

## Games for Girls

### AIR RAID

First begin by marking out a starting line and a finishing line approximately 50 feet apart. Find 5 or 6 obstacles that are large enough to be hidden behind, for example a table or a wheelbarrow. Place the obstacles approximately 10 feet apart in a zig-zag pattern between the start and finish.

Assign two people to be the "bombers" and give them each a bucket full of water and about 10 small sponges. (It works good to cut those big sloppy car sponges into three and use those. It is also possible to use water balloons but I find that they create more garbage and can hurt more which is sometimes a consideration.) Place one of the "bombers" 10 feet past the finish line and one halfway between the lines. The object of the game is to get from the start to the finish without getting hit by a wet sponge by going from obstacle to obstacle. Obviously the job of the "bombers" is to try and hit the runners. The "halfway bomber" is only allowed to try and hit the runner until the runner has passed them and then they must cease fire. For every obstacle that the runner gets to they receive an assigned point value. Their total points equal their score. Everyone's wet, everyone's happy.

### AMOEBIA TAG

Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left.

### BATTLESHIP

The entire playing area is broken down into different parts of a ship. The leader explains the location of each part:

Bow: the front of the playing area

Stern: the back of the playing area

Port: the left side of the playing area

Starboard: the right side of the playing area

Special actions are explained:

Submarines: Players run to the centre of the playing area, lie down on back, and raise one foot in the air.

Lifeboats Port / Lifeboats Starboard: Players run to the left side (port) or right side (starboard) of the playing area, form a single line, sit down and begin to row.

The game begins with everyone standing in the centre of the area. When the leader calls out one of the above parts of the ship, all players must run to the designated area. Each time a different part of the ship is called, the last player reaching the site is eliminated, until one player remains.

### RED ROVER

Divide the girls into two teams. They stand facing each other in two lines, holding hands. One team calls a player over to their side and the player must try and break through their line. If they do they may go back to their original team. If they cannot break through, they must join that team. The game continues until there is only one team.

### DOCTOR, DOCTOR

To start the game, the girls must form a long line, hold hands and then go over and under each others hands to tangle themselves up. One or two people are the doctors and they must untangle a whole row of girls knotted together.

### SPUD

You will need two volleyballs. Two people are "it." The leaders throw the balls up in the air, the players run away and the "its" must catch the balls. Once they catch them they yell SPUD. All players must freeze. The "its" may take three steps in any direction. They throw the ball trying to hit someone before the ball bounces. Whoever gets hit gets a letter - S, P, U and D. Once you have all four letters you trade places with one of the "its". The girls must remember themselves which letter they have and honestly trade spots.

### BEACH BALLS

Players form a circle and are numbered 1, 2, 1, 2, etc. Team 1 is given a green ball and team 2 is given a purple ball. The ball is passed around the circle to their own team members. The ball must make it around the circle three times to complete one race. After one race, the ball must change direction to complete three more circles to complete another race. Best two out of three wins.

### LADDER GAME

Line up the girls in two rows sitting on the floor, feet facing in. Number the girls off from one to ten. Call off a number and that person gets up, runs around their team and back through the legs to where they were sitting originally. The first one back, their team scores a point.

### **BLOW FOOTBALL**

Two equal teams one on each side of a table and covering one end each. Players kneel with lips at table edge. Leader puts ball on centre of table and on word "go" releases ball. Players blow across table to make ball fall off table on opponent's side or end for a "goal." Team scoring most "goals" in given time wins.

### **CONCENTRATION**

(Similar to animal game.) Girls sit in a circle. They are numbered from 1 to 10. The person with number one starts, chanting their number, one, said twice, followed by someone else's number, said twice. That person must then respond in the same fashion. (For example; they count out 1,1,2,2. 2,2,5,5. 5,5,8,8. 8,8,3,3.) While doing this they clap twice with their hands and twice on their knees, keeping a beat while saying the numbers. They must keep the rhythm or they are out.

### **LOCKED ARMS MAZE**

Two people are playing tag. Have all the other participants in rows, evenly spaced. All the rows of people hold hands. The kids play tag up and down the rows but they cannot break through the lines. The group leader blows the whistle and everyone turns 45 degrees and holds hands with the new person beside them. The people playing tag must now run in a different direction to tag the other person. Works well with a large group. Every two minutes change the people playing tag so more people get a chance to play.

### **LETTERS ON FEET**

This is played in teams. Each team must have the same letters written on the bottom of their feet. A leader will call out a pre-arranged word and the teams must see who can spell that word out first.

### **BODY SPELLING BEE**

This game is played in teams. Use larger words as the game continues. When a word is called out the participants must stand in a line and bend their bodies into the shape of a letter. The winner is the team with the word spelt correctly and quickest.

## NAME GAME

(Also similar to the animal game.) Make a circle of girls. One person is "it" in the middle. She would call another girl's name. "Christa likes Sally" then Sally must say "Sally likes Freda" then Freda must respond, etc. They must respond before the person who is "it" can hit them with the swatter (newspaper rolled up, empty pop bottle, etc.) If the name caller is not fast enough and gets hit, then they are the new "it."

## BIBLE TRIVIA

Break each group into two teams, numbering 1,2,1,2. Question A is the easiest - E the hardest, use your own discretion when choosing a question.

Ask team #1 a question, if they know the answer, they get a point. If not, team #2 may answer. If their answer is correct, they get a point. If not, the Bible verse is told and the first group with the right answer gets the point.

The second question goes to group #2. If they know the answer, they get a point. If not team #1 may answer. If their answer is correct, they get a point. If not, the Bible verse is told and the first group with the right answer gets the point.

The winning group gets a prize!

## ANIMAL FAMILIES

There is a printable sheet on the next page. Answers are below:

<b>ANIMAL</b>	<b>MALE</b>	<b>FEMALE</b>	<b>BABY</b>
Deer	buck/stag/hart	doe	fawn/calf
Goat	buck/billy	doe	kid
Donkey	jack	jenny	foal
Fox	dog	vixen	kit
Pig	boar	sow	piglets
Seal	bull	cow	pup
Goose	gander	goose	gosling
Duck	drake	hen	duckling
Chicken	rooster/cockerel	hen/pullet	chick
Cattle	bull	cow	calf
Horse	stallion	mare	foal
Sheep	ram/buck	ewe	lamb
Lion	lion	lioness	cub
Cat	tom	queen	kitten

### ANIMAL FAMILIES

Fill in the male, female and baby names of the following animals:

ANIMAL	MALE	FEMALE	BABY
Deer			
Goat			
Donkey			
Fox			
Pig			
Seal			
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Duck			
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