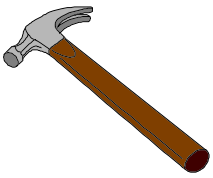
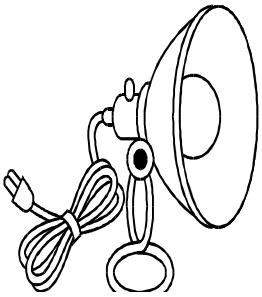
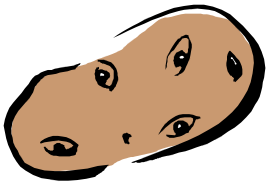
GAMES
MAY #2





SILHOUETTE GAME

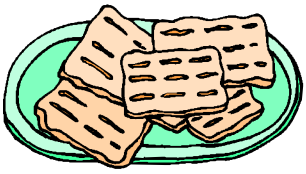
You will need: About twelve different shaped items, a sheet or back projection screen, and a slide projector or strong light (note clear bulbs are better than pearl) A number of objects are held, one after the other, behind the screen These might include items such as an egg, scissors, bulldog clip, or flower. After all the objects have been seen, a short time is given for the boys to write down (or tell the leader) the objects they saw in the correct order of viewing.



POTATO JUMP RACE

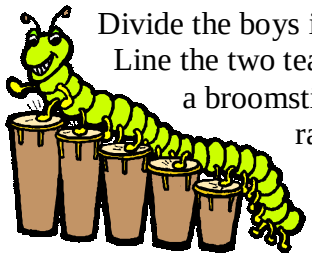
Establish a start and finish line. Line the boys up on the starting line. Give each boy a potato to put between his knees. On "GO" see who can jump to the finish line first without dropping the potato. If a boy drops the potato, he starts again.

EATING RACE



Give each boy two double crackers. The boy who can eat them all and whistle, or blow up a balloon, wins.

CENTIPEDES



Divide the boys into two teams. Establish two lines about fifty to one hundred feet apart. Line the two teams up on the starting line. Have the first four boys in each line straddle a broomstick and, with their left hand, grasp the stick. On signal the centipedes race to the far line, turn around and race back to the finish line. The centipede may only advance when all four boys are holding the broomstick. Then the next four boys form a centipede and continue the relay.

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Materials used in this Example

The Blind Man's Dressing Room
Pictionary
Concentration Game
Silhouette Game
Potato Jump Race
Eating Race
Centipedes

Contributed by: Dan Snarr
Adapted games

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The graphics used are from The Print Shop Pro Publisher by Broderbund, Version 6
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