



April Indoor Activities

Ace in the Hole

Age Range: 3rd-6th Grade

Supplies: Tokens/ chips, dice

Set Up: N/A

Instructions: The game is best played in small groups of 4-5 children. Pass out two tokens and two dice per group. Everyone rolls, high score goes first. The first-person rolls both dice, if they roll a 1 or a 6, they follow the rules below. All other numbers are 'safe' and no action is taken. Play rotates to the left and all players play until all the chips are held by one player.

- Roll a 1: put a token in the pot
- Roll a 6: pass a token to your left.
- If you are out of tokens your turn is skipped until a token is passed to you.



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Pong-cano

Age Range: 3rd-6th grade

Supplies: 1 bucket or bowl, 1 ping pong ball for each player, 10 tokens for each player, 1 die for each player.

Set Up: N/A

Instructions: This game is best played in small groups of 3-5 players. The first player begins by rolling a die. The number showing on the die is the number of tokens at risk. The player then takes a shot, bouncing the ball at least once, to get their ping pong ball into the bucket. If the ball goes in, the tokens stay in the player's pile. If the player misses, the tokens go into the bucket 'volcano.'

If a 3 is rolled, the player must select an opponent for a bounce-off. The first player can shoot from any location. If the player misses, they must immediately give three tokens to the challenger. If the ball goes in, the challenger must shoot from the same spot. If they miss, they must give three tokens to the other player. If the challenger's ball goes in that player wins all the tokens from the bucket volcano. Play continues until all the gold is held by one player.

Other rules to follow:

- Balls must bounce at least once before going into the bucket.
- Balls that bounce out of the bucket do not count as a score.
- If a 3 is rolled, a bounce-off occurs.



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Alien Encounter

Age Range: Kindergarten- 3rd Grade

Supplies: Parachute

Set Up: N/A

Instructions: Have all the children sit around a parachute on their bottoms with their legs straight out under the parachute. These are the astronauts. Choose 1-2 kids to be aliens and 1-2 kids to be NASA. The aliens go under the parachute and NASA stands around behind the astronauts. When the game begins, the astronauts start shaking the parachute so you can't tell where the aliens are. Aliens each choose an astronaut to take captive by pulling on his feet. After the astronaut feels a tug, he must say, "Houston, we have a problem!" NASA then comes to rescue by grabbing the astronauts' hands and pulling them up before the alien takes him under the parachute. If the alien successfully pulls the astronaut under then the astronaut becomes a new alien and the alien becomes an astronaut. Switch NASA every so often with the astronauts.

Cat & Mouse

Age Range: Kindergarten-3rd Grade

Supplies: Parachute

Set Up: N/A

Instructions: Have all the children stand and hold the parachute. Choose one child to be the mouse and crawl under the parachute and one child to be the cat and crawl on top of the parachute. When the game begins, the children holding the parachute begin shaking it so you can't tell where the mouse is. The goal is for the cat to tag the mouse. Once tagged, switch out the cat and mouse with other players.



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Back-to-Back

Age Range: All ages

Supplies: None

Set Up: N/A

Instructions: Players stand around the room by pairs, except one player who is it. When “it” calls back-to-back the players must back up to a partner. When it calls ‘face-to-face’ the partners must face each other and high five. On the next call ‘back-to-back’ and each time here after, all players must change partners. It tries to get a partner during the change. The player left out becomes It.



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Body Talk

Age Range: All ages

Supplies: Music

Set Up: N/A

Instructions: Have all the children begin in the center of the room. Play music and have the children begin dancing. When the music stops, call out a number and name of a body part, ex: three feet, the children need to match feet with someone else and get the correct number of body parts together. The children that are last to match or end up without the correct number are out. Be sure to only name appropriate body parts when playing this game!



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Commando

Age Range: All ages

Supplies: Soft gator ball, items from your room, butcher paper, flashlight, marbles, 2 bowls

Set Up: Set up the room with tables, chairs and cubbies spread out around the room in a maze, place butcher paper on the tables blocking on side, try to make the room as dark as possible by covering the windows with butcher paper. Place the two bowls at the end of the maze, be sure to label the bowls with team 1 & team 2.

Instructions: Split your group into 2 teams, select one person from each team to be it and give them a flashlight. Select boundaries for the players that are it, be sure they cannot walk through the whole maze. Give the rest of the children 1 marble. When the game begins, let 2-3 children go through the maze with their marble. The players that are it will try to shine their light on the opposing team's players. If they are successful, those players must go back to the starting line and begin again. If the players are not tagged by the light, they drop their marble into their bucket. The team with the most marbles at the end wins. Note: do not let all your children at one time go through the maze, this can lead to injuries.