

ON THE SPOT ACTIVITIES

~Ever need some small games to keep the children entertained for a few minutes? Well check this out! ~



ACTIVITY # 13

ANIMAL BOP

Need:

A soft cloth or if you dare, you can use a rolled up newspaper but the softer the better. Oh yeah, and a group of children.

How To Play:

Get the children to sit in a circle. Each child then needs to pick an animal name. It is important that there isn't two of the same names. Each player takes their turn and says their name going around the circle. The leader chooses one child to start the game. To start, the child says their own animal name and then says the animal name of someone else in the circle ("Bird likes Rabbit"). The animal name that was just called then has to call out their name and the name of another in the group before the person in the middle tags them. It is the job of the person in the middle to tag the children that get their names called out before they call out another name.

It is important to let the group of children know that they can not hit the people sitting around the circle. Instead they should tag them below the knee. If this isn't kept under control the game can get **UGLY** and usually will result in a crying child.



ACTIVITY #14

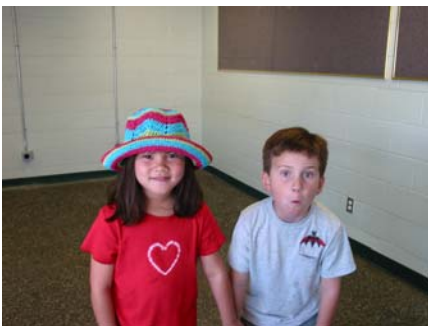
Bob the banana

Needed:

A group of kids and a toy (or a banana)

How to play:

This game starts with the children standing shoulder to shoulder so that there is no gap between them. There is a person standing in the middle. The people standing in the circle say, "Bob, the banana keep it going keep it going." They also bend their knees to the song. The kids in the circle have a banana or toy hidden behind their backs. They pass it behind their backs from person to person around the circle without the person in the middle seeing them. It is the person in the middle's job to guess which person is holding the banana or toy. The people in the circle also can lift up the banana or toy into the air. Once the banana or toy is lifted into the air the group of kids yell out, "I saw the banana!" The game continues until the person guesses the correct banana or toy holder.



ACTIVITY # 15

Head Knees Ears and Mouth

Needed:

A bunch of kids.

How to play:

This game is basically the same as follow the leader. Get the kids to copy you and "Touch your ears, touch your nose, touch your feet....etc." Then speed it up as fast as you can. A leader watches and gives 10 points to the team whose members keep up the best.



ACTIVITY # 16

Going Camping

Needed: A bunch of kids sitting down.

How to play:

The leader starts by saying, "I'm going camping and I'm going to bring a _____ on the trip." Next each child will take a turn and will ask, "Can I come camping if I bring a _____." Then the leader will respond with "yes or no." The goal of the game is to find the pattern and be allowed to join the camping trip.

How it works:

The leader starts with an object. A good example would be, "I'm going camping and I'm going to bring a cat on the trip." Cat is the object and in this case any one who wants to bring a different object starting with a "c" then is allowed to go on the trip. In other instances the leader can chose a specific object. A good example would be, " I'm going camping and I'm going to bring a football on the trip." In this case depending on the leader anyone who says an object beginning with the letter "f" is allowed on the trip. Or in this case depending on the leader anyone who says an object that is sports equipment is allowed on the trip. Basically the leader sets a pattern and hopefully the campers pick up on it.

ACTIVITY #17

Electricity

Needed: This game requires enough kids to have at least 5 kids in 2 rows. So a minimum of 10 kids can play this game. Keys, a coin and a bunch competitive of fun kids makes this game run smoothly.

How to play:

Divide the kids into two even groups. Then get them to sit down with their hands behind their back. The two different lines are facing each other. Next get the kids to hold hands behind their back with the person beside them. At one end of the two lines there will be keys and at the other end of the line there will be a leader who flips the coin. The goal of the game is to get the keys. So to start, get the first two people in both lines to watch the leader. Everyone else faces the keys at the end of the line. The two people at the front of the line watch the leader and wait for them to flip the coin. If the coin lands on heads then the person at the front of the line squeezes their partner's hand and the partner squeezes the next person's hand and so on, so that the squeeze runs all the way down the line to the keys. Which ever team gets the keys first sends the last player to the front. The leader flips the coin again and this process continues until all players in one of the lines go through the beginning of the line. If there is a false squeeze or someone squeezes on the "tails" instead of the "heads" then the players at the front of the line go to the end unless they haven't gotten any people to the front yet.

Acting and Theatre Exploration



ACTIVITY #18

Park Bench

Needed: A bench of some sort and a group of kids.

How to play:

There are two people sitting on this "park bench." Both attempt to stay on the bench for as long as they can. To start the two people have to get into character. It is the job of their character to try to get the other character off the bench by being annoying, or some other way. It is important to make it clear that there is no touching the other person, saying anything harsh about the other or physically trying to move the other person off. Once a child has left the bench another child takes the place and the routine continues until all of the kids have had a turn. The child with the most successful turn wins.

ACTIVITY #19

Freeze

Needed: A group of eager people.

How to play:

Assemble all the children to sit down facing the same direction. There needs to be plenty of room in this space because the actors will have to move around. The game starts with two people in a scene. They make up their own ideas, get into character and start acting out a scene. At any moment anyone in the crowd of children can call out "FREEZE." Then the

person that called out freeze can take the place of one of the frozen actors. Then the person that yelled "FREEZE" is responsible for starting a totally different scene. This continues until everyone gets a chance to be on stage.

ACTIVITY #20

The Magnificent Machine

Needed: A group of kids

How to play:

Get the kids to sit in a group all facing the front a.k.a "the stage." Get one person to start the machine by making up their own movement that they have to do the entire time until the machine is created. Next add another into the machine where they will be making noise and doing an action to contribute to the machine. This continues until the machine is completed.



ACTIVITY # 21

Sound Maker

Needed: A group of kids.

How to play:

Get the kids to sit in a circle. Next get one person to make their favourite noise by using the surrounding area. Someone can make a beat on the ground with their hands or someone can make a fun noise. Once they have made their favourite noise they have to continue to do that for the duration of the game. Next add another person where they make a different beat or noise. Eventually the whole group will be participating and they will have their own sound maker machine.



GET WET
AND WILD

ACTIVITY # 22

Mime Me

Needed: A group of kids.

How to play:

Organize the kids into pairs, standing face to face. Next get one to be the leader and the other the copier. The leader makes small movements and tries to get the copier to be the same image as themselves. The supervisors circulate the pairs who most accurately mirror the image of each other. The best pairs earn points for their team.



REMEMBER
HAVE
FUN!!!

