

GROUP MODERATION

Fellowship And Entertainment Games

INTRODUCTION

Entertainment or Fellowship Sessions are very important in a camp or seminar. The best time to hold them is after supper or before retiring for the night..

The aim of The Fellowship Games is to foster joy, unity, humor and fellowship among the participants. Fun and merriment must be part of any camp, seminar or workshop.

Make sure that everybody takes part in the Fellowship Sessions, both in preparing them, and in participating

The participants should create their games, skits, songs etc. One group every night should take charge of the Fellowship Sessions. Foster creativity and originality

The items offered here below may help you only in an emergency when nothing has been prepared by the group or when the participants are not resourceful enough to build up an enjoyable "Fellowship" session by themselves.

The entertainment session should not be too long. Maximum one hour. Keep in mind that the "sophistication" of the items presented by the groups is not a criterion to judge the "quality" of the Fellowship Session, but rather how many the members contributed, and how much the participants mingled together and enjoyed each other's company.

INDEX

1. Ducky, Ducky, Quack, Quack!
2. I Know Who You Are
3. Guess What You Carry on Your Back
4. Poor Pussy Cat!
5. Blind-folded Pillow Fight
6. Mock Blind-folded Pillow Fight
7. Blind-folded Paper Fight
8. Mock Blind-folded Paper Fight
9. Surprise Fancy Dress
10. Lightning Fancy Dress
11. Paper Fancy Dress
12. Musical Clothing Items
13. Queen of Siva.

14. Musical Stick
15. Crossing the Jordan
16. Kho-Kho
17. Hot Foot .
18. Bursting Balloons
19. Nam-sharats
20. Art Drawing
21. Elephant Washing or Killing the Pig
22. The Sculpture and the Sculptor
23. London Charlie
- 24.** The Cat and the Mouse
- 25.** The Cats and the Mice.
- 26.** Drawing Team Competition.
- 27.** Word Jumble Competition..
28. Nursery Rhyme Completion.
29. Song Competition
30. Hot and Cold.
31. The Islands and the Shipwreck
32. Who Began?
33. Musical Chairs
34. Catch Arms Pair Up.
35. Dice Race with Humans.
36. Animal House with Humans (*Without Cards*)
37. Animal House with Humans (*With Cards*)
38. Telly Games or Freak games.

1. DUCKY, DUCKY! Quack! Quack!

All sit in a circle.

A volunteer comes to the middle, he is blind-folded.

He is given a pillow.

Going around in the circle, blindly, he will place the pillow on some one's lap and sit down on it and say: "**Ducky! Ducky!**"

The one on whose lap he sits will reply **Quack! Quack!**"

By the sound of his voice, the blindfolded person will have to identify who is the Ducky!

He is given three chances. If he fails, he will move to someone else.

Finally, the person who is identified, will go to the middle of the circle, be blind-folded and carry on the game.

2. I KNOW WHO YOU ARE

All sit in a circle and remain in complete silence.

A volunteer will be blind-folded and go to the middle of the circle.

He will mill around till he bumps into someone. He is allowed to touch only the head of that person.

He has, to identify him/her just by touching his/her head. He is given only three guesses.

The one who has been identified will carry on the game.

If after 3 attempts, he can not identify anyone, another volunteer may be asked to take his place.

3. GUESS WHAT YOU CARRY ON YOUR BACK

A volunteer is called.

On his back, some advert cut from a papers or a magazines will be pinned: for instance, a feeding bottle, a tooth-brush, a cake of soap, etc, preferably, let it be something, both funny and unusual.

All the rest sit in a circle.

The volunteer goes round the circle and asks anyone in the circle only general non specific questions: for instance: Who likes me? At what time people want me? Am I big or small? etc...

The participant who has been asked has to give him an honest and true answer, yet vague and general.

The volunteer has to find out what's the advert on his back, when he finds it; another volunteer will take his place.

4. O POOR PUSSY CAT

All sit in a circle.

One volunteer agrees to be the Pussy Cat.

He has to go, on his fours, to any member of the group and say: **Myau! :Myau!**

The person approached has to reply, "**0, Poor-Pussy-Pussy Cat**" and pat him on the head.

He has to keep a stern and serious face. Laughing or smiling not allowed.

If he laughs or smiles, he becomes the Pussy Cat, and the game goes on.

5. BLIND-FOLDED PILLOW FIGHT

Two volunteers are invited.

They-are blind-folded. Each one is given a pillow.

Each one can ask for the-assistance of a bodyguard. Only the bodyguard is allowed to give the blind-folded person instructions when, how and where to hit.

If any of the blind-folded persons drops the pillow or abandons the fight, he is considered the loser.

If no one abandons the fight, when the time is up, the one who gave more hits to his opponent is the winner.

The bodyguards and the leader be the judges.

6. MOCK BLIND-FOLDED PILLOW FIGHT '

All things are done like in game number 5 above.

However, without the players knowing it, pillows are given also to the body-guards .

The bodyguards misguide the volunteers by hitting the players with their pillows, so as to give then the impression that the blows are coming from the real opponents.

The volunteers get thoroughly confused.

7. BLIND-FOLDED PAPER FIGHT

Everything as in number 5. Only, instead of using pillows, the fighters use rolled newspaper.

8. MOCK BLIND-FOLDED PAPER FIGHT

Everything as in number 6. Only news papers rolls are used instead of pillows

9. SURPRISE FANCY DRESS

Divide the participants into smaller groups.

Give to all the groups a set of the same articles: e.g. newspapers, a bed-sheet, a broom, a bucket, strings etc...

Tell the groups to fancy-dress one of their members, using only the articles given.

Fix a time limit to do the job

When the time limit is over, the groups will return and introduces their "models" to the house.

The model should not only parade, but he also invited to sing, dance, act or do any other thing he/she likes.

Prizes are given to the two best models.

10. LIGHTNING FANCY DRESS

With only what they have on, give the members of the group a short time to prepare themselves for a Fancy Dress Parade.

Prizes may be given to the winners.

11. PAPER FANCY DRESS

Give only newspapers and pins to all. Let them use them to fancy dress themselves.

12. MUSICAL CLOTHING ITEMS

All sit in a circle.

Wrap in different packets some unusual and odd pieces of clothing.

Pass on one packet as the music goes on.

When the music stops, the person in whose hands the packet is, will open it and put on the item of clothing wrapped in it. Then he/she goes to centre and sits down there.

When the music starts again a second packet goes round. The second person follows suit and so on and so forth.

At the end, all those in the middle will give an item to the audience

13. QUEEN OF SIVA

Form smaller groups. Each group will appoint a leader.

All the groups stand or sit around the Queen.

Whatever the Queen asks has to be brought to her.

All run to get the item asked by the Queen.

The item will be offered to the Queen only by the leaders of the teams.

The team that first brings the item to the Queen carries a point.

A score is kept. At the end, the team with the highest score is declared the winner.

14. MUSICAL STICK

All stand in a circle.

To the tune of a song, a stick is passed around by one participant to the next after tapping it three times on the ground.

When the music stops, the one in whose hands the stick is goes out of the game.

15. CROSSING THE JORDAN

Participants are invited to march in a large circle. A certain marked area on the circle is called the Jordan. Music goes on.

When the music stops, those who happen to be caught crossing the Jordan will out of the game.

16. KHO-KHO

This is the usual game of Kho-Kho.

It is played by two teams.

It can be played sitting or standing..

17. HOT FOOT OR HOT POTATO

Two teams are formed.

One team forms a circle. The other team members remain inside that circle

The outside team try to get those inside out the circle , by catching them while hopping (*only one player of the outside team is allowed at a time*) (Langdi)

or: by throwing a ball to those in the inside team. Whoever is touched by the ball goes out of the inner circle.

18. BURSTING BALLOONS

.All the participants tie a balloon to their right ankle, so that the balloon faces away from the leg.

At a given signal all the participants try to burst the others' balloons while hopping on one foot. All should keep their hands behind their backs.

If you play in groups, the group that gets all its balloons burst first, loses the game.

If you play individually, the last person to keep his balloon intact is the winner.

19. NAM-SHARATS COMPETION (In teams)

One team chooses the title of a movie or a song to be acted by a member of the opposing team.

The opposing team sends its representative.

He is told he name of the picture or song to be acted by him and to be guessed by the members of his team.

He tries to convey to his team by actions and gestures only the title of the movie or song.

His team may make three guesses. The only spokesman for the team is its captain after one round the process is reversed and the teams change roles.

20. ART DRAWING

Two volunteers are invited.. One goes out of the room.

The one in the room is given the following instructions.

Your partner will have to draw on the blackboard any item you wish. Tell the group what the item is going to be.

You will stand behind the board and give instructions to your partner on how to draw what you want him to draw. However you have to keep two rules.

First, you must not tell him what you want him to draw. Just tell him to follow your instructions.

Second, you cannot use any technical words while giving him instructions, e.g. circle, right angle, radius, how many centimeters etc. but only plain, simple words like go up, go down, right, etc...or descriptive comparisons, for instance, like an egg, a mango etc...

21. ELEPHANT WASHING, or KILLING THE PIG Relay Mime.

Four volunteers go out of the room.

The leader of the game tells the audience what he is going to do. He will exactly mime the washing of an elephant, or the killing of a pig or any other complicated action.

He will not use any means of communication except mime.

The first volunteer is called and the leader tells him to look at him very carefully as he will act some action by mime. .

When the leader finishes the mime, the second volunteer is called in.

The first volunteer will be told to show to the second volunteer exactly the mime the leader did. for him.

When the first volunteer finishes the third one is brought in, and the second will perform and so on, till the fourth volunteer finish the mime..

At the end, the volunteers, starting with the last, will explain to the audience what they thought they were doing!

Finally the leader will explain to the volunteers what he actually did:

22. THE SCULPTURE AND THE SCULPTOR

Three or four volunteers go out of the room. They will be the "Sculptors".

One participant will volunteer to be the "Sculpture".

He will stand on a stool inert, straight, and frozen like a block of stone.

The first volunteer will be called in and be told: Is told':

You are a famous "Sculptor". You have in front of you a piece of stone. Make out of it any sort of sculpture you like in any shape, any position and with any clothes and other adornments you would like it to wear. Etc...

Keep close by pieces of clothing, papers, a broom, a bucket, sticks, chalk, and any other odd items. etc..

You may use these items lying around as you like to shape the statue.
The statue should allow itself to be handled as the sculptor likes and wishes.

When the first sculptor volunteer finishes his job, he will be told to take the place of the statue he has made, in exactly the same position, with the same adornments, etc... Then, the second volunteer is called in.

He is told to shape the statue as he likes. At the end he will exchange places with the statue.....

Then the third volunteer is called in, and so on and so forth

Moral of the game: Don't do to others what you don't like others do to you.

23. LONDON CHARLIE

Participants are divided into two teams. They sit on the ground in two lines facing each other, keeping their hands behind their backs.

One team is given a coin. They are supposed to pass it on, up and down the line, from hand to hand, while keeping their hands behind their backs.

When the leader of the other team, says: "LONDON CHARLIE" all the members of the first team have to bring their hands in front of their knees keeping them flat on the ground.

In the meantime, they have to keep thumping the floor with their fingers.

The opposite team has to guess under whose hand the coin is found. The members of the team can confer and finally the captain makes the guess.

If they miss two guesses, they lose one point, and the game goes on.

If their guess is correct they get a point, and now they will be the team passing on the coin.

The other team will do the guessing.

24 THE CAT AND THE MOUSE

All stand in a big circle catching hands high in the air.

Two volunteers are called. One will be the cat and the other the mouse.

At a signal by the leader, the mouse begins running, going in and out of the circle from under the arms of the participants.

The cat has to catch the mouse, following exactly the path the mouse has gone through. If he misses the path or cannot catch the mouse, the mouse wins.

After that, ask for two more players to be the new cat and mouse

The old cat and mouse will join the circle.

25 CATS AND MICE

This game is a modification of the previous one. The participants play in teams.

Make two teams. **The cats and the mice.**

All form a circle catching hands high over their shoulders

A cat and one mouse come to the middle.

The race begins. The winner carries one point for his team.

Those who finished, take their places in the circle.

Another cat and mouse come in for the race, and so on so forth until all had their

chance.

The team with the larger number of wins is the victor!

26. DRAWING TEAM COMPETITION

Divide the participants into groups of 10.:to 15

Fix on the wall as many big drawing papers as teams. Keep next to the drawing papers a chair or table with crayons, felt pens, and other drawing materials.

Give the following instructions:

Each team will draw the portrait of one of its members.

Decide right now whose portrait your team will draw. You have only one minute to decide.

The Team captains will write on the pieces of paper in the wall, the name of the person whose portrait will be drawn by his team

Teams stand in .a line, one partner at the back of the other.

At the sound of the whistle, the first painter in the line will go to the wall and begin drawing. He may use any the painting materials found on the chair or table. (*Give only half a minute to each partner to draw.*)

When the whistle goes, the first painter stops drawing and the second one takes over, then the 3rd and 4th and so on....

After the last in the line has had his chance, the first one may come again and so on.. .till the drawing is over.

At the end, the best drawings may be given prizes/.

27. WORD JUMBLE CONMPET.ITION

Divide the participants into two or more teams

In turn, the captain of one of the teams, will give in jumble form, the letters of a word

The other teams have to find out the right word.

Only the captains of the teams can call out the right words.

The first group to find the correct word gets a point.

You maay have several rounds of the game.

28. NURSERY RHYME COMPETITION

Divide the larger groups into smaller ones.

No rime can be repeated twice.

Group one begins: A.B.C. D. E. F.....and says a rime....

Immediately, group two starts A. B. C.....and says another rime....

Then a third group steps in....etc..

The group or groups running out of rimes lose the competition.

29. SONG COMPETITION

Form two groups.

One group begins a song.

The other has to start a song that begins with the last letter of the song the first group sung, and so on..

The one that gets stuck first loses the game.

30.. HOT AND COLD

One of the participants gets out of room. Some item or other is concealed somewhere in the room or with one of the participants.

The one outside is called in. He goes about searching for the item.

As he comes closer to the article all shout Hot! Hot! The closer he comes to it, the louder will all shout Hot! Hot!

If he goes way from the concealed article, all shout Cold! Cold! The further, he goes the slower and lower will they shout: Cold! Cold!

When he finds it, another volunteer takes his place

31. THE ISLANDS AND THE SHIP-WRECK

All sit in a big circle. Inside the big circle, some small circles of different sizes, representing some small islands in the sea, are drawn with chalk on the ground.

Explain: When the leader will announce: "Passengers, our ship is sinking" Take refuge in the Islands in front of you. All those who do not fit in the islands are drowned and out of the game. Not a single part of your feet should cross the chalk lines representing the island. If they do, the whole group will be disqualified. .

Make sure that the islands cannot contain all the participants.

At the second round, make the islands smaller or eliminate some of them, and so on and so forth... till there is only one survivor!

32. WHO BEGAN

All sit in a circle

One volunteer goes out of the room..

One person in the group is chosen as a leader to initiate any action he likes: for instance, clapping hands, snapping his fingers, rubbing his head, touching his feet, etc....

The person outside, enters the room

The one chosen to begin an action starts it. Then, the whole group has to do the same action

Whenever the leaders feels like, he will change his action and the whole group will switch over and do the new action.

The person who went out, by observing the group has to discover who is the leader changing the actions

When he does, the leader leaves the room, and the one who discovered him becomes the new leader and the game goes on.

33 .MUSICAL CHAIRS

Arrange as many chairs as the number participants minus one, in a circle of in any way you prefer.

While the music plays, all move around the chairs.

When the music stops all run for a chair.

The one who remains unseated will be out of the game.

Keep removing one or more chairs each time at each round.

The one who remains seated last will be the winner.

34. CATCH ARMS. PAIR UP

Divide the group into two halves. One group stands in a line one in front of the other. The members of the standing group keep alternatively their right and left arms akimbo. The other group keeps moving around the standing group while the music plays.

When the music stops, each one tries to pair up with a standee by holding the crook of his arm. Each time the music stops one or two members of the standing group moves out, so that when the music stops, one or two of the circulating group will remain with pair and be out of the game. Carry on with the game until the last winning pair remains.

35. DICE RACE WITH HUMANS

The ideal place to play this game is a tiled floor.

If you have no tiles on the floor, you draw the squares with chalk.

Make five or six teams. Each team chooses a representative

The representatives of the teams stand on the starting line of tiles.

Each one will move only along the line of tiles in front of him.

The representative of the team cast the dice and advances as many tiles as the dice shows.

In turns, the other teams follow suit.

The team to reach first the finishing line is the winner.

36. ANIMALHOUSIE WITH HUMANS.*(Without Cards).*

Prepare as many slips of paper with the names of different animals as participants.

Distribute them among players. The participants stand in a circle.

As the housie begins the one who directs it, by luck, calls one by one, the names of the animals.

When one's animal is called, the person concerned comes to the riddle, imitates his animal and sits down.

The last to be called will be the winner. He comes to the middle of the circle, he will perform some "animal tricks" and gets the prize.

37. ANIMAL HOUSIE *(With Cards)*

Each participant is given the name of an animal.

Housie cards are prepared with the names of 9 to 12 animals each.

All sit down. As the names of the animals are being called out.

The animals mentioned come forward and do some tricks...

There can be prizes for the first "jaldi" five, full line, and full house.

The winners will have to put up a little animal performance before they are given the prizes.

38. TELLY GAMES - MAD SPORTS COMPETITION

Youngsters are specially fond of telly - freak games.

Some of them are strenuous and energetic. For instance:

Hockey game with brooms as hockey sticks or table tennis balls as hockey-balls

Three-legged Race.

Sack Race

Needle and thread race

Race holding a marble in a spoon.

Race carrying a pot on your head

Relay carrying an apple in the mouth

Race holding a tennis-ball in between the legs

Obstacle race under tables and chairs

Relay race jumping over others' backs

Relay with lighted candles

Team relay passing a stick from under the legs

Relay carrying their partners on their shoulders

Frog race.

Races on your fours

Race with your legs tied

Pick the stick before it touches the ground

Race on your fours, looking upwards

Unearth a coin buried under a heap of flour by blowing

Pick an onion floating in water with your mouth

Wheel barrow race

