

Let's Get Moving!

Clothes Pin Tag

Quick feet and fast hands are the key to success.

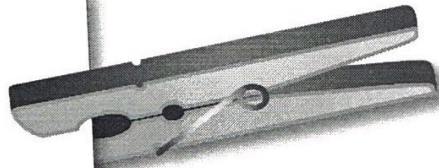
Supplies

Five clothes pins or fewer per person

Let's get started!

Before you start playing, make sure you make boundaries for this game. All players should start with five clothes pins pinned to the back of their shirts. Have them spread out around the playing area before the start of the game. The object is to try to capture the clothes pins from someone else's back without losing yours. If you capture a clothes pin, you are to go down on one knee while pinning it on your back. While you are on one knee, no one can take a clothes pin from you, but as soon as you stand up, you are free game to anyone. If a player goes out of bounds, he or she loses a clothes pin. Pushing is not allowed, and players only can touch clothes pins, not touch or pull clothes or the body. Any violators will lose one clothes pin per victim. The person who collects the most clothes pins in the allowed time wins. This also can be played with teams.

(New Mexico State University, 2009)



Catch the Dragon's Tail

Am I for it, against it, or in between?

Supplies

Bandanna

Let's get started!

You will need a good-sized area for this game. Make sure you are clear of any sudden pits and trees. Have about eight to ten people line up, one behind another. Everyone puts his/her arms around the waist of the person in front of him/her, forming the dragon. The last person in line tucks a bandanna in the back of his/her belt. At the GO signal, the dragon starts chasing its own tail, with the objective being to snatch the bandanna. The tricky part of this is that the head and the tail are competing, but the middle is not sure where to go. When the head finally catches the tail, who is the defeated and who is the victor? Everyone! The head puts the bandanna in his/her belt and becomes the new tail. (New Mexico State University, 2009)

Link Tag

Partners in crime.

Supplies

Group of 10 or more would work best

Let's get started!

To start, two people must be chosen to be "it." They will link arms and begin to chase people. The person the two "it" people catch must link arms with them. Now you have a chain of three people who are "it." As soon as a fourth person becomes "it," they are able to split into groups of two, but remember, to split up, you must remain in groups of even numbers, and anyone who is "it" can link together at will. This game is played until no one is left to be "it".

(New Mexico State University, 2009)



Move Left

The object of the game is to move around the circle only to your left one chair at a time back to the starting spot.

Supplies

Chairs for each person

Let's get started!

Form a circle with the group sitting in chairs. The chosen leader calls out orders such as, "Everyone with brown on, move one left," or "Everyone wearing tennis shoes, move left." You may move only one chair left at a time. If a chair is occupied to the left, sit on the person's lap. Several players may be sitting on each other's laps in one chair at some point during the game. Players move only when the leader gives them directions to do so. Leaders should try to mix up the qualifications for moving so the game doesn't move slowly. A good option for this is, "All girls/boys move to the left!" The first person back to his/her original spot wins.

(Buchele, 2008)

Drink Straw Relay

Be the first team to complete the relay.

Supplies

Straws for each player and a piece of paper for each team

Let's get started!

Each player gets a straw. The object is to pick up a small piece of paper with a straw (by sucking it up with the straw; no hands allowed) and carry it to a certain spot, run back and tag the next player who runs down, picks up the paper with his/her straw and brings it back to his/her line, etc.

Possible Relay Ideas

Supplies

(depending on which relay you are playing)

Potato and spoon for each team, balloon and paper plate for each team, balloon or ball, adult PJ's

Let's get started!

- Potato relay (potato and spoon or balloon and paper plate)
- Knee ball relay (balloon or ball between the knees, walk to finish line, run with balloon/ball in hands and give to next player)
- Crab walk
- Inch worm
- PJ relay (adult PJ's or shirt and sweat pants: first player races to the clothes, puts them on and races back to his/her line and takes them off; second plays put on the cloths and races to the first spot for the clothes and takes them off and then races back to touch the third player, who races to the clothes, etc.)
- Hopping relay (hop on right foot to a certain spot and hop back on your left foot)

Snow Hurdle Relay

It's a lot harder than it sounds.

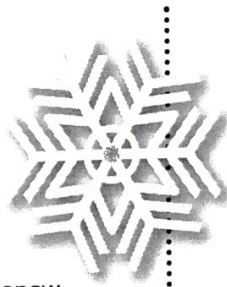
Supplies

Bucket or shovel

Let's get started!

Prepare a series of hurdles made out of snow. Pack a bucket full of snow and then carefully overturn it. Make six to eight hurdles about 2 feet apart. When the race begins, the first person must jump over each hurdle and then work his/her way back. This activity is much harder than it looks when the racers are all bundled up in winter clothes! The racer then tags the next player in line, and so on until everyone has had a turn. For variation, prepare two courses so two teams can race each other.

(Marie, 2010)



Snowball-throwing Contest

Bull's-eye!

Supplies

Premade bull's-eye in the yard before the meeting

Let's get started!

Before the meeting, prepare a big bull's-eye target in the snow by creating a flat area in the snow and drawing circles using food coloring solutions of different colors. Each circle represents a certain amount of points, with the innermost circle standing for the most points, just like playing darts. Direct the game participants to make snowballs and take turns throwing them, keeping score for each player as you go along. Make sure you stress the importance of safety. No one should be throwing snowballs at each other. (Bong, 2010)

Snowball Relay

Gentle hands and quickness will win the race.

Supplies

Snow balls

Let's get started!

Separate 4-H'ers into teams of runners. Each team has a snowball that a runner passes to the next team member until the last runner reaches the finish line. At the end of the game, the snowball has to remain relatively intact. Before the meeting, prepare a running course, marking spots where the snowball changes hands using items such as sticks or stones in the snow.

(Bong, 2010)

Freeze Tag

How appropriate for a cold winter day!

Supplies

Active and determined 4-H'ers

Let's get started!

This game is a lot like regular tag. Designate one person to be it. He/she runs around tagging as many people as possible. As soon as he/she tags someone, that person must freeze in place instantly and remain frozen in that place until someone who is not frozen tags him/her. Once this takes place, he/she may begin running around avoiding "it" again. The game ends when everyone is "frozen" and then a new game begins. (Hearn, 2010)

