



May Indoor Activities

Doggie, Doggie Where's Your Bone?

Age Range: Kindergarten-2nd Grade

Supplies: Small object to represent the bone.

Set Up: N/A

Instructions: Have the children all sit in a line on the floor with one person sitting on a chair in front of them, this child is the doggie. The doggie should have their back facing the line of kids. Under the doggie's chair, place the small object. The counselor will tap one person to sneak forward and take the item from under the chair. The doggie is not allowed to look. Once the person returns with the items, they will hide it in their lap, all the kids must be sitting pretzel legs. Then, children all chant "doggie, doggie, where's your bone? Somebody took it and ran right home! Guess who? It might be you, or a monkey from the zoo!" The doggie gets up and has three guesses of who is holding the object. Switch doggies each round.



May Indoor Activities

Elephant Ball

Age Range: Kindergarten-6th Grade

Supplies: 1 Ball

Set Up: N/A

Instructions: Have players stand in a circle, facing inward. They must spread their legs a little more than shoulder-width apart and their feet should be resting against those of the players to either side. There should be no unoccupied spots in the circle. Introduce a ball into the circle. Players may hit the ball with both hands clasped with the goal of knocking it through the legs of another player and trying to prevent it from going through their own legs. If the ball passes through the legs of a player they are eliminated and the circle should fill the gap that they left by becoming smaller. Players are not allowed to crouch. It can be a good idea to have someone assigned to fetch the ball when it goes out of the circle to keep the game's momentum going. You can also add in more balls. When you get down to the last two remaining players you can have them put one foot against a wall and the other against a bench on its side to create an alley that they can battle within. Have them move closer together if it's taking too long.



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Hoop Ball

Age Range: Kindergarten-6th Grade

Supplies: Hula Hoops, gaga balls

Set Up: Place a hula hoop in the center of the playing area.

Instructions: Choose one player to start as the King in the hoop. All other players start outside the circle. When the game starts, toss out 5-8 gaga balls around the room. Players grab a ball and try to throw it so that the ball hits the floor inside the hula hoop. The King (the player in the hoop) tries to stop the balls. If a player tosses a ball into the hoop, they become the new King and the old King goes outside the circle with everyone else. The leader should be watching carefully to judge when a ball has scored. Players can grab balls from anywhere, but must throw them from outside the hula hoop.

If you find that it is too easy and that the King is being switched too often (maybe due to the size of the hula hoop, size of the circle, number of players, or number of balls), you can have each new King choose two friends to be his Guards. The Guards would stay between the circle and the hoop. They help the King by trying to stop balls from going into the hoop, but they cannot step inside the hoop.



May Indoor Activities

Mission Impossible

Age Range: Kindergarten-6th Grade

Supplies: Markers, popsicle sticks

Set Up: Hide a certain number of markers in the room. They must be visible, but hidden, and you can try to camouflage them on things that are a similar color, and use tape to stick them to places. Make sure you only hide one of each color, and before you hide them make sure to make an example first by drawing a line of every color on a popsicle stick.

Instructions: Give each player a popsicle stick. Show them the example and tell them that their goal is to find the markers. When they find a marker, they make a line on their popsicle stick with it and then put it back exactly where they found it. The first person to find all eight (or however many) colors wins.

Ultimate Mission Impossible!

Once you've played regular Mission Impossible, take it to the next level with Ultimate Mission Impossible. It's just like the regular version, but while the kids are looking for the markers, the counselors or a designated child, have black markers and will be trying to tag the kids. If they tag someone, that person hands them their popsicle stick and the counselor crosses out one of the coolers with the black marker. That player now has to go find that color again to make a new line. Remember not to hide a black marker in this version.



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Pterodactyl

Age Range: Kindergarten-6th Grade

Supplies: N/A

Set Up: N/A

Instructions: Participants sit in a circle and one player starts the game. They cover their teeth with their lips by curling them into their mouth and must say to the person next to them "Pterodactyl". If they laugh or smile while they are doing it, they are eliminated. It does not matter if the person they are addressing smiles, it is the person who is saying it that is eliminated if they do. Then the person they said it to would turn to the player on their other side and say it, and so on until everyone has had the opportunity to say it. If you have a smaller group, you can keep going around the circle until you have a winner, but with a bigger group you should start over and play another round.