Village Chief

Everyone sits in a circle, and one person leaves, then one person is selected to be the 'Village Chief' or the 'It'. Everyone else in the circle has to follow the movements that the "Chief" does ie-clapping, snapping, banging the ground. The person who stepped out of the circle then comes back and tries to see who's movements everyone is following, and guess who the "chief" is.

Mint Game

All you need for this game is one or more boxes of mints (Peppermint Patties, After Eights, etc).

The leader has to get everyone sitting in a circle on chairs with their heads back, then place an after eight on everyone's forehead. The aim is to get the after eight in your mouth without dropping it or using your hands. Great game!!!

Back Words

Divide the group into teams of 5 people each with pencil and paper. Call out a word which has four or more letters. Each team writes the word vertically down the left side of the paper, and on the right side write the word vertically backwards. Then they have to fill in between the letters to form new words.

Big Booty

Everyone in the group gets a number. The leaders starts out by making a step/clap rhythm. The leader starts by saying "Big Booty Big Booty Big Booty, oh yeah, big booty." Then the leader...the "Big Booty" calls to someone in the circle...number 4 for instance by saying "Big booty number 4" then number 4 says "number 4, number ___" then that person goes.

If you mess up, you go to the end, and everyones number shifts up one. The goal is to make the "big booty" mess up, so they go to the end, and you can become the "Big Booty"

Ah Soh Gi (Ah So Koh)

Everyone sits in a circle, and learns the 3 commands and their movements.

- 1) Ah! the person says "Ah" loudly, and puts their left or right hand across their forehead in a saluting motion, with fingers pointing at the person next to them.
- 2) So! the person says "So" loudly, and puts their left or right hand across their chin in a saluting motion, with fingers pointing at the person next to them.
- 3) Gi!— the person puts both arms together in front of them in a clapping motion and points to someone else, anywhere in the circle.

The phrases must always go in that order, and each phrase needs its correct hand motion. You go when you are pointed at by someone next to you using "Ah" or "So," or by someone across from you using "Gi." When you are "Gi"ed at by someone you start the sequence over again.

When someone makes a mistake (ie, goes out of order, uses the wrong hand motion, hesitates in confusion for too long) they are out.

When someone gets out, each member of the group puts a hands in the middle with thumbs up, and calls "You're outta here!" - like a baseball umpire.

That person leaves the circle and the group closes in the space. The person who was on right side of the exited person starts the sequence again, by saying "Ah!" and pointing to the left or right.

The game continues until there are two people left.

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