

Light Equipment Games

Small group games

1. Water Balloon Name Game
 - Bucket full of water balloons.
 - Everyone stands in a circle and passes water balloon to different people to learn names. (can do a lot of different variations.)
2. Dust Bunnies
 - Kids stand in a circle. One person is chosen to be the swinger. If the swinger swings his or her duster (pool noodle) high then everyone ducks. If they swing it low they jump. Whoever messes up runs around the entire circle and grabs a flag from the middle. Whoever has the least amount of flags wins.
3. Pac-Man
 - Grid created on ground (can be with anything like spray paint or tape). One kid gets a pool noodle and everyone else has to stay on grid and avoid the kid with pool noodle. When a child gets hit with noodle they sit down and try to block others.
4. Volcanoes and Craters
 - Place floppy cones down inside the designated area half right side up, half upside down.
 - Split children into two teams, one the volcano team and one the crater team.
 - When a round starts, kids will flip over the cones so they match what team they are on. After a set amount of time the game leader will stop the round and count the volcanoes and craters. Whichever team has more wins the round.
5. Small Parachute
 1. Can play any variation of games on this.
 2. Popcorn (The leader will throw all the balls in the middle of the parachute and instruct children to shake the parachute up and down to pop the popcorn. Make A Tent, Big Waves Small Waves, Switch Colors)
6. Steal the Bacon (with water)

Kids are split up into two teams and numbered. Each team stands on each side and there is a bucket full of water in the center with a sponge and water gun. The leader calls a number and those children run to the center and tries to get the sponge and run back to their side. The other child grabs the water gun and tries to squirt the other child before they get back to their side. If you get back with the sponge your team gets a point.

7. Submarine Tag

- Game is played just like freeze tag except when someone gets out they have to lay on the ground and put their leg up and it has to be pushed down for the player to be unfrozen.

8. Cat and Mouse

- Hula hoops are set up in the designated area randomly around. One person starts as the cat and everyone else is a mouse. When the game starts the cat tries to tag the mice. If a mouse gets tagged then they become a cat. The hula hoops are safe zones for the mice but they can only stay in one for 3 seconds. Whoever is the last mouse left wins.

9. Sit Down Ball

- Divide children into 2 teams.
- Have both teams sit in a line on the ground facing each other.
- The two lines should be close enough that the two teams can reach out and touch hands in the middle.
- Put a balloon in play in the middle of the line.
- The object of the game is to hit the balloon over the heads of the opposing team so that it touches the floor behind them.
- When a team is successful in reaching this goal, they receive a point.
- To make the game more challenging, add the second balloon.
- Children must stay seated at all times, and they must hit the balloon with the palm of their hand.
- Add variations like kids can only use their feet or head. Be creative!

10. Colors

- One child stands in the middle of a circle of children.
- Each child chooses a different color.
- The child in the middle throws the playground in the air, simultaneously calling out a color.
- All children without a color, as well as the thrower, immediately run away from the circle.
- The child with the designated color must retrieve the ball and yell “Stop!” Everyone freezes on this command.
- The child with the ball rolls the ball toward any other child. If touched, that child becomes the thrower in the middle.
- If missed, the roller becomes the new thrower.
- Add different variations like children can only skip or hop to get away.

11. Circle the Circle

- Have the students stand in a circle holding hands.
- Have two large hoops together between two people, resting hoops on hands.

- The object of the game is to pass the hoops quickly around the circle in opposite directions, until they are back to their original position.
- The leader can time it to try to get the best time.
- Add variations like no legs (sit down), eyes closed, or no talking

12. Ultimate Tic Tac Toe

- Split children up into 2 teams.
- In the middle of the kids create a Tic Tac Toe board with spray paint or hula hoops.
- Give each team 5 bandannas of the same color (a different color for each team).
- Back the children up to a set starting point.
 - Make it the same distance on each side of the Tic Tac Toe board.
- When the leader says go, one at a time children will run to the center and place a bandanna in an open spot, then run back and tag their next teammate to go.
- Children keep doing this until one team get 3 in a row, that team wins the round.
- Teams can play to the best of 7 or until they want to end the game.
- Add variations like only skipping or hopping.