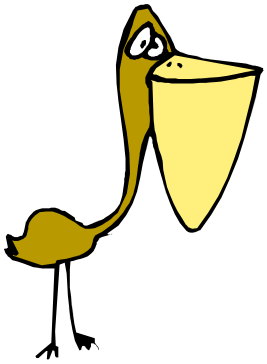
GAMES
NOVEMBER #2

PASS THE ROCK GAME

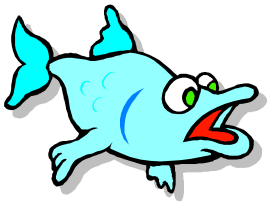
Materials Two small balls, different colors

Sit in a circle, facing inward. The person beginning holds the two balls in his hand. He passes one ball to the right or to the left without letting anyone see which color ball is passes. The boy receiving the ball must guess the color. If he guesses correctly, he receives both balls and passes one to the next person and the game continues. If it is incorrect, he moves out of the circle and the game continues. Continue the game until one child is left in the circle.



BIRD, BEAST, OR FISH

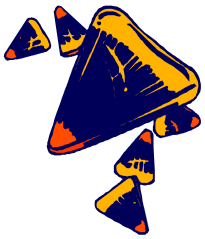
Everyone sits facing the leader. The leader points to one of the players and says either "Bird," "Beast," or "Fish." The chosen player must come up with the name of an animal that fits the category before the leader counts to ten. No repeating! If the player does not respond in time, he is out. The game continues until only one player remains.



CORN HUNT

Hide kernels of corn around the room. The larger dried corn used for bird food is easier to use than popcorn. Or use candy corn. The goal of the game is to be the one to find the most kernels in a certain amount of time. You can use a timer and set a 3 minute limit.

CORN PITCHING

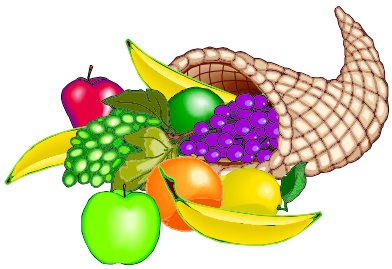


You will need a good sized bowl and 6 kernels of corn. Each player takes turns pitching the corn kernels, one at a time, into the bowl from a set distance. Keep score of how many kernels end up in the bowl. The winner is the one with the highest score after three rounds.

ODDS OR EVENS

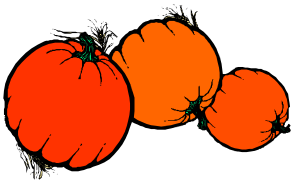
Each player starts out with the same number of small beans, pebbles, buttons, or marbles. One player hides a few of his beans in his hand. The other player must guess if the number of hidden beans is odd or even. If he guesses correctly, he may add the beans to his pile. The players take turns hiding and guessing, until one player has all the beans!

GAMES
NOVEMBER #3



CORNUCOPIA

The players sit on chairs forming a circle. There should be one more player than there are chairs. The player without a chair is the leader. The leader points to each of the other players and gives them a name, such as "Squash," "Corn," "Apple," "Turkey," or anything related to Thanksgiving.
After everyone is named, the leader calls out two of the names, such as "Corn and Apple." Those two players must quickly switch places. The leader continues calling like this (keeping up a brisk pace.) until suddenly he says, "The cornucopia has tipped over!" Everyone, including the leader, then scrambles for a new place. The one who ends up without a seat is the new leader.

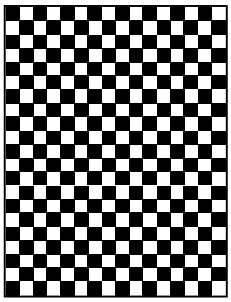


The leader may give the same name to more than one person. This makes the switching of places more confusing and a lot more exciting.

PUMPKIN ROLLS

This is a simple race but, since pumpkins are not nice smooth balls and refuse to roll in nice straight lines, you will need plenty of wandering room!. If you need to play inside, use small pumpkins.
You need two large pumpkins and two sturdy sticks. The racers, line up on the starting line with the pumpkins turned on their sides. On the signal, the racers use the stick to roll the pumpkins to the finish line. As a team, make this a relay race.

NINE MEN'S MORRIS



2 Sets of nine playing pieces, playing board
Examples of pairs of pieces: Peas, Beans, Pennies, Dimes, Rocks, Stones
Each player has nine men. The players take turns putting their pieces (one at a time) on the board at places where lines meet. Each player tries to get three of his pieces in a row while preventing his opponent from doing the same. When a player gets three pieces in a row then he may take one of his opponent's men off the board. After both players have put all of their men on the board, a piece is moved by sliding it from its space to a neighboring empty space. Players keep trying to get three pieces in a row so they can take away an opponent's man. When a player has only three pieces left, then he can move to any empty space on the board. The game is over when one player is left with two pieces.

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Credits for Material Used in the Examples

Turkey Feather Relay, Trading Post, Lighthouse,Cornucopia, Pumpkin Roll Bird, Beast or Fish, Corn Hunt Corn Pitching, Odds or Evens, Nine Men's Morris Pass the Stone Game — From Cub Scout pack 498, Ambridge, Pennsylvania Thanksgiving Games, Not Just for Kids! Www.night.net/thanksgiving/games11/html-ssi Www.plimoth.org/Education/ninemens.htm //Teacher.scholastic.com/lessonrepro/lessonplans/ect/nativegames.htm

Graphics: All From The Printshop Pro Publisher produced by Broderbund