TEAM GAMES

**Aardvark Relay**

To play this game, you will need to divide the group into teams.

Place empty bowls on one side of the room, and bowls full of dried peas on the other side. Make sure there are an equal number of peas in each bowl. Give each team member a straw.

The aim of the game is for each team to transport a small pile of dried peas from a bowl on one side of the room to another bowl on the other side, using only their straw. They do this by sucking through the straw so the pea stays fixed to the end of the straw. If they drop the pea they must pick it up again using the straw.

The winning team is the one that transports all the peas first.

**Human Knot**

This is a great game because it doesn't require any extra materials. The team stands in a circle and everyone joins hands with someone else. Players should join hands with someone positioned across the circle and not the person standing next to him or her. Each person must hold hands with two different people. Without letting go of anyone's hand, everyone must work together to untangle the knot.

**Sound Effects** (need Iphone or recording device)

Each team has 15 minutes to record the sounds listed below and any other sounds that they wish to add. The sounds must last at least 10 seconds, but not more than 15. All members of the group must contribute.

Here's the catch... teams aren't going around and recording the real sounds... teams are "simulating" the sounds themselves! For example, if the list calls for a bunch of barking dogs, the team isn't to go find real dogs, they are to bark like dogs.

Assign each team a different room so they can "create" the sounds undisturbed.

- Herd of cows, Cat in a dog kennel, TV show theme song, Lovesick coyotes on a moonlit night, A worship song, Room full of babies, Traffic, American Idol audition, Baseball game, a flight attendant giving instructions on a crowded plane, an Olympic race
**Hot Seat**
A single chair is set up in the front of the room. Student A sits in a chair. Student B approaches Student A and gives her a reason to leave the chair. It could be as silly as calling out, "train!" or imitating the class bell, or miming a charging bull. Student A leaves the chair and Student B takes her spot. The game continues with the next student approaching the sitting child with another zany reason to leave the chair. This game is a lot of fun and is excellent as a warm-up activity for older groups. It can be played in an organized way or "popcorn" style, where students approach the chair in no particular order.

**Rainstorm**
This Team builder is perfect for groups of 4-12. You will need a multi-person tent, short pieces of rope.
Pair up your leaders and tie two of their hands together so each group has a usable right and left hand (they cannot use their tied hands). The entire group now has approximately 10 minutes to set up a tent before it begins to rain. Everyone must fit in tent.

**Back to Back**
This is the game where you start out with two people sitting back to back and they have to stand straight up without using their hands. Add one person every time they stand up successfully. Our record is ten!

**Big Bad Wolf**
Supplies: LOTS of newspaper and LOTS of tape.
Divide students into teams of 4-6. Give each team enough newspaper and tape to build a newspaper shelter of some kind. It must be big enough to get three team members inside. Set a time limit on how long you want to give teams to work on the project.

The Big Bad Wolf (youth leader) then attempts to blow the shelter down. Award prize to the best construction job. Afterward, have a giant paper fight.
Blind Square

Supplies:
1.) As many blindfolds as you have team members
2.) 1 large rope, at least 40 feet in length

Simply blindfold all your team members and throw a rope on the ground next to them. Tell them to make a square, using the full length of the rope lying on the ground next to them. Give them no further instructions. There is no trick. It’s just great to see who takes charge, how they organize the corners, if one person facilitates from the middle, etc.

Don’t Let It Drop

Divide your group into teams of 6-8 people. Give each team a balloon. At 'go' each team tries to keep their balloon aloft. There are 3 rules: #1 players cannot use their arms or hands, #2 a player cannot touch the ball twice in a row and #3 everybody on the team must touch the ball at least once. If your team's balloon touches the ground you are out and must sit down on the ground. Last team standing wins.

Egg Tower

Divide the group into equal teams, no more than 4 people big. Give each team the exact same amount of newspaper, the exact same amount of tape, and 1 egg.

The object is simple: teams must work together to build a tower that will support the weight of their egg. The team with the tallest tower (that can stand on its own power) is the winner.

NOTE TO LEADER: It’s best to give the team about 4 minutes at the beginning to brainstorm their plan, and then give them about 10 minutes to pull it off.

Get On Board

This team builder can be used with just one group of students, or with several groups of students “competing” against one another. All you need is one 8’ long 2X4 for each team. Here’s what you do.

Tell the students to get into groups/teams of 5. Next, hand them each a 2X4 and tell them to lay it on the ground and step onto it. After everyone is “on board” (get it?), explain that they are to
arrange themselves in order of their birthdays, earliest to latest. The first team to properly align themselves, wins. BUT! There are two conditions under which they must work:

1. They cannot talk…at all.
2. They cannot step off the board. (If they fall off the board while trying to configure themselves, they must start all over again, in the same order.)

**Hula Hoop Pass**

Hula Hoops for every team you have.

Get all your participants in a circle holding each other's hands. Get someone to 'unlock' one of their hands from the circle, put a hula-hoop onto his/her hand, then reconnect with the circle.

The aim of this game is to get the hula-hoop around the circle and back to where it started without the group letting go of each other's hands. Can also be played with groups against each other and a stop watch; lots of fun!

**Human Machine**

This can be done with large or small groups.

If you have less than 10 people you’ll create one machine. If you have more than 10, you’ll want to divide into teams of 10 to 20 people and have each team create a machine.

Give them the following instructions: You are to make a human machine using all of your team members. Choose an appliance, machine or contraption of any kind, and act out all of its parts with all the members of your team. For example: if you were to choose an electric toothbrush, several people could lay down to be the handle, others would be vibrating bristles. The sky is the limit.

It’s best to let them come up with their own ideas. But here’s a few great ones:

- A pinball machine (with a kid rolling around as the ball)
- A ski lift (with kids being scooped up by kids with locked arms)
- A washing machine
- A car wash
**Windows and doors**

A bunch of kids form a circle holding hands. Then they spread out enough that everyone's arms are straight out, to form large spaces between kids. These are the windows and doors. Then one child starts running, and weaving in and out between children. As they do this the kids in the circle randomly drop their arms down trying to touch or trap the person weaving their way in and out. Once the person is caught or touched by the arms of someone, they are out. They then choose which person would be next to weave in and out of the windows and doors.

**DANGER MIMES** - Each person takes it in turn to mime a danger in the home e.g. leaving a frying pan unattended, putting too many plugs into one socket, not wiping up a spill on the kitchen floor etc. The others have to guess the danger.

**Wah!**

Wah is a game of the samurai. So when you say, “Wah!” you can’t say it with a New York accent. You need to say it like a samurai: “WAH!”

There are three basic movements to this game. Begin with multiple circles of about eight people in Wah position — feet slightly spread (like the capital letter A), hands together and pointed forwards. In each circle, one person will volunteer to begin the game.

This first person gains eye contact with another person, points to them with both hands and says, “Wah!” The second person now raises both of her hands straight up over her head, and says, “Wah!” The third and final move involves person one and person three standing on each side of person two and making non-contact lumberjack chopping motions toward person two, and also saying “Wah!”

If each person completes their task and says “Wah!” with gusto and on time, the game continues. But, if anyone is early or late in the performance of their duty, or they just mess up, they are out of the game. But the good news is they are not permanently out of the game. They can quickly move to another circle and immediately get back into the game.

After the third movement is completed, person number two (whose hands are still raised high above their head) becomes the first person in the next round, points to one of her group members, and evokes the command, “Wah!” And the game continues.

**The Invisible Obstacle Course**

This warm-up activity is part creativity and part physical fitness. A volunteer in each small group is selected to begin the activity. Each group will create an imaginary obstacle course, with group members crawling, jumping, running, and helping each other through the obstacles they encounter. After each element, leadership changes and another member of the group describes their obstacle and helps the members of their group navigate over, under, through, or around it.
In the process, a variety of obstacles can be encountered by the group (climbing a giant marshmallow mountain, for example), creativity and leadership are explored, and most importantly, the group is warmed-up, energized, and ready for the day.

**KEEP TALKING**

This is a knockout competition, and is played in two’s. Each person has to keep talking at the other person. It doesn’t matter what they are talking about, but there must be no repetition or pauses. You will need a referee to decide the winner of each pair.

**SNAKE DODGE**  You will need: ball

This is a continuous game with no winners or losers. Five or Six players stand in a line, in the center of the circle formed by the rest of the scouts. Each player in the line puts his arms round the waist of the player in front. The object of the game is for the players around the circle to hit the player at the end of the line or snake, below the knees with the ball. The snake can move around inside the circle to make this more difficult. When the player at the back of the snake is struck by the ball, he leaves the snake and moves into the circle of throwers and the player who threw the ball, joins on as the front man of the snake. The game carries on for as long as you wish.

**Alphabet Soup**

Split your group into several teams with a box of Alphabits cereal. Each team must sift through the goo to spell words or make numbers.

You can give points a number of ways:
- words of three letters
- words of four letters
- words with five or more letters

**Big Group Twister**

This game can be played with groups ranging in size from 20 to 100. You play according to the regular Twister rules and use the spinner that comes with the board game (or you can make one yourself). Go out and buy colored paper plates (red, yellow, blue, and green); six plates of each color makes one regular sized Twister playing area (you'll need one playing area for every 10 youth in your group). Use duct tape to tape the paper plates to the ground, placing the plates in the same order as found on the regular Twister playing area -- red, yellow, blue, and then green. Tips: We found that you need to place the plates a little further apart for high school students so that it's more of a challenge. Play the game exactly like the rules of the original game. The last player standing wins!!
**Blind Draw**
Great game for a small group. Everyone in the group is given a sheet of paper and a pen. They are given 3 minutes or more to draw what they want. But the lights are all turned out during the time of drawing. The pictures are judged and winner gets a prize.

**Body Parts**
For this game you only need a boom box (sound system) and a fun, upbeat song. It's kind of like Musical Chairs, only more fun to MC.

It works best with an even # of people. Have any "extra" be a judge, who stands on a chair for a better view.

Students pair up with one standing in a circle and the other standing next to their partner outside of the circle.

When the music starts, have the inner circle walk clockwise and the outer circle walk counter-clockwise. When the music stops the leader yells out two body parts (e.g. "Foot to ear!" "Nose to the inside of the elbow!" "Top of the head to the back of the knee!"). Partners scramble to get to each other and put those designated body parts together.

Fun & funny game . . . just think before you yell, (e.g. don't yell "chest to head!").

**Cheerios on a Noodle**
Split the group into partners. Give one person an uncooked spaghetti noodle and the other person a cup of cheerios. On “go” the person with cup of cheerios will place them in his/her mouth and then without using their hands try to position them on the spaghetti noodle.

The team with the most cheerios on a noodle wins. This is a fun game to watch because of the odd facial expressions.

**Gargle a Tune**
Bring 3 students up front. Hand them each a glass of water. Then, one at a time, show only the person doing the gargling the name of a familiar song. It could be a nursery rhyme or any other familiar song. Have the person take a drink of water and attempt to gargle the tune you have showed them. The rest of the students in the room should be listening close so they can guess the song. Be ready for water through the nose.
**Piranha Ball**
The ball is like a Piranha in this game. Players sit around a table and hold hands to form a circle. Then they put the piranha (ball) in the middle.

The object is to not let the piranha bite (touch) you...if it does your out. You can blow the ball to keep it away from you and you may also shift the circle, to keep the ball away from you. But ducking or lifting your arm to let the ball out of the circle is unexceptionable.

**Pumpkin Puzzle**
This is a great competitive team mixer for the fall. Cut up pumpkins into 8-10 pieces. Break your group into teams of 5 or 6. Have a supply of round wooden toothpicks. Give each group two minutes to put its "jig-saw puzzle" pumpkin back together, using the toothpicks to hold the pieces in place. The first team done or the team with the most "together" pumpkin after the time limit is the winner. Pumpkins must be able to stand up alone to be considered a winner.

**Shoe Pile**
Have everyone take off one of their shoes and throw it into a big pile. You might even designate someone as the "Shoe Salad Tosser," instructing them to mess up the pile so that people can't remember where certain shoes landed in the pile. Then everyone needs to pick out a shoe from the pile and proceed to find the person who belongs to that shoe. This works well for a large group.

**Sponge Pass**
Outdoor or Indoor (need more towels if indoor). Simple but fun, especially on a hot day! You divide your group in rows. In front of each row place a bucket with water and a sponge. At the back place an empty bucket to collect water. When time starts running the person in the front dips the sponge and passes it to the back and the last person squeezes the water into the bucket. The row that manages to collect the most water wins.

**Zip Zap Bop**
Played like Newspaper Name Nail with a few changes. Everyone is to learn the names of the persons to their left and right. Zip means left and Zap means right. The person in the middle says a person's name and either Zip or Zap. The person called must say the name of the person to their right or left, depending on what the person in the middle said, Zip or Zap. The person in the middle tries to bop them on the head with the newspaper before they can say it.
**Cat’s Tail**  
Need: pieces of cloth or yarn, different colors for each team.  
Divide the group into two teams. Hide several pieces of cloth or yarn – a different color for each team. One boy on each team is a Cat Without a Tail. On a signal, all players search for “tails” of their color. As each is found, it is tied to the belt of their Cat. The winner is the team whose Cat has the longest tail at the end of 5 minutes.

**Balloon Sweeping Relay**  
Need: balloons, brooms  
Arrange teams in parallel lines. Place an inflated balloon on the floor in front of each team. Give the first boy in each team a broom. On a signal, he sweeps the balloon to a turning line and back and then hands the broom to the second player, who repeats the action.

**Balloon Kangaroo Jumping**  
Need: balloons  
Boys line up side by side, each with an inflated balloon between his knees. On a signal, boys hop to the other side of the room and back to the starting line. The one finishing first wins. If a boy breaks his balloon, he is out of the race. If a boy drops his balloon, he must replace it between his knees before he can keep going.

**Toothpick Puzzle**  
Need: toothpicks  
Give 12 toothpicks to each boy. Challenge the boys to put the toothpicks together to form the names of three states. The states will be spelled one at a time (hint: these states are easier Iowa, Ohio, Utah).

**Forehead Squeeze Relay**  
Need: several tennis balls or oranges  
The object is for two players on each team to carry a ball or orange across the room and back again by holding it between their foreheads. If they drop it, they must start again. When the pair returns to the starting point, the next pair begins. Keep playing until all players have had a turn. The trick with this game is to see how fast you can move without dropping the ball or orange.

**Smile**  
Need: coins  
Two teams line up facing each other about 10 feet apart. One team is called Heads, the other is Tails. Flip a coin and call it. If heads comes up, the Heads team laughs and smiles while the Tails team members try to keep their faces serious. Any player who laughs at the wrong time switches teams. Then flip the coin again.

**Marble Chop Suey**  
Need: marbles, pencils or chopsticks, two dishes for each team  
Put six marbles in a small dish. Using two pencils or chopsticks, and using only one hand, players try to move marbles into a second dish. Using pencils with eraser tips can make this a easier for younger Scouts. Play as a skill activity or relay race.