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Games to Play at the Pool



Are you planning to take your youth group to the pool and looking for some games you can play? Here are a few ideas.

But please be sure to follow the safety rules!

Games

OFF TO NEW HORIZONS

Materials: none

- The participants are divided into two groups. Each group sits on opposite sides of the pool.
- The game leader gives a challenge that the players must complete while trying to get to the other side as quickly as possible.
- Possible tasks: running, swimming on your back, diving, in pairs, touching your left foot with your hand, etc.
- The group that is the first to have all members back on the edge of the pool earns a point.
- The team with the most points wins.

A DIFFERENT KIND OF “JOURNEY TO JERUSALEM”

Equipment: Gymnastic hoops

- The hoops are scattered on the water. Each player stands inside a hoop.
- At a signal from the game leader, the players must surface from their hoop and dive into a new one.
- Players may not hold onto or touch the hoops with their hands.
- After each switch, one hoop is removed from the water.
- If a player cannot find a ring, they are eliminated.
- The player who captures the last ring at the end wins.

(NOT) A PROBLEM!

Materials: none

- One or more taggers are chosen (depending on the number of players).
- They try to tag as many of their teammates as possible. When they touch someone, they must shout, “Stop, Goat!”
- The tagged person must then stop and raise their hands above their head.
- The other players can free the person by tapping them and shouting “Run, Goat!” The person can then move freely again.
- The taggers keep track of how many times they tag someone. The other players keep track of how many times they free someone.
- The game is timed.
- If the tagger has tagged more people than the rest of the group has freed, the tagger wins the game. If it’s the other way around, the “freers” win.

Variation: To free a player, you must dive through the spread legs of the player who has been tagged.

BLACK & WHITE

Material: none

- Form two groups. One group is white, the other is black.
- Choose a reference point that marks the center of the pool.
- The two groups stand facing each other in the middle of the pool.
- The game leader then calls out one of the two colors.
- The players of that color must then try to get to their side of the pool as quickly as possible without being tagged by players of the other color.
- Players who are tagged by the opposing team must switch to that group.
- In the end, the group with the most players wins.

IT’S ALMOST CHRISTMAS

Equipment: Slide , diving props, pool noodles

- Many “star coins” (diving objects) are scattered across the bottom of the pool. Players must dive for a star coin to buy a reindeer (pool noodle) with it.

- With their reindeer, they head to the stairway to heaven (stairs), ride to the heavenly slide, put their reindeer in the stable, and slide back up to heaven (the pool).
- Here, everything starts over: the players retrieve a "Sterntaler," buy a reindeer, and so on.
- After any desired amount of time, the game leader signals the end. If you want to score the game, the player who has bought the most reindeer—that is, completed the most rounds—can be declared the winner.
- ***Note***: There must always be enough Star Coins on the bottom of the pool and enough pool noodles available for purchase to ensure the game flows smoothly.

PIRATE ATTACK

Materials*: small* objects**,** one Frisbee **per** “pirate,” two baskets or similar items.

- The objects are scattered along the edge of the pool (Treasure Island).
- Two players are designated as police officers, whose job is to guard these treasures. They stand in the pool, near Treasure Island.
- The remaining players are pirates. Their ship is located on the opposite edge of the pool (pirate ship). Each pirate receives a Frisbee, which they place on the ship.
- The game leader signals the start of the game.
- The pirates’ goal is to steal an item without getting caught by the police. If they are underwater, they cannot be caught.
- If a police officer catches a pirate, the pirate must hand over their item. The police officer can then place the loot in their basket. No items may be stolen from the basket.
- Each pirate may carry only one item at a time.
- If they manage to steal an item, they may place their loot in their Frisbee on the ship.
- The player who has the most items in their container at the end of the game wins.

ENCHANTED

Materials: two hoops, two “magic wands”

- Two players are the catchers (Frog Kings). Using their magic wands, they can turn their teammates to stone by touching them.
- Two players take on the role of the princess. They can free their turned-to-stone teammates by placing their hoop around them.
- The "captives" can free themselves by ducking under the hoop.
- The player who has been turned to stone the fewest times wins.

IN THE CROSSFIRE

Equipment: one or more water or foam rubber balls

- The group is divided into two teams. One team consists of the sailors, who spread out in the water. The other team is the pirate crew.
- The pirates are also in the pool. Depending on the group size, they have several balls at their disposal (one ball per 10 players).
- They now try to knock as many sailors as possible out of the water with the balls. Of course, this also requires teamwork.
- The sailors cannot be knocked off if they are underwater.
- The pirates' hits are counted.
- After about 2 minutes, the teams switch roles. The sailors become pirates, and the pirates become sailors.
- The team with the most hits at the end wins.

TITANIC

Equipment: for Part 2, "Rescue Items" (pool noodles, balls, boards, etc.)

- The group is invited by the game leader—the captain—to embark on a journey aboard the Titanic.
- The players spread out in the water and are free to move around as they please (take a walk, play sports, sunbathe, swim, etc.).
- When the game leader calls out, "The Titanic is sinking!", the passengers must try to save themselves within 15 seconds.
- The game leader specifies the rescue method, e.g., all passengers hold hands, sit on the edge of the pool, form groups of four, etc.
- In the second part, equipment can be incorporated. Players can save themselves by climbing into a lifeboat (inner tube), retrieving a ring from the bottom of the pool, holding onto a life ring, etc.
- The player who always manages to save themselves in time wins.

BACTERIA GAME

Materials: Table tennis balls or similar, mats, slide, basket or similar

- Two players distribute "bacteria." They try to tag their teammates and then give them a "bacteria" (ping-pong ball).
- Depending on the group size, there are several "ambulances." An "ambulance" consists of a mat pushed by two children.
- The "sick" players call for an ambulance, which then takes them on the mat to the infirmary (the stairs).
- There, the "germ" is neutralized (placed in the basket).
- The player, now healthy again, returns to the playing field via the slide.
- The players who spread the bacteria can keep taking new ones from the basket.
- Possible scoring: The player who has been infected with bacteria the fewest times wins.
- ***Note***: Position the slide and the basket so that the game flows smoothly.

PAIR SKATING

Materials: None

- Half of the group forms a circle. Now, one of the remaining players stands behind each player in the circle.
- The players standing one behind the other form a pair.
- When the game leader gives the starting signal, all the players on the outside must run clockwise around the inner circle until they are back with their partner.
- The player who reaches their spot last loses. That pair “goes under.”
- The pair that has “gone under” the fewest times by the end wins the game.

Variation: Instead of running around the circle, the outer players must duck under their partner’s legs. This way, the outer and inner circles switch places at the same time.

WASTE SORTING

Materials: Objects to dive under , rope

- The center of the playing field is marked with the rope.
- Approximately the same number of objects (trash) are distributed on both sides of the field.
- At the starting signal, the players from both teams dive for the trash in their own half, pick up an object, and carry it into the opposing team’s half. There, they must place it down while still underwater (not just let go of it).
- At the end of the game, the team with the least amount of trash in its half wins.

COLLECTING TREASURE

Equipment: 2 baskets; 2 heavy objects to keep the baskets on the bottom of the pool; objects to dive for; diving rings

- Two teams are formed.
- Each team stands in the water at one end of the pool. Both teams have a basket containing the same number of objects (treasures).
- To reach the opposing team’s treasure chest, players must dive through the diving hoops placed at the pool edge.
- Then, one object may be taken from the opposing team’s basket. The way back to their own basket leads through the diving rings again.
- All players start at the same time but swim one after another.
- The course forms a large circle. The players all swim in the same direction, so to speak. Faster swimmers can pass slower ones.

Variation: If there aren't enough objects to dive for, place the treasure chest on the edge of the pool and fill it with ordinary objects suitable for use in water.

CROCODILE

Materials: none

- One player is designated as the crocodile.
- The other players sit on both sides of the pool.
- The crocodile lies on its back in the middle of the pool.
- The game leader calls out, "Schnappi is asleep!" The players can now switch sides as often as they like as long as the game leader keeps repeating this phrase.
- As soon as the game leader calls out, "Schnappi is waking up!", the crocodile can catch the players in the water. Anyone who manages to reach the edge of the pool is safe from the crocodile.
- The caught players now become crocodiles themselves and go on the hunt in the next round.
- The last player remaining wins.

RASPBERRY STORY

Materials: none

- At the start, the game leader designates a point to which the players must swim back and forth.
- The players are at the edge of the pool.
- The game leader then begins to tell a story. As soon as the word "Himbeerzältli" is said, all players must swim to the designated point and back.
- The last player to arrive is out.
- The last player remaining wins.

References

- Cover image: MariES

Weitere Informationen

Categories
Games and activities

Tags
Swimming

Age
8–12 years

Number of participants
1–20
20–30

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Duration
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Material
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