

GAMES

MUSICAL HATS

Props: 5 loose-fitting hats & musical instrument (or cassette player)
Participants: 6 children

PLAYING: Form a circle all facing in same direction. When music starts, each person places a hat on the person in front of him. When music stops, they hold the hat they have. The person without a hat will sit down. Take away one hat and make circle smaller—continue until only 2 people are left. Continue, and the person with the hat when the music stops is the winner.

BEACH BALL BASH

Props: 2 giant beach balls
Participants: 1 boy and 1 girl to be team leaders.

Have audience participate, and review rules: All remain seated; no standing; keep hands to yourself; and hit only the beach ball.

Team leaders start throwing balls to their teams. Teams volley balls from front to back of room and then volley balls back to front and to their leaders. If ball is dropped, the team loses. Winning team is the one that works best together and returns the ball to their leader first. Both teams should have 2 or 3 tries and award points based on performance.

BALLON POP

Props: 2 large shirts, 10 balloons & tape
Participants: 2 children

Tape 10 balloons to each shirt—5 to front & 5 to back
As 2 come to front, put the shirts on them. Object is to see which one can pop all the balloons on his shirt first. They can bite them, squeeze them, roll on the ground, pinch them, etc. BEGIN THE GAME! Reward the winner with a small prize.

Small balloons work better. Large ones are hard to pop....have some extra balloons.

PASS THE RATIONS

Props: 20 6-packs of soda

Participants: Everybody, divided into 2 teams, lined up on each side of the room.

Put 10 6-packs at the back of each line of players. At the start of the game, the last person in each line will pick up a 6-pack & hand it to the person in front of him, who will hand it to the person in front of him, etc. As first one is being passed, the last person will begin passing the 2nd 6-pack, then the third, fourth, fifth, etc. First person in line will take the 6-pack as he gets it and begin to stack it. (*Have them stack the whole 6-pack, not individual cans.*) The first team to pass all their 6-packs to the front and have them in 1 stack wins.

Have children hold 1 6-pack at a time....if they try to double-up, they will probably end up dropping the sodas.

SWIM FIN JUMP ROPE

Props: 2 jump ropes, 2 sets of swim fins and stopwatch (or watch with a second hand).

Participants: 2 children and 2 helpers (adults or older kids) to count.

Put the swim fins on kids; give each of them a rope. Have a helper to count the # of times they complete a jump. One who makes most jumps in 1 minute wins. (Before game starts, have children take one or two practice jumps to get a feel for what they need to do.)

MUSICAL CHAIRS

Props: Praise & Worship cassette, 5 chairs and cassettes player.

Participants: 6 children

Place 5 chairs in a circle. When music plays, participants are to circle chairs. Periodically stop the music and children should scramble for a chair. The one left standing is out of the game. Remove a chair as she leaves the game. The process is repeated until only one chair and two players remain. The last player to be seated in a chair when the music stops is the winner. FOR A NEW TWIST, consider having the children play blindfolded. ANOTHER ALTERNATIVE IS TO ASSIGN 1 chair throughout the game. Every child who lands in that chair when the music stops gets a bonus or prize.

BALLOON STOMP

Props: 6 balloons and 6 pieces of string, each 18" long. Tie the strings onto the balloons.

Participants: 3 boys and 3 girls

Use loose end of string attached to balloons to tie around the left ankle of each participant. When the game begins, the players will try to pop one another's balloons by stomping on them. At the same time, each player must try to protect his own balloon. When a player's balloon is popped, he must immediately quit playing. The last person with an intact balloon is the winner. Be sure the players understand they are supposed to pop one another's balloons and not their own.

THE GREAT SNOWBALL FIGHT

Props: 7 folding chairs and 100 pieces of wadded-up paper.

Participants: 3 boys and 3 girls.

Divide boys and girls into 2 teams. Divide the "snowballs" between each team as evenly as possible. Line up 7 chairs in a straight line to form a divider. Have contestants kneel and toss their "snowballs" across the divider at the opposite team. After one minute, stop the game and count how many "snowballs" are on each side. The side with the fewest "snowballs" wins! Be sure to have someone toss the "snowballs" back on the thrower's side if they are thrown out of bounds.

SHOE SEARCH RACE

Participants: 2 teams (A and B) of 4 and captains.

Have all participants take off their shoes and stack them in a big pile on the floor. Mix up the shoes. Next, have the players get in a circle around their shoes in alternating order—Team A player, Team B player, Team A player, Team B player, etc. The team captains should be standing 10 feet away on opposite side of the circle. When you say "go", all the players find their own shoes, put them on, fasten them, then run to their team captain. The 1st team to get all their shoes on and to reach their captain is the winner.

HULA HOOP STUFF

Props: 2 hula hoops

Participants: 5 boys and 5 girls (to begin with).

Start with 5 boys and 5 girls. Group the members of each team as closely together as possible. Give each team a hula hoop to hold over their heads. Then have the players lower the hoops to their waists and raise them again. If a team can do this, they may add another teammate; then they lower and raise the hula hoop again. Continue playing until one team cannot get the hula hoop around their waists or until the hula hoop breaks. After this, the remaining team can keep adding players to see how far they can go. Always have the same number of players.

GUM BALL GUESSERS

Props: Clear gum-ball machine (or clear jar) filled with gum balls and envelopes

Participants: All boys and girls in the audience.

Count the gum balls as you place them in the machine. Write the total on a piece of paper and place it inside a sealed envelope. Also record the total so it is available to you as you begin the game.

Have kids guess how many gum balls are in the machine. Starting with the girls, accept answers alternately from the girls' and boys' sides. Have a helper carry the gum-ball machine around so the children can see it as they guess. As each guess is made, tell the kids whether the actual number is higher or lower. The helper walks between the two teams as they continue to guess. If a girl guesses correctly, divide the gum among the girls. If a boy guesses correctly, divide the gum among the boys.

BUBBLE GUM BLOWING

Props: Bag of quality bubble gum.

Participants: Several boys and girls.

Give each child a piece of bubble gum. They may start chewing as soon as they receive the gum. It will take about 3 minutes before they have the gum ready to blow bubbles, so plan to have a song ready to sing during this time. "I Found A New Life" would be a good song to use. When the children are ready to compete, tell them they have 1 minute to blow the biggest bubble they can produce. Choose the 3 best bubble-blowers and have the other be seated. The top three will be given 1 minute to blow another bubble. Identify the one with the largest bubble and award this winner a prize (the rest of the bag of bubble gum). Tell the children to keep the gum in their mouths when they sit down so it doesn't end up on the floor or underneath the chairs.

TUG OF WAR

Props: Hefty rope (approximately 10-25 feet long) and scarf.

Participants: 3 boys and 3 girls (the 2 sides need to be about the same size) and some adult workers.

Have 3 participants on one side of the rope and the other 3 on the other side. At the count of 3, have them start pulling. You stand in the middle, watching to see who will pull the other side past you. Whichever team pulls the other team past you first wins the game. Give them each a prize. For a variation, have just 1 girls and 1 boy play. Since boys always seem confident they can beat girls at this game, it's always fun to "stack the deck" by adding more girls to the girls' side and watch them pull the guys over. Be sure to have a spotter or some adult worker behind each team, in case one team decides to let go of the end of the rope at the end of the game. This game actually turns into an object lesson on faithfulness. Often the team that starts out strong in the beginning loses to the team that can "endure" to the end. God doesn't want good starters in His army, He wants good finishers!

HOP-a-LONG

Props: Masking tape.

Participants: 3 children

Mark off 3 squares with the masking tape. Assign each child to 1 square. When you say "Go!" the kids begin to hop up and down on 1 foot, holding the other off the ground. They may switch feet at any time but must always keep 1 in the air and remain within the boundaries of their square. Whoever lasts the longest wins. For a variation in the game, time them for 2 minutes. Whoever hops the most number of times, wins. You will need a separate worker to observe each child and count carefully.

WATER BALLOON SHAVE

Props: 2 water balloons covered with shaving cream and 2

Hand razors for shaving (medium sharp).

Participants: 4 kids divided into 2 teams

One kid from each team is seated in a chair facing the audience. With one hand, his partner, "the shaver," holds the creamed balloon over the head of the one seated. Set the time for two minutes. On the word, "Go", using his free hand, "the shaver" must carefully shave the balloon. The first to break

the balloon is out. If neither balloon breaks after 2 minutes, the one who has shaved the most cream off the balloon wins.

Hint: Advise the kids sitting in the chairs to keep their eyes closed. The balloon may pop at any time and shaving cream will fly. Have towels on hand.

BASKETBALL RELAY

Props: 2 basketballs

Participants: 2 girls and 2 boys

Divide the boys and girls into 2 teams of 2. Have teammates stand back to back with the basketball suspended between them. The ball should be placed in the small of the players' backs. Each team must carry the ball to the goal line and back to where they started. The first team to do that wins. If the team drops the ball, they must begin again.

Hint: The participants need to be about the same size. They must keep their arms folded in front of them. They are not allowed to use their elbows to hold the ball in their backs.

FOUR-LEGGED RACE

Props: 6 pieces of rope (or twine) and stopwatch.

Participants: 3 boys and 3 girls.

Have the 3 teammates stand shoulder-to-shoulder. Take the rope and tie each leg of the person in the middle to both partner's legs.

The object of the game is to run to a designated spot at the opposite end of the room and back as quickly as possible. The difficulty comes in coordinating the players' motions as they run the race with their legs tied together.

Hint: Be sure the rope is not tied too tightly around the children's legs. If the game area is too small, have the teams run separately. (You will need a stopwatch to time each team.)

KID GLOVE RELAY

Props: 2 pairs of gloves, 2 shirts (with buttons), 2 bananas and pair of shoes with laces.

Participants: 2 boy and 2 girl.

The children put on a pair of gloves and try to complete the required tasks at the game stations. There is one task at each of three stations. There is one task at each of three stations. Upon hearing "Go", they must do the following:

Station One—Put on a shirt and button three buttons.

Station Two—Peel a banana and eat it.

Station Three—Tie a shoe lace.

The first contestant to complete the tasks is the winner.

Hint: This game can be difficult if the gloves are too thick. Have a trial run before the service. If the trial run takes more than a couple of minutes, you may need to simplify the tasks.

BIBLE BASEBALL

Props: Prizes, bat and soft Nerf style ball.

All the children are involved in this unusual game of "baseball". Take the bat and hit the ball to one side of the room. If a child catches the "baseball" from seated position, have him come to the stage area with you.

There is no limit to the number of people allowed on stage from each team. There are three ways a team can make an out.

1. If the ball hits the ground before it is caught—it's an out.
2. If the child stands up to catch the ball—it's an out.
3. If there is any fighting—it's an out.

After 3 outs, go to the opposite side of the room. The side with the most kids up front wins.

To stretch the game out longer, prepare in advance several questions from the previous week's Bible Lesson. Ask the winning group to line up facing the audience. Have a leader read the first question. The first child to raise his hand is allowed to answer. If he is right, he wins a prize. If wrong, pick another child to answer.

Repeat until all questions have been answered.

TEN COMMANDMENT MEMORY GAME

Props: Stopwatch and bag of prizes.

Participants: All children who can say the Ten Commandments.

Time the children to see who can say all the commandments the fastest. If you have a large number of children participating, have your workers divide them into groups and assist you. Award prizes and praise to winners.

This game is best played after you have completed the **POWER TOOL BOX** unit on the Ten Commandments where the kids learned a "secret code" to help them memorize the commandments. If you would like to get a copy of the "secret code", give us a call...for the right price, we'll let you in on the secret!

I'M FOREVER BLOWING BUBBLES

Props: 6 small bottles of bubble solution with wands and stopwatch (or watch with second hand).

Participants: 6 children

Have the kids come to the front of the room and stand in a line, facing the rest of the children. Give them each a bottle of bubble solution, and tell them to carefully open the bottles and take out the wand. Instruct them to not blow any bubbles until you count to 3. Tell them the object of the game is to see who can blow the biggest bubble in 30 seconds. Have your KIDS Church watch to see who blows the biggest bubble while you time 30 seconds. At the end of the time, tell the participants to stop. The boy or girl who blew the biggest bubble is the winner! Let 6 players take their bubble solution home with them.

Hint: Bubble solution will sting eyes, so tell the kids to keep it away from their eyes. If some bubble solution gets into a child's eyes, have a worker ready to take the child to a sink and rinse his eyes with water. Also, if bubble solution gets spilled on the carpet, rinse thoroughly with water and dry with towel.

SODA CAN PYRAMID

Props: 6 tennis balls and 12 soda cans.

Participants: 1 boy and 1 girl.

Stack the cans in two pyramids—each stack has three on the bottom, two in the middle and one on top. Set the pyramids on the stage.

The participants should each stand at the same distance from the stacks. They will take three tennis balls each and throw them at the pyramids. The one with the fewest cans standing is the winner.

PIZZA PITCHIN'

Props: 2 Frisbees, 2 pizza boxes and stopwatch.

Participants: 2 teams of 2 kids each and 2 helpers.

Assign a boy from one team and a girl from the other to be the "pizza catchers". Give them each a pizza box and have them face the audience. The other two players are the "pizza pitchers". Give them each a Frisbee and have them stand 10-12 feet in front of their partners.

When you say "Go", the pitchers throw their Frisbees into the pizza box, and the catchers try to close their boxes on the Frisbees and "catch" them. Have a helper on each team quickly retrieve the Frisbee and get it back to the pitcher so they can toss it again. The helper will also keep score for the team they're helping. The team catching the most Frisbees in 90 seconds wins.

BEACH BALL BASH (Sit down Volleyball)

Props: 2 giant beach balls

Participants: 1 boy and 1 girl to be team leaders.

Have the audience participate in the game. First, review the rules with them.

1. Everyone remains seated.
2. No standing.
3. Keep hands to yourself.
4. Hit only the beach ball.

The team leaders start by throwing their balls to their teams. The teams volley the balls from the front to the back of the room and then volley the balls back to the front and to their leaders.

If the ball is dropped, the team loses. The winning team is the one that works best together and returns the ball to their leader first.

Allow both teams two or three tries and award points based on their performance. Promote cheering and enthusiasm for the teams to encourage one another.

BALLOON BURST (Balloon Pass Relay)

Props: 18 chairs, 30 balloons and 2 pins.

Participants: 9 boys and 9 girls.

Set the chairs up one behind the other in 2 lines of 9 each so that the children sitting on the chairs face the back of the person in front of them. Have the boys sit in one line and the girls in another. The captains should be at the end of each line. Each team has 15 balloons. When you say, "Go", have a helper hand the first balloon to the captain, who will lightly tap the balloon in the air to the person ahead of her. Each person continues to tap the balloon forward until it reaches the person in the front chair, who will grab the balloon and pop it with a pin. Each person in the line must tap the balloon. If the balloon escapes or misses a team member, a helper must grab it and bring it to the last person in the line who tapped it. Repeat with remaining balloons.

Hint: Players must stay in their seats. The balloons must be tapped in the air, not passed by hand.

FEED ME

Props: 2 bowls of Jell-O (or pudding) and 2 spoons. (Optional: 2 chairs).

Participants: 4 children divided into 2 teams.

Have the first member of both teams sit cross-legged on the floor. Have them fold their hands behind their backs. The second team members must position themselves comfortably (suggest kneeling) behind the first, and insert their arms through their partners'. They will serve as the first players' "hands". Place a bowl of Jell-O on the floor in front of player one, within reach of player two's hands. Lay a spoon beside the bowl. At the word "Go", the player kneeling behind must pick up the spoon and feed his partner in front. The first to empty the bowl wins!

SODA SLURP/BURP

PROPS: 2 sodas in clear bottles (or glasses) and 2 straws.

Participants: 1 boy and 1 girl.

Place the 2 sodas on the table. Put the straws in them. With their hands behind their back, the players must drink the sodas. They must use only the straws and cannot use their hands in any way. The first player with every drop gone is the winner.

Hint: Select older children and allow them to pass if they are not comfortable with playing.

SCAVENGER HUNT

Props: List of things that children would have with them when they come to church—comb, money, Bible, pencil, red shoe, picture of someone, blue coat, etc.

Participants: You, 2 adult workers and all of the children.

Divide your kids into 2 teams, using your adult workers as leaders. Call out items from your list. Both workers will run into the audience and try to find team members who have the items. The first worker to bring all the items to the stage and put them in your hands is the winner.

Example: You call out "black shoe", blue barrette, red comb". Both adult workers run out and try to find someone wearing a black shoe, then someone wearing a blue barrette and someone who has a red comb. The children who have the items give them to the worker, who brings them all to you and puts them in your hands. Be sure that your workers are able to run around with ease because this game can be very tiring for them.

Hint: Be sure to explain to the children that they must remain in their seats. If they try to run up to the stage and hand you the article themselves, someone might get hurt.

SEARCH THROUGH MAILBAGS

Props: 2 canvas mail bags (filled with envelopes, newspaper, letters, and paper), 2 envelopes and marker.

Participants: 2 children

Write the first participant's name on one of the envelopes. Hide it in his or her mailbag. Do the same with the other. When you say "Go", the kids are to empty their mailbags, find the letters with their names on them, put all the other paper back in their bags, and hand you their envelopes. The first one to do that wins.

Hint: Use large, bold print on the kids' envelopes so they can easily recognize their envelopes.

LEMON SHAKER (Lemonade Eating Relay)

Props: 2 lemon wedges, 2 tablespoons of sugar and 2 cups of water.
Participants: 2 children

AT one end of the room have the two players. At the other end have all of the props. When the game starts, both players run to the prop table and eat a lemon wedge. When they finish, they run back to the starting point. Then they race back to the table and eat their spoonful of sugar, run back to the starting point and back to the prop table. There they will drink the cup of water. The last part of the game is to mix the lemonade ingredients up in their stomach, so when they finish drinking the water, they need to jump up and down ten times. The first person to do this wins.

Explain to the kids and participants how to run the lemonade race. Show them by walking them through it, then play the game.

Hint: Please practice the game so it goes quickly and smoothly.

SACK RACE

Props: 2 potato sacks (burlap bags or plastic bags).
Participants: 2 or more children

The sack race has been around for so long it needs no explanation. However, for those of you who may suffer from GDD (Game Deficit Disorder)...what you do is have each

child step into the sack, hold onto the edges and hop from one end of the room to the other. The first one to cross the finish line wins. As a variation, require the children to recite a word from a memory verse with every hop.

Hint: Be sure the length of the course is long enough to require about one minute to complete. The two participants need to be about the same size.

SCRIPTURE RELAY (Memory Verse Challenge)

Props: 2 chalkboards (or easels with paper), 2 pieces of chalk for markers (or appropriate writing instruments).

Participants: 2 teams of mixed boys and girls (number depends on Scripture verse chosen.)

Select a verse from the Bible and read it aloud several times to the 2 teams (such as John 3:16). At the word "Go", the first player on each team runs to the chalkboard and writes clearly the first word of the Scripture verse. Then they must run back and hand the chalk to the second member of the team.

The second member runs to the board and writes the second word of the verse, and so on. The first team to complete the verse correctly wins. Team members may help their teammates remember which word comes next.

GREAT BALLOON RUN

Props: 20 inflated balloons, 2 baskets and masking tape, (Note: Make sure that the balloons are blown up all the way or they will not pop.)

Participants: 1 boy and 1 girl.

Set the 2 baskets at the back of the auditorium and place 5 balloons in each basket. A starting point for a relay race should be determined and marked with tape.

Have both children stand on the taped starting line. Say "Go!". The children will run to the baskets at the back of the room and grab one balloon each. They will return to the starting line and sit on the balloon until it pops. This process will continue for all 5 balloons. The first child to pop all 5 wins.

Hint: Be sure the girl who participates is not wearing a dress.

Note: You may wish to do this game as a relay race by allowing each participant to choose 4 teammates.

HOT AIR BALLOON RACE

Props: 2 balloons

Participants: 1 boy and 1 girl.

When you say "Go", have the children blow up their balloons. Release the balloons and they will sail through the air. The participants must then go to where their balloons land, stoop and blow them up again and repeat the whole process until one of the balloons crosses the goal line, which should be set about 25 feet away.

Hint: Be sure the balloons are easy to blow up.

TOILET PAPER ROLL

Props: 2 rolls of toilet paper, 2 pencils, and 2 chairs.

Participants: 2 boys and 2 girls.

Place each pencil in one of the cardboard rolls. One boy and one girl will stand on a chair and hold the ends of a pencil (so the paper will unroll

easily). The other two kids will stand below their partners and pull the toilet paper off the roll. The team that pulls all the paper off first wins.

Option: For a variation, have one member of each team wrap her partner like a mummy, running around and around her with the toilet paper. The first to use up the whole roll wins. Colored crepe paper also works well.

HOUSE DRESSING (Dress-up/Undress Relay) (below)

Props: 2 pairs of very large pants, 2 very large dresses, 2 old coats and 2 hats.

Participants: 1 boy and 1 girl.

Have the players stand next to you at one end of the stage. Lay the two sets of clothes at the opposite end. On your signal, each child runs to the other end of the stage and puts on the pair of pants. Then they must run back to you at the starting line, tag your hand and run back to the clothes to put on the dresses. They tag you again, then run back to put on the coats. Finally, they put on the hats. The first child to finish getting dressed is the winner.

Hint: Be sure the old clothes are very large so the kids can get them on easily. Have the kids remove their shoes so they can get the pants on quickly.

FRISBEE TOSS

Props: 2 Frisbees

Participants: 2 boys and 2 girls, 2 adult workers (1 for each team). The adults will serve as runners to return the Frisbees.

The boy stands on the front row on one of the sides, the girl stands on the front row of the other side. The two other kids will stand on the stage, each holding a Frisbee. On the count of three, the kids on the stage toss their Frisbees to their teammates. The catchers are not to move their feet. If both sides catch the Frisbee, they will move back to the second row. The Frisbees will be returned by the runners to the kids on the stage, who will repeat the toss. The game keeps repeating with the boy and girl moving back another row at each toss until one misses.

EGG-ROLL RELAY

Props: 2 hard boiled eggs (still in the shells) and 2 plastic pig noses.

Participants: 1 boy and 2 girl

Mark a finish line at center stage and two starting lines at opposite ends. Each about 20 feet from the finish line. Players put on the plastic noses and get down on their hands and knees. The egg is placed on the starting line. Using only their snouts, players push the egg toward the finish line. The first to cross the finish line is the winner.

Hint: Out-of-bounds lines may be needed to guide the participants.

SPEEDY SPONGE RELAY

Props: 6 large sponges, 2 pails, and 2 two-liter clear plastic soda bottles.
Participants: 2 teams (3 boys compete w/3 girls).

Fill the pails with water. Remove the labels from bottles and cut off the top sections (four inches from top). Place the two pails of water at the back of the room.

Playing: A player for each team takes a sponge and begins soaking it in the pail prior to the "Go" command. On the "Go" command, the players run their water-soaked sponges to the front and wring them into their teams' bottles. They run back to tag the next players to repeat the process. Players can be soaking their sponges while awaiting their turns.

Set a time limit of two or three minutes for the relay. The winning team is determined by the volume of water in the bottles.

Hint: Consider the floor surface and keep the playing area safe. Have the clean-up towels available for spills.

RING FLING (Ring Toss Contest)

Props: 2 plastic swords (or broom handles/dowels) and 20 embroidery hoops (or rings made from stiff rope secured with duct tape).
Participants: 2 boys and 2 girls.

Each team has a catcher and a thrower. The catchers stand back to back, each of them holding a sword. The throwers both stand an equal distance away from their partners. They will throw one ring at a time to their partners, who will try to catch the rings with their swords. The catchers can move their swords but not their feet. The team which catches the most rings is the winner.

Hint: The distance the throwers stand from the catchers is important. The game should be neither too easy nor too hard.

FRISBEE BOWLING (Frisbee Toss Contest)

Props: 2 Frisbees and 2 set of plastic bowling pins.

Participants: 1 boy and 1 girl.

Set up the bowling pins in the standard position, about 20 feet from the two players.

Playing: The participants each get to throw two Frisbees to see how many pins they can knock down. Whoever knocks down the most pins wins.

BALLOON BLASTIN' DART TOSS (Balloon Stuff Relay)

Props: Tape, 20 balloons, large board and 5 darts.

Participants: 4 children—2 for each team.

Tape inflated balloons to the board and set it at or above eye level for the participants. Allow the smaller kids on each team to be the first participants. Each kid has 5 throws with the darts and scores are combined for a team total.

If there is a tie, have a "pop-off". The first one to pop a balloon in the pop-off will win.

Hint: Be sure that no one is in or near the line of fire.

BATTER UP (Water Balloon Toss)

Props: Oversized plastic bat, two water balloons and baseball home plate.

Participants: 1 boy, 1 girl and 2 adults (one to pitch and one to act as the catcher/umpire.)

Have the first child stand beside home plate with the bat. The pitcher tosses the first water balloon (underhand), and the batter tries to hit it. The catcher/umpire calls the strikes and balls. If the pitcher throws a ball, the batter will get another chance. Each batter has at least three chances.

Score points as follows:

--If the pitch was a strike, the child will get zero points.

--If the batter hits the ball but it doesn't break, she scores one point.

--If the batter hits and breaks the ball, she earns two points.

Hint: Ten balloons will provide you with 2 extras for accidental breakage or a tie. Balloons need to be the same size and big enough to pop with the bat. They must not be so big that they will pop every time. Place a plastic drop cloth (or tarp) under the batter.

BACK to BACK

Participants: 2 teams, one consisting of 4 boys and the other consisting of 4 girls.

Have both teams sit on the floor. Have the 4 boys link arms back to back and the 4 girls do the same. Now have all 4 try to stand up. The team that stands up first wins. You may want to have them stand up then race across a finish line at the other side of the room.

Hint: Players should be approximately the same size.

SEED SPIT

Props: 2 plates full of watermelon seeds and 2 bowls (or snack buckets).

Participants: 1 girl and 1 boy.

Have a worker hold the plate full of seeds in front of the audience. On "Go", each player grabs a seed with her mouth, runs to the other end of the room and spits the seed into a bowl (one bowl for each kid). Then they must run back and grab another seed and do the same. The one to fill the bowl with the most seeds in two minutes wins.

SUPER SLOPPY EGG DROP (Egg Scoop Relay)

Props: 10 eggs, 2 plastic cups and plastic trash bags.

Participants: 2 boys and 2 girls (wearing slacks.)

Cover the floor with plastic bags so that broken eggs will not mess up the floor. Have one boy and one girl lie on their backs with their feet facing the audience. Cover their clothes and hair with the other plastic bags. Have them hold cups over their mouths. The other two players will stand or kneel on a chair over their teammates. When you say "Go", the two on the chairs will crack open their eggs and attempt to drop the contents of the egg into the cup. After five tries for each team, the game is over. Whichever has the most egg inside the cup wins.

Hint: Cover only the child's hair and not her face with the plastic bags. After the game is over, make sure the players do not track egg off the plastic. It's funny to see who has the most egg on her face! You may wish to have kids on the floor wear goggles or snorkel masks.