

D6[®] GAMES FOR CHILDREN



1. Bucket Build-Off Battle

SUPPLIES:

- 12 large buckets (5 gallon size, work well)
- 2 tables
- 60 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: Similar to cup stacking, players will have to quickly completely build, un-build and rebuild a 3 tier pyramid as many times as they can in 60 seconds.

Before the Game:

- Before the game place 2 large tables at the front.
- Stack 2 sets of 6 buckets inside of each other next to each table

Playing

- Ask for 2 volunteers.
- Have 2 volunteers stand back 5-6 feet away from the table.
- Give the “quick explanation” & rules
- On “Go!” players run to the table and begin to build, un-build, and rebuild bucket pyramids as many times as they can.

Rules:

- Pyramids must stand on their own, hands-free
- When pyramids are un-built the buckets must be stacked again one inside of another, in one single tall stack

Winner(s)

- Winner is the player that successfully builds the most complete pyramids.

2. Cut the Rope: Live

SUPPLIES:

- 20 Marshmallows
- 20 Pieces of String (3-4 foot long)
- 2 Pairs of Safety Scissors
- 1 Table
- 2 Chairs

GAME PLAY:

Quick explanation: Similar to the smartphone game, players will try to “cut the rope” attached to “candy” dropping it into the mouth of a teammate.

Before the Game:

- Poke a hole through each marshmallow, run a piece of string through each and tie it.
- Place all the marshmallows on the table in 2 groups of 10, with strings hanging off the end of the table.

Playing

- Ask for 4 volunteers, 2 teams of 2 people to come up to the front.
- Ask one person from each team to stand on the chair by the table, while other player lays down face up in front of them on the floor.
- Give them the “quick explanation” and rules
- On “go” the player on the chair will lean forward and grab the end of one of the strings in their teeth allowing marshmallow end to dangle over the player on the floor
- They then must grab the scissors and try to cut the “rope” (string) dropping the marshmallow into their teammates open mouth
- Repeat 9 more times

Rules:

- Players are not allowed to use their hands to grab the string or marshmallow.
- Only after the marshmallow has been eaten, may the player on the floor use their hand to remove the string from their mouth.

Winner(s)

- The team that gets the most marshmallows in their mouths wins.

3. Dizzy Donut Duel

SUPPLIES:

- 4 long pieces of string/yarn
- 4 white powdered donuts
- 4 XL black t-shirts
- Roll of masking tape or painters tape
- 60 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: Player will be swinging a powdered donut on a string at other player trying hit them as many times as possible with their donut.

Before the Game:

- Tie powdered donuts on the end of the long piece of string
- Create a large square area in the front of the room or somewhere where the audience can see, using the tape.

Playing

- Ask for 2-4 volunteers
- Bring the volunteers to the front
- Have them put on the black t-shirts
- Give them the "quick explanation" and rules
- Give each player a donut on a string and have them place the "non-donut" end of the string in their teeth
- On "Go!" player will try to swing their donut and hit the other player(s) as many times as possible in 60 seconds.

Rules:

- Points are scored on "hits" only on the black shirt. Other hits to the head or other parts of the body do not count
- Players must stay within the defined square playing area.

Winner(s)

- After 60 seconds count the number of hits to each player's shirt the person with the least amount of hits wins

4. Egg-Noggin Boggin'

SUPPLIES:

- 2 gallons of eggnog
- 2 large bowls
- 2 packages of marshmallows (fun shapes are extra funny)
- 2 straws
- 2 plates
- 1 Table
- 60 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: Player will have to retrieve as many marshmallows from the eggnog bog as they can in 60 seconds using their straws to either stab or stuck up the marshmallows.

Before the Game:

- Put an equal amount of marshmallows (15-20) in the bottom of each large bowl.
- Pour an equal amount of eggnog over the marshmallows, filling the bowl
- Place the bowl on the table upfront.
- Place 1 straw and a plate beside each bowl.

Playing

- Ask for 2 volunteers.
- Bring the volunteers to the front, have them stand behind the table facing the audience
- Give them the "quick explanation" and rules
- On "Go!" player step forward to the table, place the straw in their mouth and begin to retrieve as many marshmallows as they can in the time allowed.
- Players must then place the collected marshmallows on the plate beside their bowl.

Rules:

- Player must use their straw to retrieve marshmallows and cannot use their hands or simply put their face in the bowl,.

Winner(s)

- After 60 seconds count the number of marshmallows that each player has on their plates. The winner is the player with the most marshmallows

5. Gummy Bear Beard

SUPPLIES:

- 2 cups of water
- 2 large bags of gummy bears (or gummy candy of your choice)
- 2 bowls
- 2 chairs
- 60 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: Player will have to create a beard out of gummy bears on their partner's face in the time allowed by wetting the gummy bears and then sticking them on their partners face

Before the Game:

- Fill 2 cups with water
- Empty each bag of gummy bears into a bowl
- Have cups of water and bowls of gummy bears available at the front

Playing

- Ask for 2 pairs of volunteers
- Have one person from each team sit in the chair facing the audience
- Give them the "quick explanation" and rules.
- Hand the standing team member a cup of water and a bowl of gummy bears
- On "Go!" standing player begins one by one to dip a gummy bear in the water and stick them to their partner's face.

Rules:

- Players can not hold gummy bears in place, once a gummy bear is stuck on a players face it is free to fall or be replaced onto the face by the standing player
- Players can not lick the gummy bears, then must use the clean water provided

Winner(s)

- After 60 seconds the seated player with the most gummy bears still sticking to their face wins!

6. Igloo Race

SUPPLIES:

- A good amount of circle or square ice cubes
- 2 large bowls
- A table
- 60 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: Player will have to build the biggest and best freestanding igloo using ice cubes.

Before the Game:

- Fill 2 bowls with an equal amount of ice cubes.
- Place a table in the front of your meeting space/area.

Playing

- Ask for 2 volunteers.
- Give them the “quick explanation” and rules.
- On “Go!” players will step forward to the table and quickly build the best igloo out of the ice cubes provided.

Rules:

- Players cannot lick, break or alter the ice cubes in any way.
- Players cannot hold the igloo together or support it once the time is up.

Winner(s)

- After 60 seconds the player with the biggest and most creative igloo wins!
- Consider having audience vote on winning igloo.

7. Mama Bird

SUPPLIES:

- 2 bags of gummy worms
- 2 spring hinge clothespins
- 1 large bowls
- A table
- Roll of masking tape or painters tape
- 60 to 120 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: One player will act as a mama bird, gets a worm (gummy) in their beak (clothes pin), brings it back and feeds it to other player acting as a baby bird as quickly as possible and as many times as possible in the time allowed.

Before the Game:

- Fill the bowl with a good amount of gummy worms.
- Place the bowl and table at one end of the front of your area, a few feet away from the center.
- At the center and front of your area create 2 small circles with the tape. Big enough for someone to sit or squat down inside of them.

Playing

- Ask for 2 pairs of volunteers.
- Give them the “quick explanation” and rules.
- Have teams decide who will be the “mama bird” and who will be the “baby bird”.
- The mama bird will be given the clothespin (a beak) and the baby bird will squat or sit down inside the circle (the nest).
- On “Go!” the mama bird place the clothes pin in their mouth, run down to the table where the gummy worms are, pick up one, single gummy worm, bring it back and feed it to the baby bird.

Rules:

- Players cannot touch the gummy worms as any time.
- If the gummy worm is dropped, it is out of play and a new gummy worm must be retrieved.
- Baby bird players can not stand up and cannot leave their circle/nest.

Winner(s)

- After 1 or 2 minutes the team that has successfully fed the baby bird the most worms wins

8. Pixie Stick Pick Up

SUPPLIES:

- 2 large, long pixie sticks
- 2 bags of peach candy rings (at least 20 rings)
- 2 plates
- A table
- 60 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: Players will have to pick up and collect all 10 candy rings on their pixie stick and/or as many as they can in time allowed.

Before the Game:

- Place 10 peach candy rings on a plate, spreading them out evenly.
- Place the plate on a table in the front.
- Place a large, long pixie stick next to each plate.

Playing

- Ask for 2 volunteers.
- Give them the “quick explanation” and rules.
- On “Go” players will step forward to the table, place the pixie stick in their mouth and begin to try to collect as many candy rings as they can.

Rules:

- Players cannot use their hands in any way.
- If a candy ring falls off, players continue to play and try to get the ring back on their pixie stick.

Winner(s)

- The winner is the person that collects all 10 candy rings or the most in the time allowed.

9. Proboscis Pudding Picasso

SUPPLIES:

- 2 large newsprint pads or 2 large poster boards
- 2 easels
- 4 chocolate pudding cups
- 60 second egg timer or multimedia countdown clock

GAME PLAY:

Quick explanation: Players using only their noses and chocolate pudding will have create a masterpiece.

Before the Game:

- Set up and secure large pads or poster board on easels
- Open the pudding cups

Playing

- Ask for 2 volunteers.
- Give them the “quick explanation” and rules.
- On “Go” players will pick up a pudding cup and dip their nose in the pudding, then begin to draw a picture on the pad/poster board.
- They will continue to dip and paint until the time allowed is up.

Rules:

- Players can only use their hands to hold the pudding cup; they cannot use their hands to do any actual drawing.
- Players may use other parts of their face, including their hair, if they choose to draw, smear or paint.

Winner(s)

- The winner will be chosen by audience vote for the most creative, original masterpiece.

10. Dancey Dance Dopplganger

SUPPLIES:

- Music CD or MP3 Player
- Sound system
- A slightly elevated place or chair so everyone can see leader(s) full body.

GAME PLAY:

Quick explanation: The game is a live version of games like “Dance Dance Revolution” or “Just Dance” meets “Simon Says”. Players will have to copy the person(s) on the stage dance moves as quickly as possible.

Before the Game:

- Select and load up 10-15 clean and fun dance songs
- Have your sound system/music player ready
- Have 1-2 adult “dancers” and 1-2 adult “judges”

Playing

- Have everyone stand up and face the front of the room
- Give the “Quick Explanation”
- Start off with a trial song, so everyone gets the idea
- Lead “Dancers” will begin to dance, using real or made up dance moves.
- Students try to follow along and copy the moves as best as they can
- Lead “Dancers” can also announce the name of the dance if they like as well

Rules:

- Players who do the wrong move or don’t keep up as quickly are eliminated and asked to sit down by the “judges”

Winner(s)

- The winner is the person(s) who are left standing at the end of the game.

11. Clownfish, Blowfish, Goldfish

SUPPLIES:

- No Supplies Needed

GAME PLAY:

Quick explanation: Player will have to make one of three different faces using their mouth. Players that match up with the face the leader chooses to make is eliminated and must sit down

Before the Game:

- No preparation required

Playing:

- Everyone stands up and faces the front of the room.
- A leader, adult or child, stands at the front of the room.
- Give “quick explanation” and illustrate each fish face.
- The 3 Fish Faces
 - “Clownfish”- cross your eyes, stick out your tongue
 - “Blowfish”- make big eyes, hold your breath and puff out your cheeks
 - “Goldfish”- squint your eyes, make a “kiss face”/”fish face”
- Start each round by having the crowd and the leaders turn their backs to each other.
- On the count of “3”, everyone spins around and makes a fish face

Rules:

- Players making the same fish face as the leader up front are “out” and must sit down.

Winner(s)

- The winner is the person(s) who are left standing at the end of the game.

12. Mustache, Goatee, Beard

SUPPLIES:

- No Supplies Needed

GAME PLAY:

Quick explanation: A variation of games like “paper, rock, scissors” or “gorilla, man, gun”. Players using their hands will form facial hair on their face, either a mustache, a goatee, or a beard.

Before the Game:

- No preparation required

Playing:

- Have everyone stand up and find a partner
- Give the “quick explanation” and the rules (**below*)
- Have everyone stand back to back
- On the count of “3” people turn around and reveal their “facial hair”
- The 3 ways to form your “facial hair are:
 - Beard: 2 Hands on either side of the face, held to the cheeks.
 - Mustache: 2 Fingers pointed together over top of the lip
 - Goatee: 2 Hands held together placed on the end of the chin.
- Winner players find a new partner, losing players have to sit down.
- Game continues until there is a final winner.

Rules:

- Beard beats Goatee
- Goatee beats Mustache
- Mustache beat Beard
- If there is a tie, both players have to sit down

Winner(s)

- The winner is the person who is left standing at the end of the game.