## **Childrens Party Games**

## Getting people of the world to have fun together

Chinese whispers	Sit everyone in a circle. Whisper a long phrase to one person. They, in turn, whisper what they heard to the next person, and so on. The last person announces what they heard.
Pass the Parcel	Wrap a bar of chocolate (or some other gift), in a layer of paper. Now wrap it in another layer and repeat until you have about 10 layers. Finally wrap it in gift paper (so it looks nice).  Sit everyone in a circle and play a short snippet of music. When the music stops, the person holding the parcel removes ONE layer of wrapping. Repeat until the last layer of wrapping has been removed.  The winner keeps the present.
Pass the Parcel with forfeits	As above but every layer contains a forfeit (E.g Sing a song, Eat a teaspoon of Mustard, have your belly button filled with water).
The Chocolate (or Jelly) Game	Sit everyone in a circle and place a tray in the middle with a hat, scarf, gloves, knife and fork, die and a wrapper bar of chocolate.  In turn, players throw the die. If they throw a SIX, they must put on the Hat, Scarfe and Gloves before they start to unwrap the chocolate with the knife and fork, ad then start to eat it.  To speed up the game add a second die and require a Double SIX.  The Jelly Variation is to turn out a set jelly onto a plate and eat it with the knife and fork.
Musical Chairs	The old favourite. With one fewer chairs than people, a short snippet of music is played while the people move around the room. When the music stops everyone tries to sit on a vacant chair. (Only ONE person per chair) The person who doesn't find a chair is out. One chair is taken away and the game continues until only one person (The Winner) is left.

Memory Game	On a tray, place about 10 to 15 small items (e.g. pencil, watch, comb, shoe lace, spoon, toy car, etc.) and cover with a cloth.  Sit everyone in a circle.  Place the tray in the middle of the circle and remove the cloth for 60 seconds. Everyone has to remember the objects. When the time is up, replace the cloth.  In turn, each person has to name an object on the tray. The first person to fail to name an object, repeat an object or name something not on the tray is out. The tray is then removed and some or all of the objects replaced, and the game re-started with the person following the one who is out. If the game is too easy for the group, add more objects or reduce the time.
Musical Statues	This is like Musical Chairs, but when the music stops, the players have to keep still. Anyone who moves, quivers, shakes etc is out. The winner is the last one still playing.
Listen and Move	Place party shapes on the floor in a circle. For example if your theme is Knights the shapes could be shields, swords, and castles. Children walk around circle while listening to music. If the music is loud the children move fast. If the music is quiet the children move slow. If the music stops, the children stop on the closest shape. Young children like to play it this way.
	To make it more challenging for older children have 1 less shape than the number of children. Continue remove shapes as the children are 'out'.
Postman's Knock	All the boys gather in a group and each takes a card with a sequential number (One, Two, Three etc). The girls do the same. The boys then form a line (shoulder to shoulder) facing the girls who are in a similar line. (Players should NOT stand in order. First a girl calls out a number and the boy with that number goes across to kiss her. The a boy calls out a number and the girl with that number goes and kisses him.
Port and Starboard	On the command (from the list below) the children have to do the appropriate action. After a while, start removing the last player to comply, untill only one remains.

Port (Run to one side tof the area) Starboard (run to the other side) Captains Comming Aboard (Stand to attention and Salute) Submarines (Lie on the floor) Hoist the Mainsail (run on the spot - like climing the rigging) Mess Deck (Sit cross legged on the floor - ready for lunch) Davey Jones (Climb a tree, stanbd on a chair anything so that you are not on the floor) Up Periscope (Stand up straight and old hands to eyes as though looking through binoculars) British Caution: This game can get rough. Bulldog All the players (except one) line up at one side of the playing area. The remaining player (The Bulldog) stands in the middle. When he is ready, he shouts "Go" and all the other players have to get to the other side without being caught. Any player the The Bulldog can lift off the ground while he shouts "British Bulldog", joins him in the middle as a Bulldog. On subsequent runs, the Bulldogs may work together. The winner is the last one to be caught. Mummies Split the patry goers into teams of three and give each team a toilet roll. Two persons then wrap the third in the toilet roll so that they look like an Egyptian Mummy. The winning team is the one who in a set time (say 2) minutes) have the neatest and most covered Mummy. Stations Everyone stands a circle (except one who is standing in the middle) and has been told to remember a different station name. The person in the middle calls out two names. The stations have to change places quickly, before the person in the middle can get to one of the empty spaces. Who ever is left without a place is the person in the middle for the next game. Pass the Arrange for teams of about 8 to stand in a line, one Orange behind the other (arranged boy, girl, boy,...). Give each team an orange which the first person should tuck under his chin. This should be passed to the person behind.

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