

Circle Games for Youth

Drip Drip Splash

This is basically the same as Duck-duck-goose, but instead of touching the heads of those not picked they have a little bit of water from a cup dropped on their head. The person picked gets the SPLASH of what is left poured onto their head.

The Crazy Question Game

Campers sit in a circle, and pass out paper. Ask the campers to write a question on the paper on one side, but do not answer it.

Collect the papers give them back at random, making sure that nobody has the same question that they wrote.

Now, tell them to write the answer to the question on the back. It can be as silly or crazy as they want.

Finally, collect the papers again and pass them back out randomly.

The first camper starts and reads the question to the person beside them- BUT the person beside them reads the answer on their own paper. Then, that person asks their question to the next person, and so on.

This makes for a hilarious game with wild answers.

Think Mad Libs.

This is a What?

Group sits in a circle. You'll need several objects which you pass from hand to hand around the circle (doll, cap, toy car, etc.).

The leader starts by looking to the person next to him and holding up the object in his hand (let's say a doll). He says "this is a doll". She responds "a what?", he says "a doll", she says "a what", he says "a shoe", she takes the doll and says "oh, a doll".

She then turns to the next person and starts the same interaction with that person. The leader then adds more items into the mix, starting the same way, and joining into the same rhythm already established by the doll.

The goal is to have as many items going around as there are people in the circle, so you are turning to one person and saying what an item is, and saying "a what" to the person on your other side, ready to receive their item.

Windows and Doors

Kids form a circle holding hands. Then they spread out enough so that everyone's arms are straightened out forming large spaces between the kids. These are the windows and doors.

Then one child runs and weaves in and out between the other children. As they do this, the kids in the circle randomly drop their arms down trying to touch or trap the person whom is weaving in and out.

Once the person is caught or touched by the arms of someone else, they are out. Then, they choose which person is next to weave in and out of the windows and doors.

Village Chief

Everyone sits in a circle, and one person leaves. Next, one person is selected as the 'Village Chief' or the 'It'.

Everyone else in the circle has to follow the movements of the "Chief" (clapping, snapping, banging the ground).

The person who stepped out of the circle comes back and tries to see whose movements everyone else is following, and guess who is the "Chief".

Stick Numbers or Alien Language

One counselor has several sticks. They make up a random combination with the sticks and say, "This is a secret language; the sticks spell out a number 1-10 and 1-10 only."

Make as many stick figures and arrangements as you want, it doesn't matter as long as you are making numbers with your hands. Say it is a 5, all you have to do is put your hand on the ground and spread out your finger.

The fingers that you make numbers with must be on the ground and visible. The campers are looking at the sticks.

If your campers can't get it, tell a few other counselors the secret and have them guess.

Splat

All stand in a circle, one person is nominated as "splatter" and stands in the middle. The person in the middle randomly points at someone else and shouts "Splat!"

The person they pointed at must duck. The two people on either side of the one who ducked must "splat" each other, by pointing the other and yelling, "Splat!"

The last one to do this is out. This continues until there are only 2 active people left in the circle.

Once out, they must stay in the circle, but do not continue to play. This is part of the challenge for the remaining players.

When using fewer numbers, it becomes harder to determine who is next as the numbers deplete, but the circle size remains.

Once down to the last 2 people remaining active in the circle they stand back to back western style. Then, the person who was in the middle counts from 1 - 20.

With each number, the 2 remaining players must take a step away from one another. At any random point between 1 and 20, the counter shouts 'splat' instead of a number.

Finally, they take a quick draw on each other. The last one to point at their opponent and say 'splat' is out.

Buzz

It (the leader) picks a number.

The first person starts by saying "One." Starting to that person's left, each person will say either the next sequential number, or the word "Buzz".

When they reach the leader's number (the goal), they stop.

When someone says "Buzz," the direction of the people saying numbers reverses. So, you may start clockwise and end up going counter clockwise.

If someone in the group makes a mistake, the group starts the process over, with the person who made the mistake starting that round.

Buzz Rules:

The following numbers are to be replaced with the word "Buzz:"

Any number that is a multiple of 3 (3,6,9,12,15...)

Any number that is a multiple of 7 (7,14,21,28...)

Any number with double digits (11,22,33...)

Here's an example:

1, 2, Buzz (reverse direction), 4, 5, 6, Buzz (reverse direction), 8, Buzz (reverse direction), 10, Buzz (reverse direction), Buzz (reverse direction), 13, Buzz (reverse direction), and so on...

Bob The Weasel

One child steps into the center of the circle.

The outside group puts their arms around each other as if in a huddle. Next, they pass an object around the outside of the circle.

While turning slowly, the person on the inside of the circle must try to guess who has the object. The group jumps up and down shouting "Bob the Weasel, keep it goin' keep it goin'".

If the person inside the circle has their back turned to the person in the circle holding "Bob", that circle member may hold up the object and then everyone shouts, "I saw the weasel, I saw the weasel".

Continue chanting, "Bob the Weasel, Keep it Goin' keep it Goin'".

When the person in the middle guesses who has the weasel, the person holding the weasel goes into the middle.

Dead Horse

Somebody lays down and closes their eyes while everyone else gathers around them. The one lying down must keep their eyes closed while the others try to make them laugh without touching them. When the person laughs, they lose.

Now, another person lies down to be the dead horse.

Crocodile Morey

Everyone sits in a circle with hands out to their sides and palms up.

Everyone's right hand is on top of their neighbors left (palms up).

The leader starts the song.

When the song starts, the first person takes their right hand, crosses it over to the person on their left and slaps that person's right hand. This continues until the end of the song.

On the last word of the song, two things can happen. First, when the group sings out, "Five", the person whose hand is slapped is out.

Second, if this person is quick enough and pulls their hand away in time before the other person slaps their hand, then the person trying to slap is out.

The circle moves in closer and continues playing.

When down to two people, they stand up, hold each others right hand in front of them and sing the song again while swinging their joined hands back and forth toward each other in rhythm to the song.

When they say, "Five", the person that their hands are closer to is out, and the other is the winner.

Crocodile morey, croc, croc, croc.

See cinco, cinco, - cinco, cinco sock.

See cinco, cinco, - malo, malo, - malo, malo, malo.

One, two, three, four, five!

Honey if you love me...

The group starts in a circle with one person in the middle.

This person tries to get others to laugh by saying "Honey if you love me, you'll smile."

The person on the outside must respond without smiling or laughing saying, "Honey, I love you, but I just can't smile."

The person in the middle does various things without touching to get the other person to smile.

If the person in the middle does smile, then they move to the center of the circle.

Grandma's Underpants

The group sits in a circle. One person is "it". "It" stands in the middle of the circle.

The kids on the outside of the circle ask the "it" questions. The only thing the "it" can say is, "My grandma's under pants."

The object is to try to make the "it" laugh. When someone makes the "it" laugh, they become "it".

Escape From the Monsters

Four monsters are chosen, blindfolded, and placed in the middle of a circle. These Monsters sit on their treasure (keys).

Balls or bean bags are their ammunition. The leader chooses one brave person to go through the circle and steal the treasure.

This person gets three monster deactivators (crepe paper tied into a circle). This will de-activate the monster when put over their head.

The monster can stop trespassers by hitting them with a ball or bean bag.

The players in the circle can help the monsters by telling them where to find the trespasser.

Ha Ha Ha!

Have everyone lie in a circle with each other's heads on each other's stomachs.

On 'go', the first person will shout 'HA', and then it will be repeated one by one clockwise around the circle. (Everyone's heads bounce up on the other person's stomach when 'HA' is shouted).

Then, shout two 'HA HA's', and go around again. Continue doing this increasing the number of 'HA's'!

Goal: Get up to 10 'HA HA's' .

Zoomy Zoomy

Children sit in a circle. The leader is Zoomy Zoomy. Everybody else is a number 1, 2, 3 and so on...

Clap your lap twice and snap twice to make a pattern. Zoomy Starts by chanting "Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa" to the pattern.

Zoomy calls out a number twice. That number has to repeat the number, and say another number. Someone else can say 'Zoomy'. The first one to make a mistake is out. Those who are out sit in the middle of the circle, and game play continues.

Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa

Zoomy Zoomy (the leader) "Zoomy Zoomy 7 7,"

Person with the #7, "7 7, 2 2"

Person with the #2, "2 2, Zoomy Zoomy"

Zoomy Zoomy, "Zoomy Zoomy, 3 3"

Person with the #3, "5 5...(Wrong didn't say their number at the beginning so Number 3 is out.

The game continues until only one number remains.

Freeze Dance

Everyone stands in a circle. One person (leader) stands in the center. The leader plays music and everyone else dances. The leader turns off the music at random. When the music stops, everyone freezes in the dance position they were in at the moment the music stopped. The last person standing in their frozen position without (getting caught) moving is the winner! The winner moves to the center to control the music. Music can be a jam box, phone, or musical instruments. No cheating by plopping down to the ground when the music stops.