ERSTELLT VON
Irmgard

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Keine Stimmen

Noch mehr Spiele



Spiele hat man nie genug, daher: hier sind noch mehr Spiele!!

25 Games

Winners podium 1 2 3 available as pdf!

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1. Noah's Ark

Game materials: small cards or pieces of paper with animal pictures or animal names. The participants are divided into two groups. Likewise, divide the small cards into two groups. Each group stands in a different corner. Each person draws a card. Now the lights are turned off. The room must be

completely dark. The pairs try to find each other by imitating the voices of the animals they have drawn.

2. Poor donkey
Playing material: blindfold, cut out donkey figure. Tail extra. The donkey is pinned to the wall. One person is blindfolded. This person must now try to pin the donkey's tail in the right place with a pin.

3. Pick-up relay
Game material: clothespins or other small objects Two groups- The first player in each row gets "a handful of material". On a command, he throws everything on the floor in front of the person standing behind him. This person must quickly collect everything, stand up, turn around, and throw everything back in front of the next person's feet.

4. Eye-Kim
On the table lie various objects colorfully mixed up, covered with a cloth. In front of the eyes of those present, the cloth is removed for a short while, and everyone has to remember exactly what the clutter is and, if possible, how it is distributed in detail. Everyone leaves the room. The game leader changes the position of the objects, makes some disappear, adds others and covers everything again with the cloth. - Everyone re-enters, the cloth is pulled away, and everyone in turn can say what has changed. The best observer proves to be the one who knows how to give the most accurate account of the changes in number, position, and kind of objects.

5. Baby is thirsty
Playing material: some bottles fitted with dummies. The bottles are filled evenly with milk or fruit juice. One group is the "babies." On a command, those from the other group hold the bottles to the mouths of the "babies". The "baby" who has sucked the bottle dry the fastest wins.

6. Blind Postman
Game material: blindfold The postman is blindfolded. All the teammates sit in a circle around him. Previously, each player has memorized the name of a well-known city. The postman now says, for example: There is a letter to be ordered from Paris to Ravensburg. The representatives of these two cities must now change places as quietly as possible. The postman, for his part, must try to catch one of these two people. Whoever is caught makes the postman.

7. Catch him!
Game material: Various objects (balls, nuts, cans or similar) The objects are laid out on the floor in a tight circle or on a carpet. There must be one less object than people participating. The song begins. All persons move back and forth between the laid out objects. As soon as the song stops, everyone tries to catch an object. Those who don't catch anything are eliminated.

8. Bottle Dance
Game material: Some bottles, pieces of wood or similar. On the floor lie bottles, inverted cups, or the like, at intervals of one step each. Everyone who doesn't know the joke yet is sent outside the door and then called in one by one. Each must first climb over the obstacles with his eyes open, then he is to do the same as a blind man. While he is blindfolded, however, all the bottles are silently cleared away. - It's hilarious how the blind cow carefully prances over the supposed bottles!

9. Bat Catch
Game material: blindfold One player is blindfolded. All the teammates sit in a circle around him. One seat is left empty. All the players who have previously given themselves animal names change places so that the catcher no longer knows where they are sitting. Now he calls out an animal, e.g. the bat. The child with this animal name must now get up as silently as possible from its seat and sneak to the empty seat without being caught by the catcher. Then he calls out, "Arrived!" But if the catcher succeeds in catching the called child, he must now go to the center. It gets even more exciting when the catcher calls out two animals that have to swap places. Here no surplus chair may stand in the circle.

10. Opposite
All participants must do the opposite of what the game leader demonstrates. Example: the game leader stands up - everyone sits down. The game leader looks to the right - everyone looks to the left The game leader laughs - everyone cries. The game is harder than you think!

11. Grimacing
Game material: thin, not too tight rubber rings All participants pull a rubber ring over their nose and neck so that it sits directly on the tip of their nose. On the command "go", the rubber ring must be conveyed to the neck without the aid of the hand by grimacing and grimacing over the mouth and chin.

12. Hansel beep!
One child is blindfolded, all others sit on chairs in a circle. The blind cow is spun around a couple of times, then sits down on some lap and whispers, "Hansel, beep!" The blind cow has to guess who he has sat down with. Whoever is recognized must play the blind cow himself.

13. Obstacle Course
Game material: balls or newspapers Two people or groups have a race on a track of about 3 metres. A small ball is clamped between the feet, which must roll along, or a newspaper is clamped between the knees, which must not fall down.

14. potato reading
Game material: 2 x 7 potatoes, 2 tablespoons, 2 bowls. 7 potatoes each are grouped in a circle or in a row one behind the other. Two people have to fill the potatoes into a bowl with a tablespoon. The fingers may not be used. Duel: 4 tablespoons, 2 potatoes Two persons face each other, separated by a line on the floor which may not be crossed. Each person has a tablespoon in each hand. The potato is placed on one of the two tablespoons. Task: With the empty spoon you have to knock the potato away from the opponent. You are allowed to hide the potato in the spoon behind your back, but neither hold it with your finger, nor clamp it to your body.

Game 15 - 25 see attached PDF file

Even more games
Winners podium_1_2_3

Source reference:
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