

CHAIR GAMES

I Have, I've Never

Have everyone sit in a circle except one person who stands in the middle. Everyone in the circle has to be sitting in a chair or on an "x" marked on the ground with tape (there has to be only as many designated seats as there are people sitting in the circle so that the person in the middle has no place to sit).

The game begins with the person in the middle saying something that "they have," or "have never" done (ie: "I have two sisters", or "I have never worn a dress.") All the people who can identify with the statement (they "have two sisters" or "haven't worn a dress") must get up and find an empty seat other than the one they just vacated. The person stuck without a seat is now in the middle. This game has no time limit and is a favorite among groups --- kids request this game weekly.

Do You Love Your Neighbor?

You need chairs for this game. Have everyone sit in a circle. There should be one less seat than there are people, and the extra person stands in the middle. The person standing approaches someone who is seated and asks him, "Do you love your neighbor?" The seated person can answer two ways. If he says, "No," then the people seated directly next to him have to switch seats as quickly as possible so that the standing person doesn't get one. If he says, "Yes," he must add a qualifying statement such as, "But I don't like people who have blue eyes." Anyone who matches the description must get up and find a different seat. Whoever is left standing is then the "asker."

Fruit Basket Upset

Have group sit in a circle. You should have one less chair than you do people, so that one student is left standing up. Make sure each seat is clearly marked - use chairs or mark places with tape. Number people off, but instead of saying, "one, two, three, four, five" say "apple, banana, orange, kiwi, peach" or whatever fruit you like. The more people you have, the more groups you may want. The last person is "It" and stands in the center of the circle.

"It" yells out a fruit name. Everyone with that name must exchange seats with someone else with that name. "It" tries to take one of the empty chairs before they are all taken. Whoever is left without a chair is "It".

Rather than yelling a fruit name, "It" may yell "Fruit Basket Upset." Everyone must change seats.

Variation: "It" may yell more than one fruit at a time. This gets more people up and moving.

Psychiatrist

This game is a blast, though it can take a long time. Be prepared to make it your only game for the night!

Have your group sit in a circle with one person, "the psychiatrist", questioning them while standing in the middle (it helps if the person playing the psychiatrist has never played before). They are briefed separately on the rules of the game.

The psychiatrist's goal is to try and diagnose everyone's problem. He should do this by asking questions and analyzing their answers to discover the true nature of their problem. For the sake of his patient's confidentiality and anonymity, he is not allowed to ask them their names. Nor may he ask them what their symptoms are. If they knew what was wrong with them, they wouldn't be coming to him for help! Be sure to let the Psychiatrist know, that the same problem is shared by all the patients, and that the problem is NOT a clinical one (i.e.: schizophrenia, kleptomania etc.)

The patients' goals are to answer questions as truthfully as possible, without revealing the true nature of their problems. Their problem is simple. They believe that they are the person sitting next to them on their left. So when the psychiatrist asks them a question, they must answer as if they were the person on their left. If they answer incorrectly, someone who catches their mistake, must yell "psychiatrist" and then they all must stand up and switch seats with someone else. When this happens they take on the characteristics of the new person they are sitting next to.

To win, the psychiatrist must diagnose that everyone believes that they are the person sitting on their left, and then he must diagnose why they are saying Psychiatrist and switching seats.

Stepping Stones

This exercise is for groups with at least 10 kids. (For larger groups you probably will want to divide into several teams.) Split the group into two teams, both having the same number of kids. Line up two rows of chairs with the same number of kids PLUS ONE EMPTY CHAIR per line. Finally, place a line of tape about 10 feet from the ends of the chairs.

Each kid stands on a chair. When the leader says go, the student on the end by the empty chair picks it up and passes it to the next person. The chair goes all the way to the end of the line of students.

The last student puts it down and then stands on it. Everyone moves down a chair and the process repeats itself.

The first team to cross the tape line wins.

Wink Murder

Get everyone sat in a circle. Choose a "detective" to go out of the room. Amongst everyone remaining choose a "murderer." Call the detective back in and get them to stand in the middle of the circle. The murderer then has to wink at people in the circle, without the detective noticing. When the "victims" are winked at, they have to do an elaborate death, and fall over onto their backs. Once murdered, the student must stay dead for the entire game.

After each murder has occurred, the detective is allowed ONE guess as to who the murderer is. If the detective is wrong three times in a row (in other words, three different murders have taken place), the murderer wins the game. If the detective guesses correctly within the three rounds, the detective wins.

Variation:

Instead of playing games that are based on three rounds, you can simply play until the detective guesses the murderer, or until the murderer murders the whole group.

Honey, If You Love Me You'll Smile

Everyone sits in a circle. One person is "it." He or she must walk over to someone and say, "Honey, if you love me you'll smile." They can make faces and noises, etc., but no touching or tickling.

If the targeted person laughs while the person who is "it" says, "Honey, if you love me you'll smile", then they must be "it". If they don't laugh they must say to the "it" person, "Honey, I love you but I just can't smile." Then "it" must find another person to target.

Move Right If

Just like it sounds. Tell the people in the crowd to "move right if . . ." (e.g. they are wearing green, if they're in eighth grade, if their birthday is this month, etc.) Be creative! (Move two seats to the left if . . .) Kids will end up on multiple layers of laps or under others.

Baby Food: Hot Potato with a Twist

You could play this game with your audience, or play this game just like hot potato, with everyone sitting in a circle. The twist is you use jars of baby food. When the music starts, you begin passing the jar of baby food around the audience or circle. When the music stops, whoever is left holding the jar has to take a spoonful. We use this game for special occasions,

such as Thanksgiving, and use flavors such as turkey and gravy, sweet potato, green beans, etc.

*You may want to keep a garbage can nearby, just in case someone needs to throw up.

Newspaper Name Nail (aka Whomp em')

Small Group mixer. Have everyone sit in a circle as close as they can get. Have each person give their name and make sure each name is clearly said so that all others can hear it. After going through the names once or even twice, have someone start in the middle by asking someone to call the name of someone in the room. The person in the middle proceeds to find the person and try to whomp'em with a rolled up newspaper (or pillow) on their knee before that person can say both their name and someone else's name in the room.

If they get whomped before they can say their name and someone else's name, they are now "it". Also, if the person whose name is called fails to say both their name and another person's name, they will have to be it. The person who is in the middle takes the place of the person they whomp. This helps people learn each other's names and mixes kids around with each other.

Prince of Paris

For this game you need at least 10 players, a narrator, and a designated amount of time.

Start with a line of chairs - one for each person, with two chairs in front of the line facing all the others. Have one person in each chair that's in the line. Have the narrator sit in one of the two chairs leaving the one next to him/her empty. The chair at the front of the line is the chair you want to end up in.

The narrator numbers off each person then says:

"The prince of Paris lost his hat, Number ? (picks any number such as 6) 6 knows where it's at!"

In less than 10 seconds (narrator counts to 10) Number 6 calls out,

"Who, Sir? Me, Sir?"

If Number 6 (or whichever number player) fails to do so he or she must move and sit next to the narrator and everyone scoots down a chair. If he says his line in time the narrator says:

"Yes, sir. You sir,"

and the dialogue continues like this:

- #: "No sir. Not I, sir!"
- Narrator: "Then who, sir?"
- #: "Number ?" and he calls out a number, such as #3.
- Narrator: "The prince of Paris lost his hat, Number 3 knows where its at!"

And it starts all over again. If someone is sitting by the narrator you can still call out their #. But if someone misses then he sits by the narrator and the person who was their's moves to the very end seat and tries to move down the line of chairs again. As the game goes on the narrator talks faster and faster so the players have to answer faster.