on one team have had a turn to catch Wild Game, the sides are reversed.

### **Blow' Em Out**

Each player gets a Mason jar and four one-inch squares of tissue paper. The squares are put into the jars which stand on a table. Upon receiving the signal to start, each player tries to blow his papers out of the jar with out touching the jar in any way. Winner is the one who gets all four papers out first. More squares may be used for wide-mouthed jars. Children can compete against their fathers.

### **Clever Feet: Relay**

Set up two chairs about three feet apart. In front of each chair draw two small circles one foot apart. An alternate is to use round pieces of paper about four inches in diameter. In one of the circles, put a milk bottle, pop bottle or bowling pin. Have a starting line 10-20 feet from the chairs. Divide the tribe into two teams. At a starting signal, the first player runs to his/her team's chair, sits on it, and with his/her feet, transfers the bottle from one circle to the other. The bottle must be standing completely within the circle. When the transfer has been made, the player must run back and around his group and tag the next player, who follows the same pattern. If the bottle falls, it must be picked up. To make game more exciting, dads play against children, but dads have to hop on one foot, while children get to run.

### **Pass The Washer**

A small washer is placed on a string and passed from hand to hand as the children and fathers stand in a circle. One player stands in center and tries to determine who has the washer.

### **My Father Owns A Grocery Store**

Have the group sit in a circle, each dad seated beside his child. The lead player starting the game says, "My father owns a grocery store and sells something beginning with the letter "C" (or any other letter). The lead player will be thinking of a grocery store item which begins with the stated letter (such as cereal or crackers in this example). Each player is allowed three guesses in turn. If the right answer is not guessed at all, the player starts all over again with a new word. The person who guesses the correct answer has the next turn as leader. This game can be varied by using other kinds of stores (clothing, music, sporting goods, etc.).

## **THIRD YEAR GAMES**

### **Peanut-On-Knife Or Bean Race**

Two bowls of unshelled peanuts or hard uncooked beans are placed at one end of the room; dads and children may pair in teams or may compete against each other in any combination, by using an ordinary table knife to carry as many beans or peanuts as may be carried at a time to the other end of the room. Peanuts or beans may not be picked up if dropped en route, and the individual or team winner is determined by the most carried to the end.

### **Tangle-Up**

Have two small balls of string about 40" long. Put players in two teams seated in two circles on the floor; (each dad should sit beside his child). Give one Player in each group a ball of the string and a pencil. On signal, the players in each circle holding the string passes the ball to the person on his right while the starter holds the end of the string. As the ball is passed around the circle, each player takes the ball, winds it once around his free wrist and passes the ball on until the string is all gone. Then the starting player, holding the pencil and other end of the string, begins winding up the string on the pencil. The first team to get the string back on its pencil wins the game.

### **Ping-Pong Blow**

This game is played by dividing the tribe into two groups (sometimes the fathers against the children) on each side of a suitable table, such as a pin-pong or rectangular dining table. No player may use hands or faces except to blow the ball to the opponent's side, using 5, 7 or 10 as top score. Ball starts in the middle and when it drops off opposite side, team scores.

### **Spear The Lifesaver**

Divide tribe into two teams; put the teams into two lines facing each other. Give each player a toothpick, which he/she holds in mouth. On the toothpick of the first player, place a Lifesaver or metal washer. Dads and children clasp their hands behind their backs. At a signal from the leader, the first player must pass the Lifesaver to the toothpick of the next player without using his/her hands. If the Lifesaver falls, it can be picked up and must be given back to the person doing the transferring. If broken, the leader replaces it. The first team passing the Lifesaver to the last player wins. Be sure to snap end of toothpick to prevent any stabbing

### **Marble Relay**

Divide the group into two teams. Provide each team with a straw and a marble. At the word "Go," the first player of each team places his marble on the floor and rolls it to the other end of the room with his straw. Then he/she runs back with the straw, handing it to the starting point. Each step is repeated until all players have had a turn. The winning team is the team which finishes first. Dads can play against children or each team can consist of dads and children.

### **Scrambled Birch Bark**

Take two Sunday editions of a newspaper. They must be identical papers. Take each newspaper apart and mix up the sections thoroughly, but not with each other. Divide the tribe into two teams. Each team separates into two lines and sits cross-legged on the floor facing teammates (dads facing children). Give each team a disarranged newspaper. On the signal "Go" each team assembles its paper correctly. The first team to finish is the winner.

### **Soda Straw And Card Relay**

Make two lines about 10 feet apart, dads in one and children in the other. Relay card back and forth between lines by sucking on the soda straw to hold the card.

### **Who Is The Leader?**

The group is seated in a circle. A father/child team is "it" and the two leave the room. A leader is chosen to direct the group in a series of motions, such as tapping the head, stroking the chin, slapping the thighs, pulling the ear, or ringing the hands, etc. The leader is to strive very hard not to get caught as the beginner of the motion. "It" has three guesses to locate the leader when they return to the circle. If the leader gets caught, the leader chooses the next pair to leave the room. Suggestion- If players watch the person on the opposite side of the circle, they will be less apt to give away the leader who leads the group in actions.

### **Magazine Scavenger Hunt**

Prepare a list of 10 items that could be found in a magazine, and give a copy to each father/child team. Have more magazines available than participants. The father/child team that finds the most items on the list in the time given, wins.

Example List:

- Tomato
- Girl smiling
- Four-legged animal
- Pie
- Shoe
- Bouquet of flowers
- Picture of a president of the USA
- Baby
- Soap
- Fruit juice