

Circle Games

by

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Auto Trip (circle/passive)

Players sit in a circle and are assigned the names of auto parts. (ie. hood, wheel, door, etc.) The storyteller tells a story of an auto trip. As the player tells the story, the parts mentioned get up and follow him/her. When the storyteller yells "Blowout" each player scramblers for a seat. The one left out becomes the next storyteller.

Beat the Bunny (circle/passive)

Equipment: Two balls of different size. The bunny (small ball) is started first and is passed from child to child around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. Note. The farmer and the bunny can change directions if needed.

Bumpety Bump Bump Bump(circle/active)

All players stand in a circle with someone in the centre. The person in the centre will choose someone in the circle to point at and will say, "Right, Bumpety Bump Bump Bump" or "Left, Bumpety Bump Bump Bump." The person who is pointed at has to say the name of the person to their right or left (depending upon what is asked by the person in the centre) before the phrase is finished. If they fail to do this, they are out. The centre person is trying to eliminate all players.

Buzz (circle/passive/backpocket)

The players start counting substituting buzz for the number seven and multiples of seven. If a player makes a mistake he must drop out or the whole group must start again. (can be done with a clap of the hands instead of the buzz)

Cat and Mouse (active/circle)

The players should stand in a circle. Two people are chosen, one to be the cat and the other to be the mouse. The object of the game is for the mouse to catch the cat on the inside of the circle. This can be achieved because when the mouse runs in between two people, they will join hands and the cat can not pass through. This game can be repeated with a new cat and mouse.

Catch Don't Catch (circle/active)

This is similar to "flinch". The players should be standing in a circle with their arms crossed. The person in the centre will throw the ball to someone in the circle. They will either say, "Catch" or "Don't Catch". If they say "Catch", the player should not catch the ball and cannot flinch (move their arms). If they say "Don't Catch", the player should catch the ball. If a player does the wrong thing or misses the ball, they are out.

Circle Run (circle/active)

The players should start sitting in a circle numbered 1-4 (this can be adjusted depending upon the size of the group). The game leader will call out a number and all players with that number will stand up and run clockwise around the circle. After one warm-up lap, the race begins. A runner is out if another runner passes them on the outside. The run continues until one person is left. The leader then continues to call numbers. A winners round might be a good way to end the game.

Circle Stride Ball (circle/moderate)

Equipment: Volley ball.

A circle is formed, feet apart and touching neighbours. The player inside the circle with the ball tries to throw the ball out the circle between the players legs. Players try to stop it by using their hands. If the ball goes through, then that person goes in the centre.

Dice Count (circle/moderate)

Equipment: 1 die, a pair of oven mitts, a chocolate bar or other wrapped up treat, and a hat.

A chocolate bar is wrapped up in 5-6 layers of paper and placed in front of one of the players who are sitting in a circle. The person directly to the left of the person who has the chocolate bar starts rolling the die while the person with the chocolate bar starts to put on the hat and oven mitts. Once the oven mitts and hat are on the player starts to unwrap the chocolate bar. The unwrapping continues until the roller rolls a 6. When that happens, everything is passed to the left, and a new person starts to roll the die, and the old roller starts to put on the mitts and hat. The game continues until the chocolate bar is eaten.

Dodge Ball (active/circle)

Divide the group evenly into two teams. Team A forms a circle around team B. Team A is given a large rubber ball. At signal team A players throw ball at team B, attempting to hit them below the waist. Team B players may avoid being hit by moving or running aside or ducking. A player must leave the circle when hit OR a player who is hit may join team A. Leader may time the eliminating process to determine which team eliminated its opponents fastest

Donkey Dodgeball (circle/active)

Equipment: ball. This game is played with the same objectives as in all dodgeball games. In this game a circle is formed and 4 people are chosen to go into the middle. The 4 people hold on to each other at the waist, forming a chain. The front and middle protect the back of the donkey by using their bodies as a block. The players who form the circle try to hit the back end of the donkey, below the waist with the ball. If someone does hit the last person of the donkey, then the thrower will join the front of the donkey and the person who was hit, joins the circle.

Duck Duck Goose or Drip Drip Drop (active/circle)

The children form a small circle and all sit down. One person is it and he walks around the outside of the circle, touching the other children's heads saying "duck, duck, duck," and when he comes to the person whom he wants to chase him, he calls "goose". The goose chases "it" around the circle and the one who reaches the space first sits down and the other one is it.

Drop the Handkerchief (active/circle)

The players form a circle. One player is chosen to be IT. He walks around outside the circle with a handkerchief in his hand. He drops it quietly behind one player and keeps walking trying to get around the circle before the player discovers the handkerchief. If IT gets all the way around the player becomes a dead fish and stands in the middle of the circle. If the player discovers it he chases IT and catches him, they are not IT. If he doesn't catch IT, he becomes IT. A dead fish can rescue himself in two ways. He may snatch the handkerchief from behind some other player before that player sees it, or a player behind whom the handkerchief has been dropped may toss it into the circle behind a dead fish. The dead fish then picks up the handkerchief and chases IT.

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Electricity (circle/passive)

The group sits in a circle holding hands while someone sits in the center. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbour. The person in the middle tries to figure out where the current is. If successful, he exchanges places with the immediate sender of the charge.

Elephant ball (moderate/circle)

All the players are in a circle with their legs spread apart and their feet touching the next person's feet. The ball must be punched around the circle until it goes through someone's legs. That person is then out. This continues until there is one person left, who would be the winner.

Elephant, Giraffe, Palm Tree (active/circle)

Form a circle with one person in the middle. The middle person will point to an individual and the person pointed to along with the persons on each side will have to form what was called out. ELEPHANT- Middle person (one pointed to) will form an elephant trunk by putting arms straight in front of you crossed at the wrists. Persons on each side will form the ears of the elephant by bending toward middle person, cupping around the mouth with hands as if whispering to the middle person. GIRAFFE- Person pointed to raise arms above head, arms extended fingers closed. Side people will grab middle ones waist bending over. PALM TREE- Middle person raise arms above head in "Y" formation, fingers open. Side people do the same but lean toward outside, away from the middle person. The object of the game is to try to keep changing all the time. The game has to be played quickly. As soon as an object is formed, the person in the middle of the circle has to point to someone else.

Escape From the Monsters (circle/active)

Equipment: bean bags, blindfolds, ropes and keys. Four monsters are chosen and they are blindfolded and sat in the middle of a circle that is formed by the rest of the players. In front of these Monsters sits their treasure(keys). They have bean bags for ammunition. The leaders chose one person to go through the circle and get the treasure. This person gets 3 monster de-activators.(ropes tied into a circle) These will de-activate the monster if it is put over their head. The monster can stop trespasser by hitting them with a bean bag. The players in the circle can help the monsters by telling them where the trespasser is.

Flinch (circle/active)

Equipment: ball. The players stand in a circle with their arms crossed. One person should be in the centre. The person in the centre is trying to get everyone in the centre out. The person in the centre will throw the ball at the people in the circle. If they miss the ball, they are out. The person in the centre can also pretend to throw the ball. If the people in the circle "flinch" (move their arms from the crossed position), they are out.

Flying Dutchman (circle/active)

The players stand in a circle with their hands joined. The player who is it runs around the outside of the circle and slaps any two joining hands, the owners of which become flying Dutchmen. They run in opposite directions around the outside of the circle . The player who was it steps into the circle. The last player back to the place in the circle is it.

Fruitbowl (circle/ passive)

You have a minimum of 5 players one person sits in the middle of a circle then each person picks a fruit name(short ones work best, Kiwi, pear, etc.) You then pick one person to start the game(excluding the middle player) s/he then calls their fruit name and someone else's, the person in the middle then tries to tag the second person before they call out their fruits name and someone else's. For example if I was Kiwi and it was my turn I might say "Kiwi fruit; Grape" - the person who was Grape would need to say "Grape; ---" Before the middle person tagged that Grape person. You go like that until someone on the outside gets tagged by the middle person, then they switch places. You do this until you get bored of it.

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Fruits and Vegetables (active/circle)

Divide the children into two large groups. One group will take the names of vegetables, the other fruit. In each large group, two or three children take the same name of a fruit or vegetable. The children mix themselves up and form a seated circle. It, the leader to start, sits in the centre. It calls out "Peas and apples change places". While they are doing so, it tries to get to one of the vacant seats. If he succeeds the ousted one becomes it.

Gates, Bridges and Tunnels (active/circle)

Equipment: Rubber chicken. Players get into groups of three and form a circle so that they are standing beside the people in their group. One person is the gate person, one is the bridge person and one person is the tunnel person. The leader should be standing in the middle holding the rubber chicken. When Gates is called, the gate people leave their spot in the circle and run around the outside of the circle. The two people from the group then form a gate by putting their arms together. When the gate person gets all the way around they then run through their gate into the middle of the circle and try to grab the rubber chicken. The same thing happens for the tunnel and the bridge people except their partners form tunnels and bridges. The first person to grab the rubber chicken is the winner. Be careful with safety on this game.

Hand Wave (circle/moderate)

Everyone starts in a circle, on their stomachs with their heads towards the centre and their arms forward (or sitting at a large table). The players should have their right hand over their neighbour to the right hand and their left hand under the hand of their neighbour to the left. Arms should cross at the wrist. The object of the game is to pass the slap. The person who starts slaps the ground and the next hand slaps (not the next person). Once you have the hang of it, add the option of a double slap. This skips the next hand. When a hand is turned on it's side, start slapping the opposite way. (You can place elimination with this game)

Hot Potato (circle/passive)

Equipment: Ball or something to pass. The potato is passed from person to person until the leader gives a signal. The person left holding the potato is eliminated. Great quick game to get people motivated again after lunch.

How do you Do? (active/circle)

Players form a circle. The hostess walks around the outside of the circle and taps one player on the shoulder. She shakes her hand and asks: "How do you do?" the reply is: "Very well thank you". Repeat three times. On the third "Very well thank you" hostess and player leave in opposite directions. The player who is last to reach an available space becomes the hostess.

How do you Feel? (circle/passive)

Fill a few bags with a varying of items. (ie. chunk of bread, a piece of soap, a candle, a stick of gum, a sock, tissues, wet paper....). Be sure to have things that are difficult to distinguish. Then, sit the group in a circle. Give the bags out and ask the person to pick out an object without looking in the bag. If they pick out the wrong objects they must put it back. Then the bags are passed on to let someone else have a turn. Can be carried out with the use of blindfolds, (great for sensory awareness before a senses trail).

How many Thumbs??? (circle/passive)

Group should be divided so that they are in small groups of about five or six people. The smaller groups lie on their stomachs and put their hands in the middle of the circle with fists closed. On the count of three, everyone either sticks one thumb up or two or none, while at the same time they are saying a number. The object of the game is to predict how many thumbs are up! The winner, if any, gets a point.

Human Pinball (circle)

Equipment: Ball

All players except one stand in a circle, facing inwards. Spread your legs as wide as comfortable until your feet are touching your neighbours on either side. Everyone bend down and swing your arms between your legs. (flippers) The one person left over enters the circle as the moveable target. The flippers try to hit him by knocking a ball back and forth across the circle. If the target is hit, the person who hit him goes in the circle and becomes the new target. You can add more balls to make it quicker.

Indy 500 (circle/active)

The group should be sitting in a circle and numbered 1-4. Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's... etc) The game leader calls a car name and those cars have to get up and run around the circle. The first person back to their spot wins. There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are; FLAT TIRE (Hop around on one foot), RUN OUT OF GAS (Crab Walk), TURBO BOOST (run around), NO MUFFLER (noisy!)...etc.

Jamaquack (active/circle)

Jamaquacks are rare birds from Australia. Being from down under, they always stand bent over, with their hands grasping their calves or ankles and shuffle along backward. They are nocturnal by preference, and when they are out in daylight, they always try to wander off somewhere, only a third of the players can be jamaquacks at a time. The rest must form a jamaquack pen by holding hands in a circle facing the center. Two players create a hole in the pen by dropping their hands. The jamaquacks gather in the middle of the pen, heads together and begin quacking and moving backward with their eyes closed, trying to find the way out. While the birds are trying to escape, those forming the circle do their best to jam the quacks back inside the pen by GENTLY knee-bumping them. Once outside the circle the jamaquacks can finally stand upright and open their eyes but they should keep quacking to let their species mated locate the hole.

Juggling (Group) (cooperative/circle/moderate)

A great name game. Players stand in a circle, hands in the air. The leader calls a person name and throws the ball to a player on the other side of the circle and puts their hand up. The second player calls someone else's name and throws the ball to a third and puts their hand up and so on. (The reason to put your hand up for the first couple of goes is so that the group can see who has not received the ball). The last player to catch the ball throws it back to the leader and the game starts over again only faster. A 2nd, 3rd, and 4th ball is added. Timed runs are great as well as starting it into a problem solver by letting the group change shapes to get the best timed run. Be Creative it's great.

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Kick it Up (cooperative/circle)

Equipment: a beach ball
Players start in a circle with their feet towards the middle. A ball is put in the center and the players have to keep the ball up in the air with their feet. If the ball is dropped, it is a point against themselves.

Kitty Wanna Cracker (circle/moderate)

Campers sit in a circle with one person in the middle of the circle. The person in the middle goes up to different people and says "Kitty Wanna Cracker?". The players in the circle say "No, thank you". While this is going on, the people who the kitty has her/his back to try to catch each other's eye and change places. The kitty tries to steal the empty spots. If you are left without a spot then you become the kitty.

Knights, Horses and Cavaliers (active/circle)

This game is similar to musical chairs in that when the rhythm stops an action must be performed. In this game 2 equal circles are formed, with one inside the other. The people of the inside circle will pair up with someone on the outside circle and remain with that partner for the rest of the game. The inside circle will walk clockwise clapping their hands and the outside circle, also clapping, will walk in the opposite direction. When the leader calls out Horses, the individuals stop clapping and run to find their partner. Once together, one partner will go on all fours, like a horse, and the other partner will straddle their back. The last partner group to form that position will be asked to act out a simple situation of their choice that makes use of a rider and a horse. Once this game continues in the same fashion as before. If Knights is called, one partner will sit on the other partner's knee. The partner therefore has one knee up to be sat on and the other on the ground for support. If Cavaliers is called, then one of the partners will lift their partner up into their arms. However, one leg lifted by their partner is allowed.

Knights of the Round Table (active/circle)

Equipment: hoola hoop and sword/boffer.

The players should be in a circle with one knight in the center with the sword. The knight tries to touch a person in the circle with the sword, run to the middle, put the sword on the table (hoola hoop) and get to their spot in the circle without being touched by the sword. The person touched has to chase the knight, get the sword from the table and touch them with it before they get to the spot or they are the new knight. If for some reason the sword does not land on the table, the rest of the players must yell, "THE SWORD IS NOT ON THE TABLE!" This means the play is cancelled and the knight must try again.

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Knots (moderate/circle/cooperative)

Groups of eight stand in a circle facing into the center. Shake hands with person directly across from you, then join left hands with a different person in the group. Must untangle the human knot without letting go of hands.

Lap Sit (cooperative/circle)

Form a circle, shoulders close to people beside you. Everyone turn 90 degrees to the left. Put hands on person's hips. Everyone sits down on knees of person behind them. Try to sit, stand up, turn around and sit down again. Then try to walk while in lap sit.

Leader (circle)

The participants all sit in a large circle. A person is picked to be it. He leaves the room or sits with his back to the circle. The group then decides on a leader who is to start a motion in which all the children copy. The motion can be anything at all, and the person who is it, comes in to find the leader of the motion. The leader changes the motion from time to time and the person who is it has three guesses to determine who the leader is. If 'it' guesses correctly then the leader becomes 'it'. If 'it' does not guess correctly a new game is started by choosing a new 'it'.

Lions and Tigers (circle/passive)

Players sit in a circle. Two children on the opposite sides of the circle, hold small objects, (stone, ball etc.). One is called a lion, and the other a tiger. On a signal the players pass the objects to the right as quickly as they can. The fun is in trying to get one animal to overtake the other.

Match my Feet (circle/moderate)

Form a circle of players. You stand in the middle. Start the group off with a slow clapping rhythm, such as 2 slow claps followed by 3 quick claps. Repeat this over and over. Walk around the inside of the circle to the clapping rhythm and stop in front of someone. Do a simple step with your feet in time to the beat. The person you're standing in front of must try to repeat your step. If he doesn't, move around the circle and stop in front of someone else. If he does, you take his place in the circle, and he becomes the leader. He may change the rhythm and try to "outstep" another player.

Missing Child (passive)

One player stands blindfolded in the centre of the room. Have the other children stand in a circle or a line. Have the children switch places in the circle and take one person out of the room. Then un-blindfold the child in the centre, and give him one minute to name the missing player. Let the person who was removed now be blindfolded.

Mouse Trap (circle/active)

The group needs to be split into 2 groups. One group is the trap and the other are mice. The trap stands in a circle holding hands in the air. The leader should not be facing the group. The mice have to run through the trap. When the leader yells, "MOUSE TRAP", the trap lowers their arms. Whoever is inside the trap at this point is caught and becomes a part of the trap. The last mouse left is the winner. At this point the 2 groups should switch roles.

Murder Wink (circle/passive)

Killer winks at his victim. The victim waits 5 seconds and then falls. The victim chooses his own way of falling. If a player thinks he can identify the killer, he points and says "I accuse you". If he is wrong, both players are dead.

Name Train (moderate/circle/icebreaker)

The players form one circle. The leader begins to meet people by shuffling like a train across the circle, stopping when he or she comes face to face with a player. The leader will say to the player for example, "Hi, my name is Al". The person facing the leader returns with, "Hi Al, my name is John." The leader raises one arm and then the other saying "John,...John,...John, John, John, John, John." The leader turns and John now holds on to the back of Al and both shuffle out across the circle. Keep repeating until everyone has joined the circle.

Magic Sticks (circle / passive/campfire)

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.

Peaches (circle / passive/campfire)

The leader begins by saying, "repeat after me". Then the leader clears their throat and says: "peaches, peaches very fine peaches, the very best peaches in town." The leader tries to get the campers to repeat. The poem is not correct until the throat is cleared.

Phantom (circle / passive/campfire)

The leader begins by walking around a circle of campers saying "The phantom walks and walks and walks and walks..... The leader then stops behind a camper and says "Where's the Phantom?" The campers will guess whoever the leader is standing behind. This is the incorrect guess. Tell the campers who the Phantom really is. Repeat the above process. The correct location of the Phantom is behind the camper who speaks first. Keep the trick a secret. If the campers figure out, don't tell or change the secret.

Silly Sally (passive/campfire)

Have the campers in a circle. The leader explains that Silly Sally has a really cool club. The only way that the campers can join is if they can figure out what Sally likes and doesn't like. Sally only likes things that have double letters in them. Sally likes soccer but she doesn't like golf. Sally likes bananas but she doesn't like beans. etc

Numbers Change (moderate/circle)

The players are numbered 1,2,3,4 etc. The leader calls out two numbers. These players must change seats quickly, while the leader tries to secure a seat. He continues until he succeeds. The one left out becomes the leader. Be careful with this game and chairs, you may wish to use standing positions marked with objects.

Ooh-Ahh (circle/passive)

Start with everyone in a circle holding hands. Now one of you gives a quick squeeze to the hand of the person on the right. This gets passed along to the next person and around the circle. Once the squeeze is being passed smoothly, speed up and add sound. Say "Ooh" while going to the right and "Aah" when going to the left. A player gets zapped when they squeeze the wrong hand. Both sounds can travel in opposite directions and you can play tag.

Pina (circle/passive)

Everyone is in a circle. One person takes a deep breath and begins walking around the circle tapping everyone on the head and saying "Pina." The idea is to get back to your place before taking another breath. Your success in this game will depend as much on the size of the circle as it does on the size of your lungs.

Pip, Squeek and Wilbur (active/circle)

Equipment: small bean bags

Arrange the children in groups of three. One person in each group is Pip, one Wilbur, and one Squeek. These groups are arranged in one big circle. The leader calls out one of the three names; this person runs around the outside of this big circle until he gets back to his group. Then he runs under the arch that the other two have made and into the centre of the circle and tries to grab one of the bean bags in the middle and return to his group. There should be two less bean bags than there is groups. If the runner gets a bean bag, his group scores a point. The group with the most points at the end of the game wins. Be careful with safety on this one.

Poison (moderate/circle)

A soft object (eg.soccer ball or Frisbee) on the ground. Five or more players join hands, forming a circle around the pot. One player is the leader. The leader tries to push or pull the other players so that one of them knocks his foot against the pot. As soon as any player touches the pot, he is 'poison' and all the other players run away from him. The player who is poison chases them until he catches someone. Then that player becomes the leader. And another game is started.

Poor Kitty (circle/passive)

The children are arranged in a circle, sitting down. One child is chosen as the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor Poor kitty". If the child laughs, then he must become the kitty and try to make others laugh.

Quaker Meeting (circle/passive)

Nobody can keep a straight face in this game! Players sit in a circle, fairly close together. The leader solemnly taps the knee of the person to his right, and each player in turn does the same. When that action gets back around to the leader, he then taps the cheek of the player to his right. And so on, with the nose, ear, eye, mouth, or until a player dissolves into laughter.

Rainmakers (circle/passive/coop)

All of the participants need to sit in a circle. This activity will create a rain storm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet. Then reverse the whole process. This will sound like a rain storm starting and then slowing down again.

Rattlers (active/cooperative/circle)

Everyone forms a circle around two players. They are both blindfolded and given a rattle. One is trying to tag the other. The rattlers enter the snake pit, and the game begins. To get a fix on each others positions, either rattler may shake his rattle at anytime and the other must immediately respond by shaking hers. However, the pursuer is allowed to initiate only 5 shakes to locate his quarry while the pursued can rattle away as much as she dares. The rest of the people in the circle move around, changing the size and shape of the snake pit. Once the person has got the snake or the person has used 5 shakes, switch snakes. Be careful remember people are blindfolded and can't see were they are going.

Romeo and Juliet (active/circle)

First, everyone chooses a partner. One member goes to an inside circle and the other stands beside that person on the outside circle. The circles rotate in opposite directions. The leader yells out either "Romeo and Juliet", "Wheelbarrow" or "Siamese Twins". The last couple to perform the action is out. The game continues until there is one remaining couple. The partners remain with the same partner throughout the entire game.

Romeo and Juliet - One partner sits on the other's knee
Wheelbarrow - One holds the other's legs upright
Siamese Twins - Back to Back and
Bent over, hands held between their legs.

Roundabout (active/circle)

Players stand in a circle facing each other front to back. When the leader says "Go" everyone begins running around the circle. Always passing on the outside, each player tries to pass the person ahead. Players try and tag players as they pass. Tagged players are out. When the leader calls "Switch", the players must reverse direction. This turns the tables on the fast runner who is just about to overtake another player.

Rutabaga Rutabaga! (circle/passive)

Each player is given the name of a vegetable. The main rule of this game is that you are not allowed to show your teeth at all. Your gums must always be covering them. You then must say the name of your vegetable and the name of another person's vegetable. That person then must say the same thing. If you make a mistake or show your teeth in any way at all then you are out.

Smaug's Jewels (passive/circle)

One person is chosen as Smaug standing guard over their jewels (a beanbag, handkerchief etc). Everyone else forms a circle around him and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.

Shoe Twister (cooperative/circle/moderate)

Everyone takes off one shoe and puts it in the centre of the circle. Everyone joins hands. On "Go", everyone gets a shoe from centre and finds the person who owns it, and puts it back on that person without letting go of hands of people beside them.

Shoe Wrestling (active/circle)

The players should be sitting in a circle. The leader should choose 2 players to shoe wrestle. These players should be of similar age and size. The object of the game is to take off the shoes of your opponent. The first one to do so is the winner. Players should stay on the ground, NO STANDING. Be careful!

Sounds Good To Me (passive/circle)

The person who is "it" sits in the middle of the circle and is blindfolded. When the leader points to someone in the circle, that person makes a noise. If "it" guesses right, the person who made the noise is now it. *Keep all noises different*

Swat (active/circle)

Equipment: frisbee, sword/boffer.

Players form a circle. In the centre of the circle a sword is placed on top of a frisbee. Player A grabs the sword and swats a player from the circle. "A" replaces the sword on top of the frisbee. "B" runs behind "A" to pick up the sword after it has been placed upon the frisbee. He tries to hit "A" before he goes back to his own place in the circle. If he doesn't make it he (B) becomes the new "hitter".

Touch Blue (cooperative/circle)

The game begins with everyone in a circle. The leader will call out, "Touch Blue" and everyone must touch something that is blue. (someone's shorts, piece of a shirt) Colours can be added on and different body parts can be specified.

Viking (circle/passive)

All of the players sit in a circle. One person starts as the Viking by putting their fingers at their side of their head like horns on their hat. This Viking passes the role of being a Viking by pointing their horns at someone. If you are pointed at, you become a Viking (horns and all) and the person on the right has to start paddling to the right and the person on the left has to start paddling on the left. The last person of the threesome to assume their position is out. The rest of the players slap their legs during the game in a constant rhythm.

Will You Buy My Donkey? (circle/passive)

The players should be sitting in a circle. One donkey and one donkey seller should be in the centre of the circle. The donkey seller will try to sell their donkey to those in the circle. The donkey seller will choose one person and ask them, "Will you buy my donkey?" The players in the circle have to answer "no thank you" with a straight face. Then the seller will say, "My donkey can do cool things like..." The donkey has to try and do the things that it's seller says it can do. (ex. tap dance, do a somersault, sing a song...etc.) The players in the circle have to say "no thank you" without laughing. If the person laughs, they become the donkey, the donkey becomes the seller and the seller gets to join the circle.

Ying Yang Yoo (passive)

This game should only be played by older participants. Each word has a separate action. Ying: hand on top of head, pointing in one (either left or right) direction. Yang: hand under chin pointing in one direction. Yoo: Regular pointing action. These three words may only be spoken in the correct order, it always must be Ying Yang Yoo. The first person starts and says Ying, doing the motion. If they point to the left then the person to the left must respond Yang, also doing the motion. The person that was pointed at by Yang must say Yoo and point to anyone in the circle. That person then starts again by saying Ying.