

Games to play during COVID Restrictions

Most of these games don't involve moving around or equipment. Why not play them when the youngsters arrive (to keep them busy and safe) or to bridge the time between the activity finishing and the end of the meeting.

They are suitable for groups of up to 15. With larger groups, just using these games might mean that kids would spend too much time doing too little and might become restless.

These games can be played in the hall or, weather permitting, outside on grass/in churchyard.

Twenty Five

Players stand in a circle.

Go round the circle with each player saying a number which is between 1 and 5 more than the previous number.

For example, the first player can say any number between one and five and, if he says 'two', the next player can say any number between three and seven.

The first scout to say twenty five is out and sits down.

Play continues until you run out of time, or have one winner.

Twenty Five (variations): There is always a trigger number that, when it's down to two players, can mean the player saying that number can always win (e.g. 19).

Therefore, change the target number and the maximum number that a player can count.

Two Detectives

This game requires plenty of speed and thought processing.

Players sit in a circle and one or two are chosen to be detectives and leave the room.

Whilst they are out, the players decide on an item that the detectives have to discover. It could be the whiteboard, a chair, a leader a woggle or any specific item.

Then call the detectives back in.

On 'Go' they have to work out what the item is. They can talk to each other as much as they want, but can only ask each player in the circle three questions.

If they have asked all players three questions and still cannot guess what the item is, then they are out of time.

Let as many players as possible have a go at being a detective.

At the end, the pair that correctly guesses the item quickest is the winner.

What do you do?

Players sit in a circle.

One leaves the room. The remaining players decide what the outside player does for a job, for example, a vicar.

The outside player then returns and stands in the centre of the circle.

Each player around the circle tells the centre player in the middle what he will need for his pastime (e.g. a church, a dog collar, a Bible and maybe some things that aren't so specific like bread).

The centre player is allowed three guesses as to what their job is.

If the centre player does not guess correctly they have failed. If they guess correctly, their score is the same as the number of clues they had.

Then change over and play with someone else in the middle who has a different job.

The winner is the player who guessed their job with fewest clues.

Who's out the door?

One player is 'It' and shuts their eyes.

Pick a different player to go out of the door (fire door if warm, or corridor if not).

Ask *It* to open their eyes and tell you Who's out the door? *It* has ten seconds and only has one guess.

If *It* guesses correctly, they remain *It* for the next round.

If incorrect, or out of time, someone else is chosen to be *It* for the next round.

You can vary this by sending two players out (one to corridor and one outside) and still ask 'Who's out the door?'

Splat

Players stand in a circle with a leader in the middle, the leader the "splats" a player by pointing fingers like a gun and shouting splat.

The splatted player ducks down; the two youngsters either side splat each other (by pointing fingers like a gun and shouting splat); the slower of the two is out and must sit down. Everyone else is still in.

When there are only 2 players left, they are joint winners.

Boom Ball – Indoors

This is a fun twist on dodgeball.

- Players run around the hall whilst the leaders try to hit them by throwing their sponge ball at them (use tennis ball sized sponge balls).
- If the ball hits any part of the player's body, then they cannot use that part any more. So, if an arm is hit, they put it behind their back. If their leg is hit, they must go down on one knee.
- If their head, chest, stomach or back is hit then they have been killed and must sit to the side.
- After a length of time that you have chosen, anyone who still has all their body parts unwounded is a winner (or whoever has the most body parts)

Note - Leaders cannot move with the ball and, if the ball has stopped moving, players can kick the ball to the leader. Each leader has their own ball.

COVID Tweaks

- **If players come within touching distance of another player or leader, they are out (in this game, touching distance means if both kids put their arms out, they'd be able to touch each other).**
- **Walking only – joggers are out.**

Rule Cracking Games – Where do you go on Holiday?

These games have a rule which the leader knows and everyone tries to work out.

Sit the group in a circle. The leader says a sentence, for example:

"My name is Robert and I go on holiday to Rotherham."

The youngsters then each take a turn. A correct answer could be anywhere that begins with the same letter as their first name, for example:

"My name is Sam and I go on holiday to Scarborough."

After each youngster has said where they go on holiday, tell them if that's right or wrong.

You don't need to keep playing until all people have worked out the rule – but you might want to give out a clue or two if people are really stuck.

E.g. My name is *Ryan* and I want to go on holiday to *Rotherham*.

Other examples:

- The place begins with last letter of their first name, e.g. Robert & Turkey
- The place begins with first letter of the name of the person who went before them