



EXTRA TIME IDEAS

If you have extra time at the end, try these:

20 QUESTIONS (WHOLE GROUP)

One child choose an animal, object or person. The other children take turns asking 20 "yes or no" questions to try to figure out that animal, object or person. Whoever guesses the item correctly gets to be the next person to choose an item.

ROCK, PAPER, SCISSORS (PARTNER GAME)

First, show children the motions for paper (hand flat), rock (hand in a fist) and scissors (two fingers out). Then explain the rules:

- 1) Both children make a motion after both saying: "Rock, Paper, Scissors!"
- 2) Rock beats scissors; scissors beat paper; paper beats rock

TELEPHONE (WHOLE GROUP)

The children will sit in a circle. One child thinks of a word or short sentence and whispers it to the person sitting to their right. The children whisper the word or sentence around the circle until it reaches the last person. That person says the word or sentence out loud to find out if it is the same as the original.

WHO HAS THE OBJECT? (WHOLE GROUP)

One child sits in the middle of the circle and covers his/her eyes while the SGL gives a crayon or small object to one child in the group. After the object is given, the selected child in the middle opens his/her eyes and guesses who has the object. After two guesses, if he/she has not figured it out, the hider gets to be in the middle. If the guesser guesses correctly, he/she gets to stay in the middle for another round.

I IMAGINE (WHOLE GROUP)

Children have to use an everyday object (i.e. a marker, shoe, piece of paper, etc.) and pretend it is something else (i.e. marker can be used as a pretend hair brush or microphone). The group tries to guess what the item is supposed to be. Children take turns passing the object around the circle. No one can repeat the same pretend object as someone else. After the object has gone around once, pick another object within the group to use.

VOICE DISGUISER (WHOLE GROUP)

Pick one volunteer to sit in the middle of the group and closes his/her eyes and be the "guesser." Quietly, pick another child to be the "voice disguiser" to come up behind him/her and say something in a funny or strange voice. The guesser has two guesses to guess correctly whom the voice belongs to. If the guesser guesses correctly, he/she gets to be the guesser again. If the guesser guesses incorrectly, the "voice disguiser" becomes the guesser.



EXTRA TIME IDEAS

If you have extra time at the end, try these:

AND NEXT....? (WHOLE GROUP)

As the SGL, begin telling a story (i.e. "Once upon a time") to your group. Then, allow one child at a time to chime in with ideas of where the story should go next to create an totally unique and collaborative story.

I SPY (WHOLE GROUP)

One child picks an object (i.e. red marker) and says "I spy something red." The other children ttry to guess the object the child is talking about.

SIT DOWN, SIMON SAYS (WHOLE GROUP)

One child is picked to be "Simon." He/she tells the other children what do by saying "Simon says..." and then that child gives an action (i.e. "Simon says, pat your head"). The children do the motion stated unless Simon does NOT say "Simon says" before the action (i.e. "Wave at me"). Whoever does the action without Simon saying "Simon says" is out of the game. The last person is the new Sion.

GIFT + GRATITUDE (PARTNER GAME)

In your group, have every child write their name on a small piece of paper and place them into a bowl. Each child will pick a name and then have 2-3 minutes to ask their partner questions. After a couple of minutes, have every child make a suitable gift for their partner. Once everyone has given and received the gifts, they can write gratitude notes to their partner.

THE FRIENDLY ALIEN (PARTNER GAME)

Have each child find a partner within the group and ask them to imagine an alien on an alien planet. After giving them a few moments, ask them to greet their partner and how they believe their alien world is like and see how they communicate without using actual words. This fun game helps with speaking and listening skills, as well as quick thinking and creativity.

LOOK UP, LOOK DOWN (WHOLE GROUP)

If not already, have all the children in your group sit in a large circle then have them stand up. Once the circle is formed, all the children should be asked to look down. From here, the leader will say "Look up" and all the children have to look up and immediately look at another child in the circle. If the other child looks at them at the same time, they must make a funny noise together and sit down in the circle. The remaining children stand in their place and continue to stare at the other child they have been looking at until the SGL says "look down." The game continues until there are no more than 2-3 children left in the circle.