

professional childrens entertainer★ **Ali K. Zam The Magician!**★

Games and Activities

Pick a few cool game ideas from the list below. Remember that the classic games are usually the best, that's why they're classics! Get the kids interested and excited about the games. You only need a couple games for your party, so find the ones you think will work best with your child and their friends. Take your time and let the kids have fun. Let the kids snack on food in between games.

Prizes for games don't need to be big or expensive. Try picking up a big bag of suckers and giving them out as prizes. Try and make all the prizes identical. Some of the games suggested are cooperative games; these work best because there are no "winners" or "losers".

Balloon Race

Players are divided into two equal teams and form a line, which stand side by side. The balloon is given to the front player in each team, who passes it backwards over his or her head to the next player. The balloon is passed backwards along the line to the last player, who runs to the front of the line and then passes the balloon through their legs to the player behind. The teams keep doing this until they end up back in their original position. Whoever gets there first is the winner.

Buzz Fizz

Players replace saying 5 with buzz and 7 with fizz. The players sit in a circle and the first player starts by saying 1, then next player 2, and so on. If the number is divisible by 5, then they say "buzz" instead. If the number is a multiple of 7, they say fizz instead.



(Ex: 1, 2, 3, 4, buzz, 6, fizz, 8, 9, buzz, 11, 12, 13, fizz, buzz, 16, fizz, 18, 19, buzz, fizz)

Guard the Gate

The aim of the game is to roll a tennis ball through the 'goal' formed by the gaps between the kids in a circle. The kids sit an arms length away from each other on the floor. The 'goal' is the area to the right of each child. The players try to roll a tennis ball through the other players 'goals'. The other players must defend their 'goal' with their right hand.

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Musical Statues

Players dance around the room to music. When the music stops the players must stop dancing and freeze in that position. If any of the players move, they are disqualified. The music is turned on again quickly and continues until there is only 1 player left.

Simon Says

One person is the leader and the rest of the group follows the leaders' orders. The leader gives actions for the others to follow such as touching their nose. If the leader says "Simon says" before the action, the group must do it. If the leader does not say "Simon says," first then anybody who does the action is out. The leader can go quickly to try and mix up the other players.

Squiggle Drawings

This is a good icebreaker game to play at the start of the party when guests arrive. Each player gets a piece of paper, and they draw an abstract squiggle on it. Players then exchange papers, and they have to use the squiggle to come up with a drawing. This is a non-competition game, and players can easily join in at any time.

Telephone

Players sit in a circle on the floor. The first player thinks up any sentence to say. That person whispers their sentence into the ear of the person on their left. That player then whispers it to the next person. This goes on around the circle until the last person. The last person then says what the sentence is and it's compared to what the original was. It's usually quite different.

Tortoise Race

Players line up along one wall. On the word "Go" players make their way as slowly as possible towards the other wall. Players are disqualified if they stop moving, or go in any direction but towards the other wall. The last player to reach the wall is the winner.

What Time is it Mr. Wolf?

One player is chosen to be Mr. Wolf and stands with their back to the rest of the group from some distance away. After each step, somebody from the group says "What time is it Mr. Wolf?" The wolf gives any time, and the group takes another step forward. When the wolf wishes, instead of saying a time the wolf says "Lunch time!" and quickly turns towards the group to chase the others. Whoever is caught becomes the wolf.

