

Activities

Indoor Games for Big Groups

Children from 6 and up

Game Name: Masses

Necessary Materials: None

Preparation: Make sure there is nothing that can cause an accident.

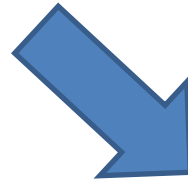
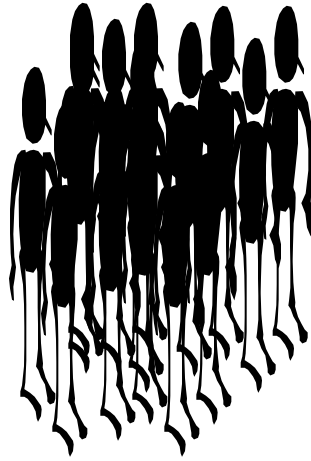
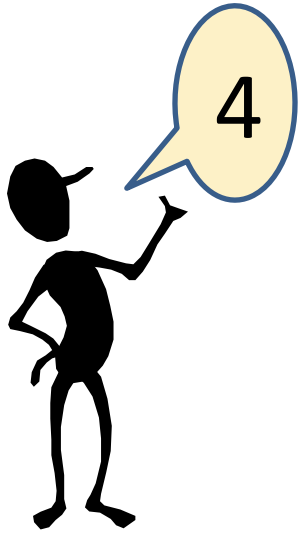
Procedure:

1. Accommodate all participants in the center of the hall.
2. A captain or a leader will call out the numbers.
3. Once the captain or leader calls the number the people “mass” must group according to the number called.
4. The remaining participants that cannot be group according to the number called are eliminated.
5. The game is over when there are only two participants.

Variations:

1. The leader can ask only to group girls with girls and boys with boys.
2. If there are adults as part of the participants, the leader can request that at least one (1) adult must be in the group.
3. The groups can be done only with people of the same grade.

Illustration:



Activities

Indoor Games for Big Groups

Children from 4 and up

Game Name: Passing the hoop

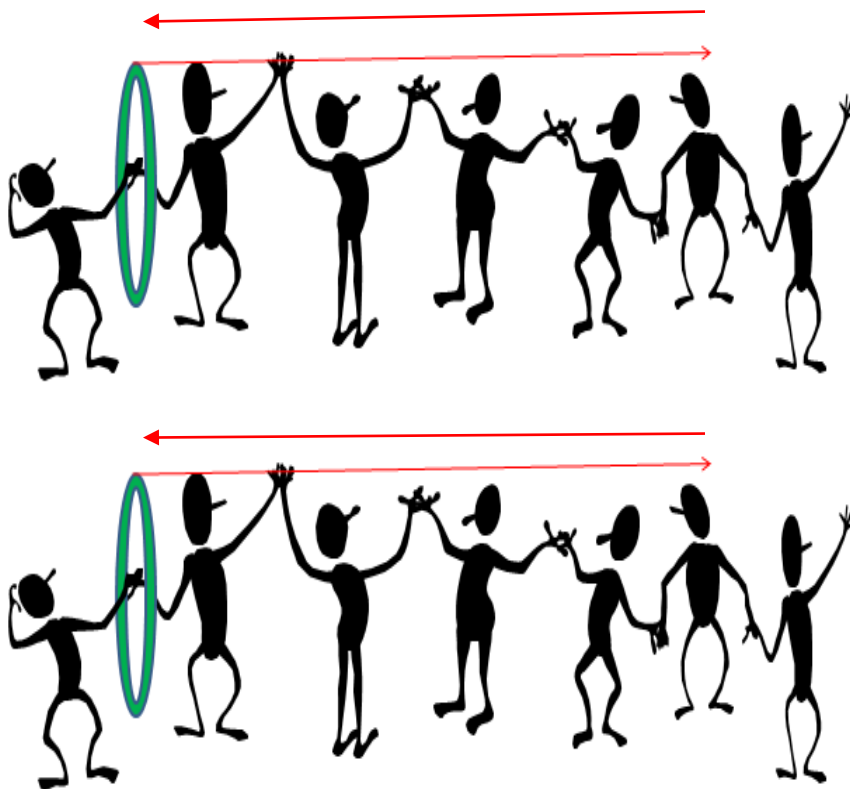
Necessary Materials: Use as many hoops as groups.

Preparation: Make sure there is nothing that can cause an accident.

Procedure:

1. Distribute the participants in equal amount groups.
2. Then participants must stand in a row one next to the other holding hands.
3. The participants must pass the hoop one to the other from the beginning of the row to the end and back **holding their hands**.
4. The first group to complete the roundtrip with the hoop wins.

Illustration:



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Indoor Games for Big Groups

Children from 6 and up

Game Name: Disturbance

Necessary Materials: Painter's tape or chalk.

Preparation: Make a square in the floor with the painter's tape or chalk.

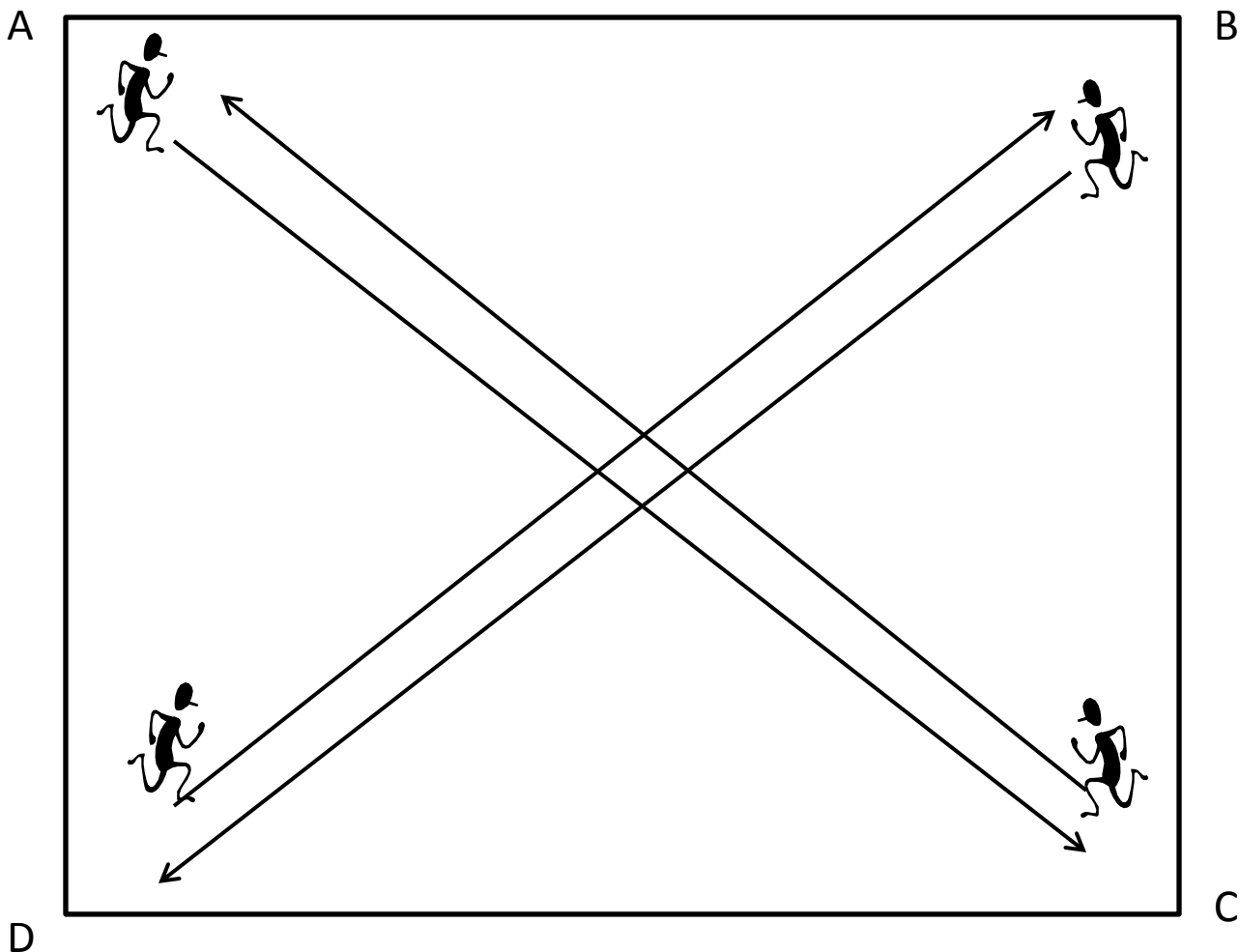
Procedure:

1. Distribute the participants in 4 equal groups.
2. Each group should stand one in each corner of the square in a row starting from the shorter to the tallest.
3. At the captain or leader signal each group must start crossing from their corner to the one in front (diagonally) following the instruction of the way they should use to cross.
4. The suggestions to cross are the following: running, giant steps, dwarf steps, jumping, jumping in one foot, backwards, and holding a ball with their chin or any other way you consider to be safe for the group.
5. The first group to get to their new corner and stand in the same order they departed their old corner is the winner of the round.
6. The captain or leader should decide how many rounds will be played in order to award a winner for most round wins.

Variation:

1. You can play without a round limit and call a winner in every way you instructed to cross the square.

Illustration:



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Indoor Games for Big Groups

Children from 6 and up

Game Name: Catastrophe

Necessary Materials: Chairs

Preparation:

1. Make three (3) parallel rows.
2. The row must have at least 6 feet distance between them.
3. The chairs must have at least 2 feet separation one from the other.

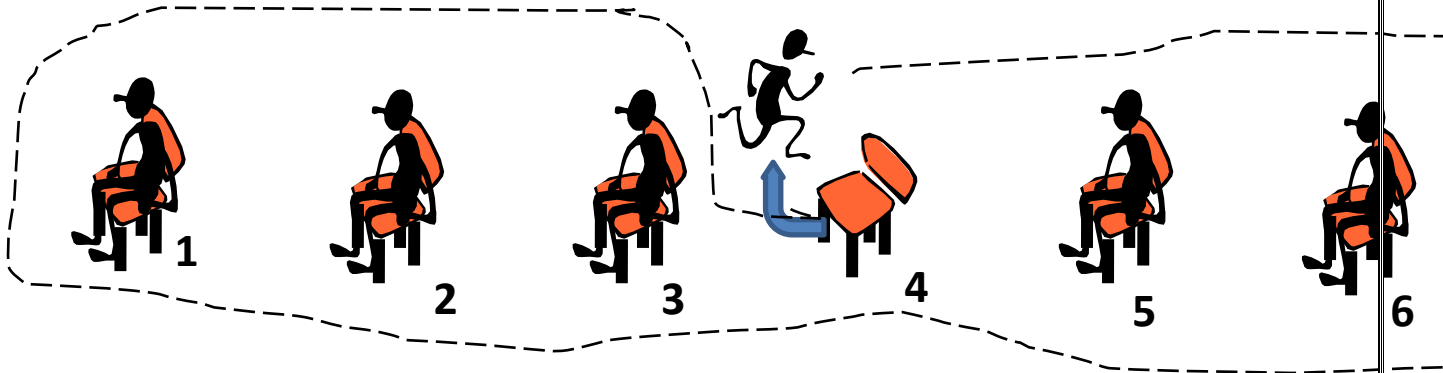
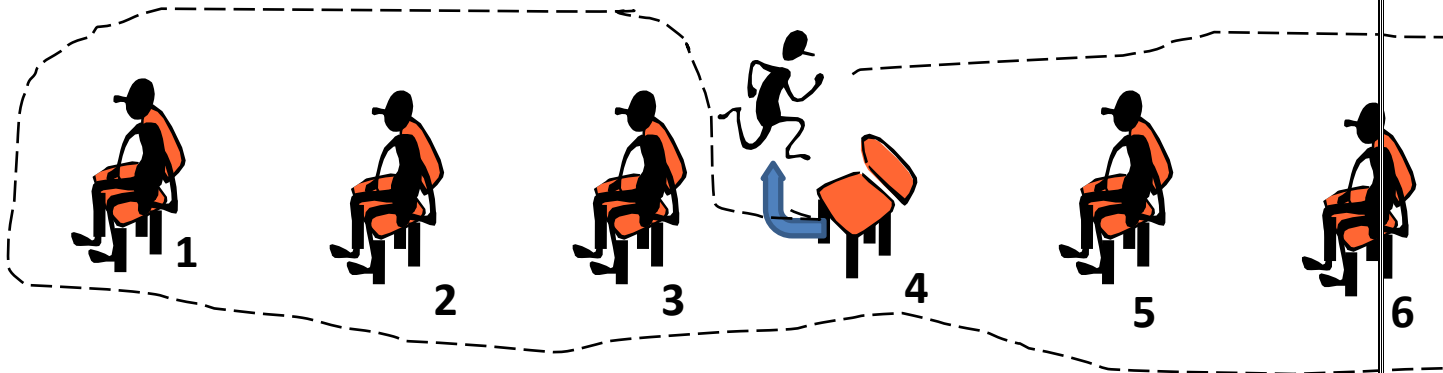
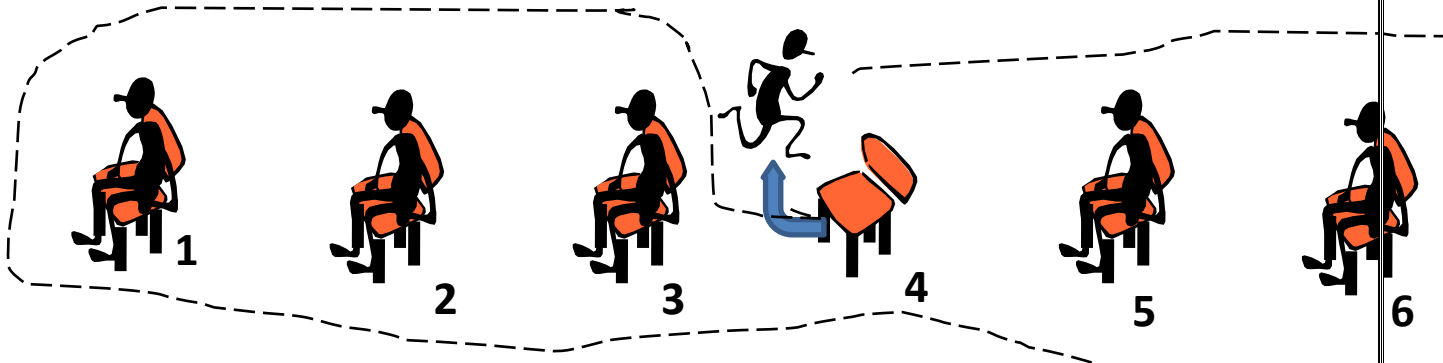
Procedure:

1. Distribute the participants in three (3) equal groups.
2. The participant of each group then seat in the chairs designated for their group. All should be facing to the front (each player facing their team member's back).
3. A number will be assigned to each participant in every group starting with 1 and the participants should be seated in the same order.
4. The captain or leader will call out a number and the participant in each group with that number must raised up from their chair from their right side and run around their group (still seating) and sit down entering to the right(meaning that it should seat coming in from the same side they came out).
5. The participant that comes out and comes in using the correct direction wins a point for their team.
6. When the captain or leader shout: ¡Catastrophe! All the participants of each group must come out one by one from their right side in the order they are seated and run around their chairs (now empty) and seat coming in from the right..

Variation:

1. It can be played without chairs, but you should mark where the participants will be standing.

Illustration:



Activities

Indoor Games for Big Groups

Children from 6 and up

Game Name: Fishing within time

Necessary Materials:

1. Construction paper fishes with a paper clip in their mouth.
2. Fishing cane (thin branch or dowel with a wool string and magnet).
3. Painter's tape

Preparation:

1. Draw 2 squares with the painter's tape.
2. Scatter the fishes within the square.

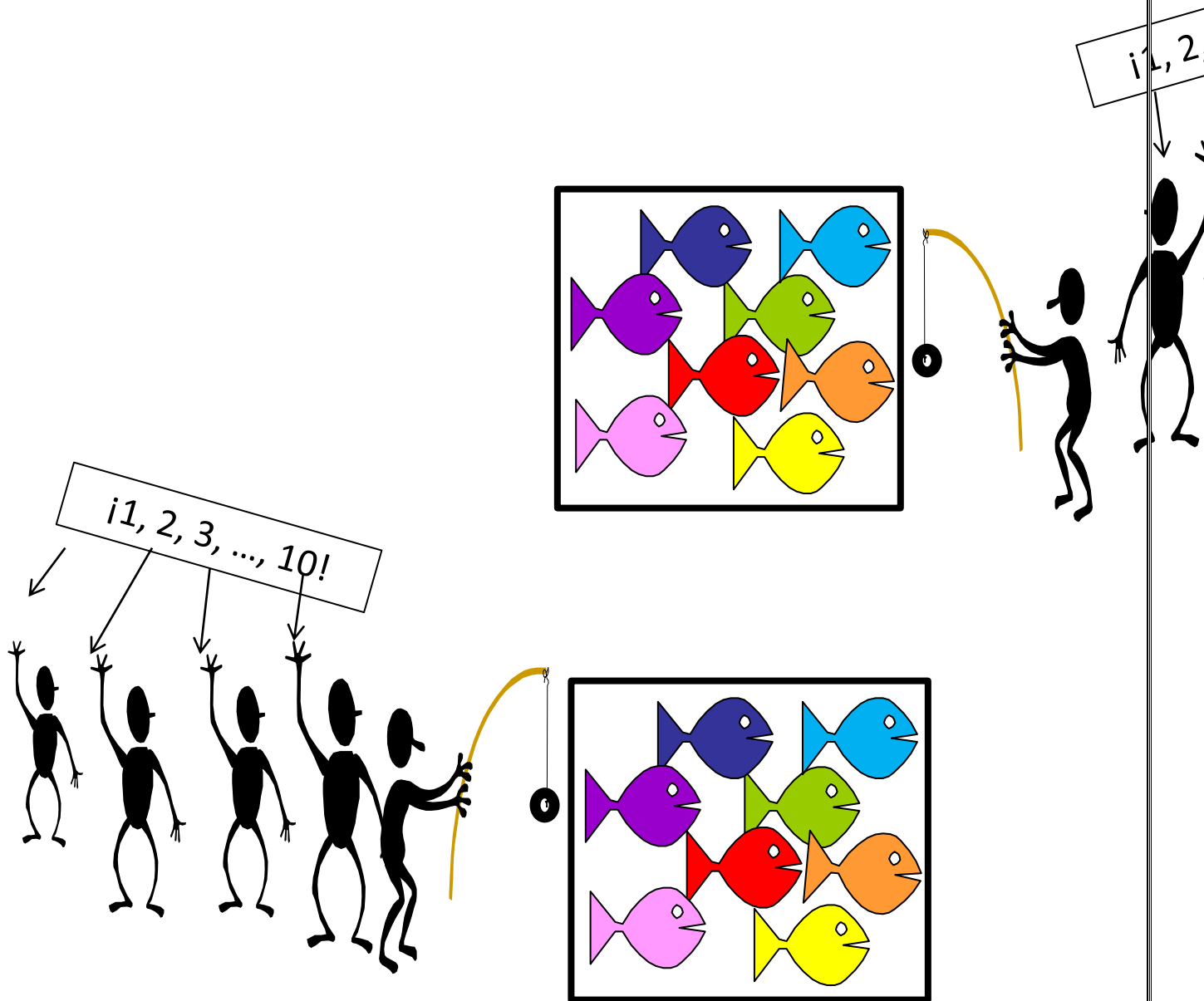
Procedure:

1. Distribute participants in (2) groups.
2. Make a row in front of each square.
3. You are allowed to fish **ONLY** one fish at a time.
4. The first participant will try to catch a fish when he receives the fishing cane in his turn.
5. While he is trying to catch a fish the others in the row must clap and count to 10.
6. If when the others stop the count at 10 he have not catch a fish he must give the cane to the next participant and move to the end of the line.
7. Repite the steps as many times as required until you have caught all your fishes. (*In the event a participant catches a fish and raised it from the floor and then falls, it counts as a caught fish. Only one fish at a time, TWO FISH AT A TIME IS NOT ALLOW, must pick one and put the other back in the square*)
8. The group must catch all fishes assigned.
9. The first group that caught **ALL** their fishes first **WINS**.

Variation:

1. It can be played assigning the color of the fish to catch.
2. You can redistribute the groups in their square to have participants in every side of the square and assigned a fishing cane to every row to expedite the game and have the groups trying to catch 4 fishes at a time.

Illustration:



Activities

Indoor Games for Big Groups

Children from 6 and up

Game Name: Standing and Seating Relay

Necessary Materials: None

Preparation: None

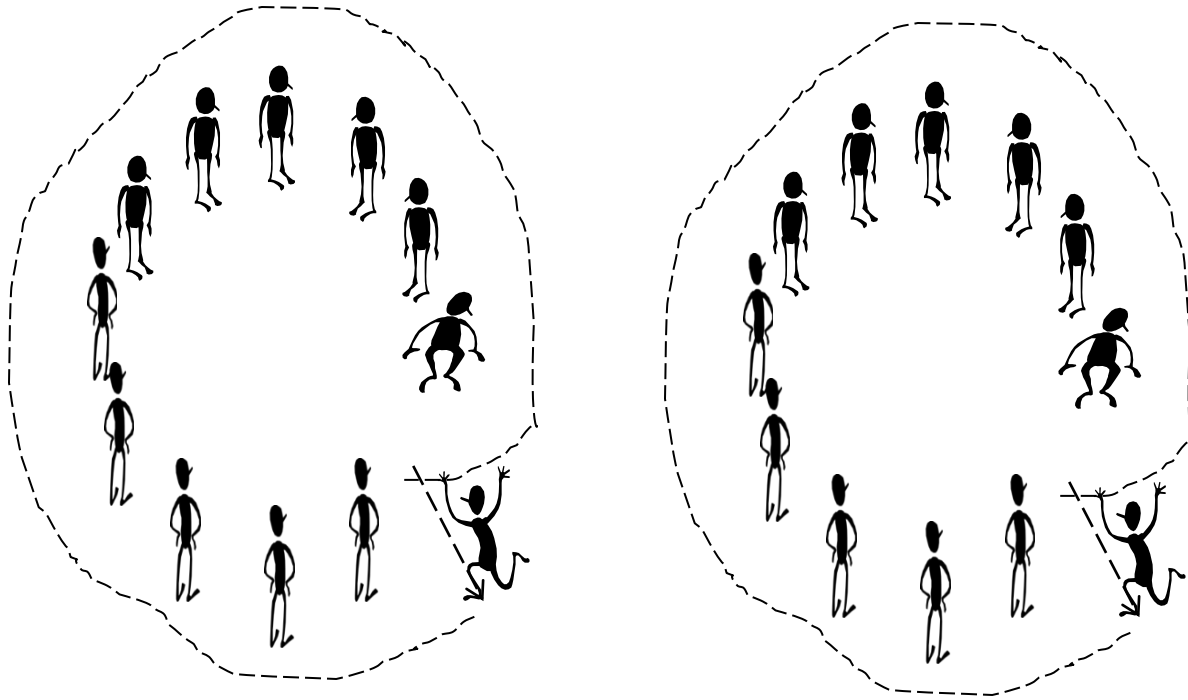
Procedure:

1. Distribute the children in two (2) groups.
2. Ask the children to hold hands and make a circle, then they can let go of the hands. (*This is done to make sure they make a circle*).
3. The youngest of the group will start the relay.
4. At the captain or leader signal, the first player will start running around the circle clockwise in the outer part of the circle.
5. When he gets back to his place, he will tag the player to his right and seat.
6. The tag is the signal for the next player to start running.
7. Repeat the steps 5 and 6 until all members are seated.
8. The first group that ALL its members are seated win.

Variation:

You can play in a circle using the rules of Catastrophe game using the numbers from 1 to 12. When the number is called the children with that number in the circles run around the circle as described above. In order for all the children to run instead of Catastrophe use the word "TIME".

Illustration:



Activities

Indoor Games for Big Groups

Children from 6 and up

Game Name: Sky, Earth and Sea

Necessary Materials:

1. Painter's Tape,
2. Letter size papers with the following words: SKY, EARTH and SEA
3. Clear contact paper

Preparation: Use the materials to make a rectangle with the areas names as per the illustration below.

Procedure:

1. Ask the group to stand in front of the figure for the first call.
2. The captain or leader call out one of the places and the participants must move to the areas as soon as possible.
3. The last participant to get to the place is eliminated.
4. As a distraction the captain or leader can point to a place while mentioning another.
5. The last participant standing is the winner.

Variation:

You can scatter the places (instead of a long rectangle) or use different geometric figures.

Illustration:

