

# Cooperative Games

by

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## All on One Side (cooperative)

Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

## The Ambush Game (cooperative)

The group splits up into two sub-groups which we will call A and B. Group A leaves 5 to 10 minutes before group B and must leave clues behind (footprints, marks, arrows, codes, pieces of paper, etc...). They must then camouflage and set up an ambush for group B. Group B leaves and follows the footprints and clues left by group A and tries to discover the ambush site. During the ambush the groups face each other in mock combat (stealing of scarves, indian wrestling, etc...). The meeting of the two groups could also result in the yelling of, "AMBUSH" and a race back to home base again.

## Backlash (cooperative/active)

Equipment: 4 round balloons Divide the group into two teams, then divide each team into pairs. This is a relay race, and the racecourse can extend across a large field or around a building. Mark a start and finish line. Teams of pairs space themselves equally from one end of the racecourse to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says "Go", the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.

## Barnyard (cooperative/active)

Each child is given the name of an animal with three children having the same name. No one is allowed to tell another which animal he is. At the signal each child makes the noise of the animal that he has been given. The first group of three animals to find each other and sit down are the winners.

## Basket-Soccer Ball (active/cooperative)

Equipment: Soccer balls - Two teams are needed. The object of the game is to get both teams up and down the court as many times as possible in 15 minutes. Eg. Team 'A' and Team 'B' when at one end of the court, work together to pass the ball around pylons, then kick or lift the ball up into the hands of one of the team members, who then shoots at the basket. If the ball goes in, they can then go to the other end of the court and shoot for that hoop. Note: Only Team "A" can shoot at "A" basket and "B" shoots at "B" basket.

## Blanket Stand / All-a-Aboard Tarp (cooperative)

Equipment: Blanket. Spread out blanket; whole group must get on it so that no appendages are touching the ground off the blanket. If the group completes the stand, have them get off and fold blanket in half. Repeat the above process for as long as possible.

## Blanket Toss (active/cooperative)

Equipment: Blankets and tennis balls. All players should be standing around the blankets holding an edge. The leader of the game will launch (by catapult or throwing) tennis balls into the air. The object of the game is to catch the tennis balls in the blanket. Can be played with water balloons, but it does get very messy to pick up the broken ones.



## Body Surfing (cooperative)

All the players lie face down, side by side, spaced about a body's width apart to form a long human breaker. A player kneels at one end of the line of bodies and launches himself onto the surface, belly down with his/her arms outstretched. The wave action now begins. Those at the beginning of the line start rolling over continuously in the same direction. As the surfer moves onto new players, they roll as well. When the surfer reaches the beach at the other end of the line he lies down and becomes part of the wave and the person at the head of the line gets to try her surfing skills.

## Bump and Scoot (active/cooperative)

Equipment: Volleyball net, ball. Using a volleyball net, have the girls on one side and the boys on the other. Whenever a boy or girl hits the ball over the net, they "scoot" to the other side. The idea of the game is to completely switch the teams to the other side, but they all must work together to succeed.

## Catching the Dragon's Tail (active/cooperative)

A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of him. The first in the row is the dragon's head. The last in the row is the dragon's tail. Someone in the group counts "One, two, three, go!" On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken. If the head succeeds in touching the tail, they may continue to be the head. If the body breaks before he catches the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.

## Collective-Score Blanket/Towel Ball (cooperative)

Equipment: Ball, blanket or towels or both. This game is basically group juggling with blankets and towels. Great game with a small switched on group

## The Electric Fence (cooperative)

**Equipment:** Sturdy 8' pole and a rope

**Object:** To transport a group over an "electrified" wire or fence using only themselves and a conductive beam. **Rules:** If a participant touches the fence (rope) he is "dead" and must attempt the crossing again. Any person touching the individual as he touches the wire must also return for another crossing. If the conductive beam touches the wire all those in contact with that beam are dead and must attempt another crossing. An electric field extends from the wire to the ground and cannot be penetrated. The trees or other supports which hold up the "wire" cannot be safely touched and so cannot be of assistance in the problem.

**Caution:** Be careful not to let the more enthusiastic people literally throw other participants 7'- 8' in the air over the rope.

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## Frozen Beanbag (Help Your Friend) (active/cooperative)

Equipment: bean bags.

Players should be balancing beanbags on their heads. On a signal, players move around the area at their own pace. To change the pace or action, the leader can ask the campers to hop or skip. If the bean bag falls off a camper's head, that child is frozen. Another camper (the friend) must pick up the beanbag and replace it on the first person's head without losing his or her own bean bag. When the game is over, ask the players how many times they helped their friends, or how many times their friends helped them.

## Ha Ha Ha (passive/cooperative)

This is a contagious laughing game. Player #1 lies on their back and places their head on the belly of player #2 (at right angles to player #1). Player #3 then places their head on the belly of player #2, and so on. **Players should end up lying in a zig zag formation.** Now the first person shouts "ha!" and the next person answers with "ha ha!".... etc. Soon everyone loses control and starts laughing hysterically. Once someone laughs they need to start again.



## Human Tramp (cooperative)

Two parallel lines are formed and told to face each other. Each person joins hands with those of the person opposite them. One person dives onto the arms of the two rows, and is passed down the line by being thrown up in the air. It's a good idea to have a safety spotter at the opposite end of the line. Remove watches and bracelets.

## 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.

## 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.

## 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.

## Lip and Card Relay (cooperative/active)

Equipment: Card The group is divided into 2 lines, boy-girl-boy-girl if possible. A card is then given to the first person in the line. He puts the card between his lip and his nose and passes it down the line. The first line to pass the card down first wins.

## Machines (cooperative/drama)

Groups of 6-10 must create a moving machine by miming it all together, (each person is a part of the machine). Others must try to guess what the machine is. No talking or noises are allowed.

## Minefield with people(active/cooperative)

Split the group into 3 (not each of them). One group will be the mines. They will be stationary in the playing area. One group will be the rowers trying to get across the playing field. The trick is, they will have their eyes closed. The third group will be the assistants. They will be located on the other side of the playing field and will direct the rowers safely across. If a rower bumps into a mine, they blow up. The groups should rotate so everyone gets to be everything.



## Order out of Chaos (cooperative)

The group is blindfolded. Each member is assigned a number. Once the members are distributed in a defined area, the members must line up in a proper numerical order without verbal communication. Another task would be to assign each member the name of an animal. Nonverbally, the members arrange themselves in order of size, from largest to smallest.

## Pompadour (cooperative/icebreaker)

Equipment: Name tags

Players must find another player with at least four letters in their name that are the same. Join hands. Idea is for the entire group to be joined at the end of the game.

## Punctured Drum (cooperative)

Equipment: bucket/drum with holes, water, pot

Object: The group must attempt to fill the drum to overflowing.

Rules: Only portions of the participants' anatomies may be used to plug holes. Considerations: The number of holes must necessarily vary with the size of the group. Puncture 120 holes (large nail size) in the bucket/drum which duplicates the number of fingers in a 12 man group.

### 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.

## 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.

## Skin the Snake (cooperative)

The group is in a straight line. Each player puts their right hand forward as if they were shaking a person's hand. Put left hand through own legs behind to shake hands with person behind you. Last person in the line lies down, everyone else backs up to be able to lie down also. When whole group is lying down, first person stands up, and walks forward over all the other people until "Snake" has skinned itself.

## Tent Building (cooperative)

Equipment: tents, blindfolds

Object: To erect a tent within a given time period to house all members of the group.

Rules: All members but two are blindfolded. Seeing people may not move, nor may they call people by their proper names. Considerations: Tent must be large enough to house all members of the group. Different types of tents within the same bag makes for added confusion and laughs. Setting: "A new type of bomb has been dropped blinding all the people in the world except for 2 - you and you - unfortunately these 2 people are paralyzed. You can all regain your sight and movement by getting into these super special tents within a short time. Once inside don't touch the walls! Time is short and of essence! Go!!

## Thrill of a Lifetime (cooperative/passive)

This is a fantasy game that makes the whole group work together to achieve a common goal. Each person is asked to write down their "thrill of a lifetime" on a piece of paper and place it in a bowl or a hat. Draw one or more of these papers (depending on time) and challenge the group to create this "thrill of a lifetime" within a certain time limit. This activity also uses the creative time limit.



## Toeies (cooperative)

Partners lie stretched out on the floor, feet to feet, or big toe to big toe, and try to roll across the floor with their toes touching all the time.

## 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.

## Trust Fall (cooperative)

Group forms tight circle around person who stands straight and stiff as a log. The group gently moves that stiff person around taking care to be gentle. The Purpose is for the individual to gain trust. Once comfortable, the person in the centre closes their eyes. Everyone in the group should try this. The next step is to have 3 people of the same relative size match up. Two people stand behind the other and act as catchers. The 'Faller' is to remain stiff as a log and fall backwards. The catchers first stop the fall after a drop of a foot or so and then straighten the individual up. The faller falls again and the catcher let him fall a little further than before. Continue several times and rotate positions. Be strict on safety calls. "Ready", "Falling", "OK". (for example).