

# ***Group Games***

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***Four Corners***

***Color Cops***

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***Mingle, Mingle, Mingle***

***Murder***

***Bang***

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***Fruit Basket***

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## **Four Corners**

***One player is blindfolded in the middle of the room. The player in the middle begins counting: 1, 2, 3, 4, 5, 6, Freeze. While the player in the middle is counting, the other players are trying to quickly and quietly make their way to one of the corners in the room. When the player in the middle reaches freeze the other players must freeze. The player in the middle then points to one of the corners. Everyone in that corner is out and play continues until there is one player left.***

## **Color Cops**

***Color Cops is a version of four corners that can be played with a LARGE group. Set up six color areas and a prison. We do this by attaching six different sheets of colored paper to the walls in six areas of the room. We usually use the gym at our school and set up our prison on the stage steps. Two cops are chosen and blindfolded. They are taken to the middle of the room. We also have a warden that monitors the game. The warden then begins to count: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, Freeze. When the warden reaches freeze, every player not in a color area is out and must go to the prison. Then each of the blindfolded cops chooses one color, where they believe they heard a lot of noise. Everyone standing in that color area is out and must go to prison. Play continues until there are only two players left. They become the new color cops.***

***\*Sometimes we have a VERY LARGE group and we use three color cops and eliminate three colors every round.***

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# ***Swab the Deck***

***Played similar to mingle, mingle, mingle except when the captain calls:***

***Grub Time – 5 people group***

***Row the Boat – 4 people group***

***Man Over Board – 3 people group***

***Lighthouse – 2 people group***

***If they are not in one of these groups, a player is out.***

***One person is chosen to be the Captain. The Captain then calls out one of the above phrases, or sing to me. When he says sing to me all players must sing “Yo, Ho. Yo, Ho. A pirates life for me.” The last player in the game is the new captain.***

# ***Mingle, Mingle, Mingle***

***All players are to mingle on the floor of the room. They are wandering while the host says, “Mingle, Mingle, Mingle. Mingle, Mingle, Mingle. Mingle, Mingle, Mingle...(then a number like seven). All players have to the count of five to get into a group of that number and link arms. If they are not in a group of that number they must be out until the winner is declared. Then the game can start again.***

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# **Murder**

***Get enough cards for each person. Designate one of the cards as the murder card. Each person draws a card, being careful not to let anyone else see. Then the murderer tries to start killing his victims without being discovered. He does this by winking at the person he is killing. That person must then die a dramatic death. See how many the murderer can get before he gets caught. If a person guesses tries to guess the murderer and is wrong, they are also killed.***

# **Bang**

***All participants make a circle. One player is chosen to stand in the middle. He closes his eyes and spins while using on arm to point. When he stops, the person he is pointing to must try to duck out of the way before the players on his right and left are able to "shoot" him. If he ducks, the player on his right and left are out, otherwise the person that was pointed to is out. Play continues until there is one player left. He then becomes the center person.***

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# ***Sharks and Minnows***

***All players line up on one side of the room behind a line. Three people are chosen to be the sharks. All remaining players are to try to keep from getting tagged by the sharks. The group leader says go, and all players try to run from behind the line to the other side of the room behind the line where they will be safe again. If they are tagged by a shark, they must fall to their knees where they were tagged and they become a minnow. Minnows then try to help the sharks tag the other players, but they must stay on their knees. The last three players not tagged become the new sharks.***

# ***Fruit Basket***

***Set up a circle with chairs for everyone but one person. One person is in the middle, and everyone including the middle person is assigned a fruit (apple, banana, orange, watermelon, etc.). You need to have several people of each fruit. The person in the middle calls out a fruit (banana) and every banana in the circle must get up and find a new chair to sit in. The person in the middle tries to sit in one of the empty chairs. The last person in the middle is the new caller.***

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# ***I've Never***

***(A good get to know your neighbor or opening game.)***

***Set up enough chairs in a circle for everyone in the group less one. One person is chosen to be in the center of the circle. They say, "I've never.....(examples: I've never been to China. I've never been deep sea diving. I've never ridden on a train.) Each time the person in the middle says I've never, whatever they have never done, everyone else in the circle that has never done that thing must get up and find a new chair to sit in. The person in the middle tries to get into one of the empty chairs. The last one standing is the new person in the middle.***

# ***Don't Eat Pete***

***(Can use game boards from various holidays, themes, etc.)***

***Some type of candy or treat is placed on each of the squares of the game board. One person is chosen to leave the room. The remaining players choose one of the squares. The returning player then comes back and begins to eat the treats from the game board until he reaches for the chosen space. When he chooses the chosen space for that round, the other players say "Don't Eat Pete!" and his turn is over.***

***The board is then refilled and a new person is chosen to leave the room.***

***Continue playing as long as you want or until you run out of treats. For larger groups prepare more than one game board.***

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# ***Don't Eat Pete***
