



## 1. Bump and Score Soccer

The objective of the game is to score goals while wearing inflatable body bumpers. Set up a rectangular playing area with boundaries marked by cones or markers. Place goals at each end of the playing area. Divide players into two teams and equip each player with a body bumper.

The game is played like normal soccer with the difference that players from both teams use their body bumpers to bump and jostle opponents while trying to gain possession of the soccer ball.

Once a player gains possession of the ball, they attempt to dribble, pass it towards their teammates or try to score.

## 2. Silly Bingo

This is not the usual human bingo. Before the party, print our bingo sheet with squares containing silly tasks for every guest. Kids run around to find someone with whom they can complete each task and ask him or her to sign on the corresponding box. First to finish all tasks yells "Bingo" and wins!

Set a time limit in case the game is taking long or if no one manages to get all tasks done.



### 3. Boomerang Hurdle Challenge

Divide players into teams of equal size. Set up a race course in an open outdoor space or a large indoor play area. Use cones or markers to indicate the start line, finish line, and any turns along the course. Add obstacles or challenges along the course, such as hurdles or balance beams, to increase the difficulty.

Place a boomerang at the starting line for each team. Each team lines up behind their designated starting line.

On the signal to begin, the first player from each team grabs their team's boomerang and throws it towards a designated target area (could be a cone or marker) located some distance away.

Once the boomerang has been thrown, the player must run to where it landed, completing all challenges along the course, retrieve it, and then run back to their team to hand off the boomerang to the next player in line.

The next player repeats the process, throwing the boomerang towards the target area, retrieving it, and returning to pass it to the next player.

This continues until all players on a team have completed the race. The team that finishes first is the winner.

### 4. Mummy Wrap

Divide players into teams. Each team has toilet paper rolls.

The first player on each team is the "mummy" and the other teammates are the "wrappers." On "Go," the wrappers mummy-wrap their teammate completely with toilet paper (leaving space to breathe!).

Then, the wrapped mummy hobbles to the other end and turn back to where his or her teammate are, unwraps, tags the next teammate, and the wrapping continues. First team finished wins!

### 5. Three-Legged Balloon Stomp

This hilarious twist on Balloon Stomp combines teamwork, coordination, and a bit of hopping fun.

Divide the players into teams of two. Have each teammate stand side-by-side. Tie their ankles together securely with a scarf or bandana (make sure it's not too tight!).

Next tie a short piece of string or yarn to each player's "outside" leg. Then, securely tie an inflated balloon to the other end of the string.



Pairs stand scattered around the playing area, making sure they have enough space to move around freely.

On "Go," the hopping mayhem begins! Teams must try to stomp on each other's balloons with their free feet while protecting their own balloon. No pushing, shoving, or grabbing is allowed!

If a team's both balloons get popped by another player, they are out of the game. The game continues until there's only one team left with at least one un-popped balloon.

## 6. Wet Sponge Dodgeball

Divide the players into two equal teams as in the regular dodge ball game. Place a bucket of water on opposite ends of the playing area. Before the game starts, have each team dunk their two sponges in their water bucket.

Players stand behind their designated team's water bucket, holding their wet sponges.

On "Go," the game begins! Players can throw their sponges at opponents from the opposing team, aiming to hit them. Getting hit with a sponge is not out!

Players who get hit with a sponge can immediately run back to their team's water bucket and wait until a sponge is made available by their teammates. They then can dunk the sponge, and re-enter the game. This keeps the action moving and everyone involved.

The game continues until all players on one team have been hit with sponges and are unable to re-enter the game due to dry sponges. The remaining team with at least one player still standing is the champion!

## 7. Blindfolded Tug-of-War

This game takes the classic tug-of-war and injects a twist of communication and collaboration. Here, teamwork goes beyond just pulling.

Divide the players into two teams. In each team, half of the players will be blindfolded.

Lay the rope flat on the ground with the center marker clearly visible.

Each team stands on opposite sides where the rope ends. The seeing players stand behind the blindfolded players.

On "Go," the seeing players can shout instructions to their blindfolded teammates ("Walk straight", "Turn slightly right or left", "Grab the rope now", "Pull hard!"). The game continues until one team successfully pulls the center marker across their designated line. That team wins the round!

For multiple rounds, consider switching roles within each team. This allows everyone to experience both the pulling and guiding aspects of the game.



## 8. Balloon Bop

Blow up balloons and have a dance stretch with a twist! Play upbeat music. Tell your guests that they have to keep the balloons from touching the floor while they are dancing.

They can't touch the balloons with their hands, but they can use other body parts to keep them in the air while dancing.

For smaller spaces, have players dance with a balloon between their knees or ankles.

## 9. Silent Human Knot

This twist on the classic Human Knot game adds a layer of difficulty and it can be used to calm down your hyped-up guests before they eat or prior to cake-cutting for example.

Instruct everyone to stand shoulder-to-shoulder in a circle. Ask them to cross both hands and grab the hand of both other players standing the the left and to the right. A tangled human knot should be formed.

Remind everyone about the silent rule - no talking allowed! Now, the challenge begins. The goal is to work together using only body language and hand signals to untangle the knot and form a circle again, all while still holding hands.

Players can move around the circle, raise or lower their arms, and point or nudge each other to convey directions. Keep reminding them to work together silently until the knot is untangled.

Once everyone is facing each other in a circle with their hands still connected, they've successfully untangled the silent human knot!

## 10. Story Starters

This classic game is a fun way to get kids (or adults!) using their creativity and building collaborative storytelling skills.

Come up with a variety of interesting story starters. Mix up the genres, settings, and characters to spark different storytelling directions.

Examples:

- Fantasy: "A hidden door in the attic revealed a secret passage leading to..."
- Mystery: "A mysterious package arrived on their doorstep, addressed to..."
- Sci-Fi: "Waking up on a strange spaceship with no memory, they discovered..."
- Humor: "The talking hamster announced, 'It's time to take over the world!'"



Fold each slip of paper with the prompt written inside. Place all the folded slips in a bowl or hat for easy retrieval.

Have everyone sit in a circle. The first player picks a slip of paper from the bowl or hat and unfolds it to reveal the story starter.

Set a timer for one minute (or adjust the time based on age and desired story length). The player with the prompt starts the story based on the given beginning. Encourage them to describe the scene, introduce characters, and create a conflict or problem. When the timer goes off, the story doesn't end there! The next player in the circle picks up a new story starter or continues the previous story in a new direction. Let their imagination take flight and add their own twist to the narrative.

Continue playing for as long as everyone enjoys it. The story can take unexpected turns as each player adds their unique contribution. If the story seems to naturally reach a conclusion, you can end the game there. Alternatively, you can set a time limit for the entire story (e.g., 10 minutes) and see where everyone's collaboration leads.

## **11. Feel the Mystery**

Cut a hole in the side of the box, big enough for a hand to fit through comfortably. Collect a variety of interesting objects with different textures, shapes, and sizes. Aim for a good mix of familiar and unfamiliar items to keep the guessing challenging.

Here are some ideas:

- Smooth: Marble, spoon, key
- Bumpy: Tennis ball, pine cone, hairbrush
- Rough: Sandpaper, toy car, seashell
- Soft: Sponge, stuffed animal, ball of yarn
- Hard: Plastic cup, book, apple

Place all the objects inside the box. One by one, guests reach their hand inside the box, without looking, and feel an object for a few seconds. Based on the texture, shape, and size, they try to guess what the object is. Encourage them to describe what they feel to help them guess.

If the player guesses the object correctly, they win a small prize (optional) and get to choose another player to take a turn. The game continues until all the objects in the box have been guessed correctly.

