

Old School Week!

Ten Older Games and Activities

Suggested Morning Activities:

• Marbles

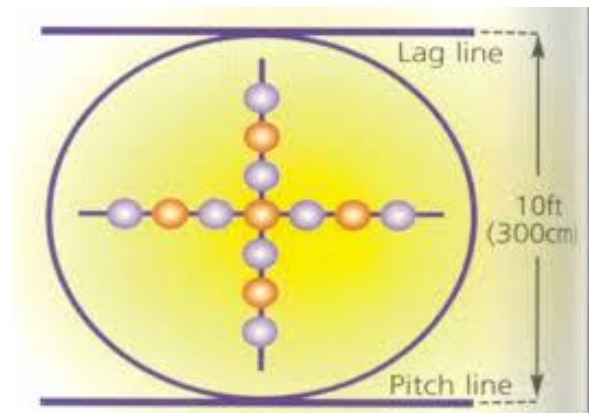
The game of marbles has changed much over time, but the general guide is to take turns knocking marbles out of the circle. It's a classic game that improves hand-eye coordination skills and the ability to aim correctly while judging the distance and force required to hit other marbles.

You Will Need:

- Five marbles per child, including one large one
- Chalk

To Begin:

1. Draw a circle with the chalk, about 10 feet wide. Arrange the marbles in a cross pattern inside the circle, leaving some room between each marble.
2. Take turns shooting from outside the circle with the large shooter marble trying to knock the smaller marbles out of the circle. The marbles knocked out become property of the shooter.
3. Take turns so everyone has a chance.
4. The winner is the person who knocks out the most marbles.



• Four Square

This simple game helps kids work as a group while following a set of rules. The idea is to keep the ball going as long as possible.

You Will Need:

- Four or more players

- Ball
- Chalk

To Begin:

1. Draw a large square with chalk, and divide it into four equal squares. Number them 1-4. One player stands in each square.
2. The player in square 4 bounces the ball once in their own square, then throws it to another player.
3. The ball must bounce once in their square before moving on to the next player.
4. If a player misses the ball, or it lands outside the square, the game ends and all the players rotate a square.
5. The winner is the person who spends the most time in square 4.

• Parachute Game

This game is perfect for keeping a large group of children engaged. A parachute, or any fabric with a large surface area, is very versatile and can be used for many different purposes such as games, making dens/tents, or as a picnic blanket.

You Will Need:

- Large school parachute

To Begin:

1. Everyone holds the edge of the parachute which forms a circle.
2. Have every child choose an animal to be.
3. The game master (camp counselor) calls out instructions such as “animals with fur change places!” meaning any child whose animal has fur must dive under the parachute and come out at a different spot.
4. While they change places, the other children still holding the parachute wave it up and down creating ripples and movement.
5. This game can be done with the children picking favorite animals, favorite colors, names beginning with the same first letter, favorite sport, or you can create your own variations of the game!

• Skully

This is a strategy game helping kids practice hand-eye coordination and aiming skills. Like marbles, it also practices judging distance and force required.

You Will Need:

- Bottle caps

- Clay (for weighting caps)
- Chalk
- Flat area

To Begin:

1. Create a skully board with chalk: use the picture for reference. The board consists of 13 numbered boxes, 1-12 on the periphery of the board, and the box numbered 13 in the center surrounded by the “dead man’s zone” or the “skull.”
2. Start outside the board and aim the bottle cap at box 1. If it lands inside the box, move on to shoot from there to box 2. Continue to see how far you can get.
3. If you miss the box, leave your cap where it landed and the next person takes their turn.
4. Once you reach the 13 box, keep shooting, but this time go from box 13 down to box 1.
5. Once you’ve gone through all the squares, from 1 to 13 then 13 to 1, you may try to knock other players out of the game. Do this by hitting their cap with yours. If a player’s cap is hit more than 3 times, they are out of the game. The last person left wins.

• Speed Stacking

This fast paced game cooperation, hand-eye concentration. The goal specific sequences as

2

9 11

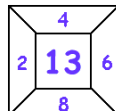
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practices speed, coordination, and is to stack cups in fast as possible.

You Will Need:

- Speed Stacking
- Timer

7
5



8
6

Cups

To Begin:

1. There are three

3

12 10

1

different sequences the

kids can build:

- 3-3-3: Uses nine cups. This sequence consists of three sets of three cups each. The three sets must be stacked going from left-to-right or right-to-left, and then down-stacked into their original positions in the same order as the up-stack.
- 3-6-3: Uses 12 cups. This sequence is similar to the 3-3-3, except a six stack replaces the three stack in the middle. Each pile of cups is stacked up from left-to-right or right-to-left, and the down-stack occurs in the same order.
- Cycle: Uses 12 cups. This is a sequence of stacks in the following order: a 3-6-3 stack (see above), a 6-6 stack (two pyramids of six cups stacked up and down into one containing all twelve cups altogether) and a 1-10-1 stack (a pyramid of ten cups in the middle), finishing in a down stacked 3-6-3.

2. This game can be done individually, in teams, or as a relay.

Cycle stack:



Suggested Afternoon Activities:

• Casting Call

Played like Simon Says, this game practices giving and following directions while enforcing listening skills in a humorous way.

You Will Need:

- Three players or more

To Begin:

1. One player is the Director, the other players are Cast members.

2. The game is played like Simon Says. The Director tells the other players what to do. Yet instead of saying “Simon Says”, the Director says “Action!” The action stops when the Director says “Cut.”
3. If the Director says, “Act like a chicken, now!” the player who acts like a chicken is out because the Director never said “Action.”
4. The last person still playing becomes the Director of the next game.

• **A Cow or a Kitchen?**

This game requires kids to follow directions and ask questions in a timed environment.

You Will Need:

- Two people or more
- Timer
- Tape
- Index cards
- Pencils

To Begin:

1. Each player writes an animal or a place on an index card and tapes it to the back of another player without showing them the card.
2. Stand in a circle and one person starts in the middle.
3. The person in the middle guesses what is on their card. They can only ask yes or no questions. They have about 30 seconds to ask as many questions as they can.
4. The surrounding kids offer clues about what is on the card.
5. When the 30 seconds is up, the person in the middle must guess.
6. Have each child take a turn in the middle of the circle to guess what's on their card.

• **Trivia Ball**

This game encourages quick thinking and practices listening skills so players don't repeat something already said. Players must stay attentive to the game to keep playing!

You Will Need:

- Four or more players
- Ball

To Begin:

1. Players sit or stand in a circle.
2. Choose a category (for example: animals, movies, books, colors...)
3. One person starts and names something in that category. Then they throw it to another player who must name another thing in that category.
4. If a player can't think of anything or repeats something already said, that player is out.
5. Each time a player leaves, the remaining players select a new category and the game begins again.
6. The winner is the last person left in the game.

• Sponge Balls

On a hot day, this is an excellent non-messy summer water craft that's practical and reusable!

You Will Need:

- Colorful sponges
- Curling ribbon or string
- Scissors
- Bucket of water

- **To Begin:**

1. Cut the sponges into strips (about $\frac{3}{4}$ inch wide)
2. Collect strips and tie tightly in the center with ribbon/string. To make the balls more interesting, mix the colors of the sponges. The ends of the sponges should fan out if they are tied tight.
3. Fill the bucket with water and toss the sponges in. Let the sponges soak up water.
4. Toss the wet sponge balls back and forth, squeeze out the water, and enjoy!



• Chalk Art

This simple craft can be done individually or in a group. With many different variations and basically no rules, kids can be as creative as they want!

You Will Need:

- Chalk
- Pavement to draw on

To Begin:

1. Let the kids draw what they want.
2. They can lie down and trace their body's outline or trace a friend.
3. Create some competition by asking them to draw specific things: clothes, animals, sports equipment, etc.
4. Work in a group to create a drawing. One person draws something (example: a line, circle, simple drawing) and the next person adds to it. Keep adding to it in different colors until something takes shape. When the kids decided the drawing is done, label and discuss what they've drawn. This exercise encourages teamwork, innovation, and creativity in a group setting.