



1. Obstacle Animal Charades

Players race through an obstacle course, then act out an animal for their team to guess, with the first team to finish and guess correctly winning.

Set up a simple obstacle course using cones, pillows, or chairs. Write different animal names on small pieces of paper, fold them, and place them in a box. Divide the children into teams, with each team lining up at the starting line.

The first player from each team picks an animal card, races through the obstacle course, and acts out the animal without making sounds. Their team guesses the animal. Once guessed correctly, the player tags the next teammate, who then picks a new animal card, races through the course, and acts it out.

The first team to have all members complete the course and guess correctly wins.

2. Rainbow Tag

Players are chased by "It" and freeze when tagged, while teammates unfreeze them by running around and chanting their color, playing until time is up or everyone is tagged. Divide children into equal groups, each representing a rainbow color using colored ribbons or bandanas. One child from each group is "It" and stands in the center of the play area, while the rest of the children scatter all over the play area.

"It" tags children of different colors, who then freeze. To unfreeze, a child from the same color group runs around the frozen child chanting their color. Play continues until a set time or all have been tagged.



3. Colorful Animal Bean Bag Toss

Players take turns tossing bean bags into designated holes to earn points, with the player scoring the most points winning.

Set up the [animal bean bag toss game](#) at one end of the play area and place bean bags at the starting line. Line up the children behind the starting line. On the signal, the first player tosses a bean bag into one of the holes to earn points. Players take turns until everyone has played. Adjust the starting line distance for difficulty.

4. Parachute Palooza

Teams take turns launching and catching toys with a parachute, earning points for successful catches, with the team having the most points winning.

Divide children into two teams. Each team lines up at a designated launching spot. One child from the first team throws the [parachute toy](#) into the air, while the rest of the team tries to catch it with the parachute. A successful catch earns a point. If they miss, the other team gets a turn. Rotate turns until all children have had a chance to launch and catch.

5. Beach Ball Bash

Players waddle with a beach ball between their knees in a relay race, with the first team to complete the course winning.

Divide children into teams and set a starting and finish line. Each team lines up behind the starting line. The first player places a [beach ball](#) between their knees and waddles to the finish line and back without using hands. They pass the ball to the next player. If the ball drops, the player must pick it up and continue. The first team to complete the relay wins.

6. Story Swap!

Players pass a toy while music plays, adding a sentence to a group story when the music stops, continuing until everyone has had a turn.

Begin a story with a fun scenario. For example, "Once upon a time, there was a mischievous puppy who lived in a magical treehouse..."

Play music while children pass a toy around the circle. When the music stops, the child holding the toy adds a sentence to the story. Repeat until everyone has had a turn. Continue the story until it naturally concludes or reaches a set number of turns.

7. Fluttering Butterflies Race

Players race to see whose paper butterfly reaches the finish line first, with multiple rounds to give everyone a chance to win.

Hand each child a flying paper butterfly and teach them how to “load” it. At the count of three, release the butterflies and watch them flutter. Reload the butterflies to help them fly in the right direction. The first butterfly to cross the finish line wins. Play multiple rounds for everyone to have a chance to win.

8. Musical Islands

Players dance around mats while music plays, and quickly find a mat to stand on when the music stops, with the last player remaining on a mat winning.

Spread one fewer mat than the number of children. Play music while children dance around the area. When the music stops, they must find a mat to stand on. One child will be left without a mat and is out. Remove a mat each round and repeat until only one child remains on the final mat, who is the winner.

9. Story Stone Circle

Players create a group story by picking painted stones and adding to the story based on the images, continuing until the story concludes.

Gather smooth, flat stones. You can find these in nature or purchase them from a craft store. Paint simple pictures on each stone. Use vibrant colors and clear images that are easily recognizable to children.

Some example images include:

- A sun
- A tree
- A dog
- A house
- A boat
- A star
- A flower
- A car
- An animal (e.g., cat, bird)
- A heart

Children sit in a circle, each taking a turn to pick a stone and add to the story based on the image. The story continues around the circle until it naturally concludes or reaches a set number of turns.

10. Parcel of Surprises

Players pass a wrapped parcel while music plays, unwrapping a layer and performing the task inside when the music stops, with the final unwrapping revealing a prize. Wrap a small gift with multiple layers of wrapping paper, placing a task between each layer.

Some task ideas include:

- Jump like a bunny
- Sing your favorite nursery rhyme
- Do a silly dance
- Make a funny face
- Roar like a lion
- Spin around three times
- Pat your head and rub your tummy
- Pretend to be a robot
- Hop on one foot
- Clap your hands five times

Children sit in a circle and pass the parcel while music plays. When the music stops, the child holding the parcel unwraps one layer and performs the task inside. Repeat until the final layer is unwrapped, and the child who does so keeps the prize.