

## Re **Hip Pocket Games**

### **Change Three Things**

Kids line up in pairs across from each other. They “study” their partners for 15 to 30 seconds. Then they both turn around and change 3 things about their appearance. When they turn around and re-face each other, the other partner has to guess what is different. (i.e. take off watch, shirt backwards, untie one shoelace.)

### **Group Story**

One player starts the story, but stops after a few sentences. Players each in turn add a few sentences at a time, making up the plot as they go. You can keep the story going as long as it is interesting. Sentences should be said quickly so the story does not drag.

### **Who’s Leading?**

Everyone is in a circle. One player turns around while a leader is selected (pointed out). The player will turn around and try to find the person who is leading the group in crazy antics (i.e. arm waving, head shaking). The leader will keep changing movements which all others follow. The guesser can be in the middle or walk around or sit in the circle.

### **Four Standing Alone**

Players are sitting. Anyone can stand up any time they want to, but they cannot remain standing for more than 5 seconds. The aim of the game is to have exactly four standing at one time. The number can be varied. It takes time to get the hang of it.

### **Elf Hide and Seek**

One player is chosen to be the elf. The elf looks around and thinks of a spot that a tiny elf could hide. The other players try to guess the spot. They can ask questions about the hiding place that can be answered yes or no. When they are way off the elf can say, “cold” or if they are close “warm”. Whoever guesses the hiding place gets to be the next elf.

### **Word Trace**

One person slowly traces a three-letter word on the back of their partner who tries to guess the word. If the guess is correct, the second partner traces a word. After they have both guessed correctly, they find new partners.

### **Sort**

Ask everyone to form a line and organize themselves in various ways: (i.e. alphabetically, according to age, hair color, birthdays, height, grade, shoe size)  
Try it without talking.

### **Cops and Robbers**

Players (the robbers) sit in a circle. One player leaves the room and a “cop” is picked. The player returns to figure out who is the cop. When the cop winks at a robber, the robber is out and must lie down. A dramatic death or delay is always fun. The cop continues to wink at robbers until he/she is discovered or until everyone is out. If the cop is discovered, he/she leaves the room next and another cop is selected.

### **Practice Pig Latin**

Pig Latin Rocks! Your own huddle can have its own language. Simply take the first letter of the word out, put it at the end of the word and add an "ay." Ouy-ay anc-ay peaks- ay ti-ay lla-ay ayd-ay! Do not be afraid to try and make up other languages for your huddle.

### **Going on a Cruise**

This is also known as "Green Glass Door" or "Sally's House". You can start: "Hi, I'm Alex Stewart and I'm going on a cruise . I'm bringing apples and staples." In this example the "trick" is to use the first letter in his first and last name. You can use all sorts of "tricks" though (i.e. only objects with double letters, the last letter in your name is the first or last letter of the object)

### **What are you Doing?**

When asked "what are you doing?" The other person responds with "I'm . . ." and makes up something to do . The person who asked the question has to do what the person says. (i.e. What are you doing? "I'm typing" (person pretends to type) another person comes up and asks the typing person what are you doing? Typing person says, "I'm singing an opera song" and the asker then has to sing an opera song). It can go on forever.

### **Statues**

Tell the kids that you are looking for a statue of anything (i.e. car, things you do at a football game, tiger). They have 30 seconds to think about it and then "freeze!" Remember that statues cannot move or talk.

### **Johnny, Johnny**

Have the kids repeat what you do. Hold one hand up so your palm is facing you . Then you point to your pinky finger with the other hand and say "Johnny." Do that for each finger, but say "whoop" as you slide between your first finger and your thumb. Immediately do it backwards so you end up on your pinky again. The final thing is crossing your arms. Most of the kids will get the Johnny part right and they won't cross their arms at the end. Keep doing it and recognize the ones that get it right. You can change the "trick". Instead of crossing your arms, you can put your hands in your pocket or any other subtle variation.

### **This is my House**

Players are in a circle. One player is in the center. The center player goes up to another player and points to a body part or article of clothing and says the name of a different body part or article of clothing (i.e. points to his nose and says "this is my knee" the circle player must do the opposite and point to his knee and say "this is my nose.") It is more confusing than it sounds. When a player makes a mistake he/she changes places with the center player.

### **Categories**

Players sit in a circle and a category is named. Each person takes a turn and names something in that category. If you cannot name something in a designated time frame or if you say something that has already been said then you are out (i.e. Cereal: Wheaties, Cheerios, Frosted Flakes).

### **King of the Mountain**

The object here is to get as many people as possible on a hill (i.e. you can use a piece of carpet, square, paper) . Allow groups to challenge each other to compete to see who can get the most people.

### **Opposites**

Four players stand in front of the room. Three players must do just the opposite of what the lead player does. If the leader sits, the others must stand. If the leader puts their hand on their head, the others put it on their foot or maybe they put their head in their hand or maybe they stand on their head. It is interesting to see the different interpretations of what is "opposite".

### **The Tibetan Memory Trick**

One person is chosen to be the reader and another player volunteers to go first. The reader recites sentence one and the player repeats it. This is easy enough. Then the reader reads sentence two, which adds something to sentence one. Most players find it difficult by sentence four or five. A slipup or a pause and the player is replaced by another, who begins with sentence one. The player who gets the farthest wins. Here are the sentences:

One hen

One hen, two ducks

One hen, two ducks, three squawking geese

(Add to above) Four limerick oysters

Five corpulent porpoises

Six pairs of Don Alverzo's tweezers ouch!

7,000 Macedonian soldiers in full battle array

Eight brass monkeys from the ancient, sacred crypts of Egypt

Nine old men on roller skates with a marked propensity for procrastination and sloth

Ten lyrical, spherical diabolical denizens of the deep who haul quail around the corner of the quivy and quiver all at the same time

### **Who's in my Club**

The leader picks a player who has something in common with her (i.e. shoelaces, shirt color, height). The chosen player joins her and the group gets one chance to guess what it is they have in common. If they guess wrong, another player is chosen to join the club who also has the same common trait. The group guesses again. If they are wrong, one or more appropriate players can be chosen. When the group guesses correctly another leader is chosen.

### **4 Corners**

A child stands in each corner of the room, each taking a different number from 1-4 and holding up the appropriate number of fingers. A "caller" has their back turned to the play area. The rest of the players join a numbered child. The caller calls out a number and those players that joined that number must go to the center and stay. The other players then switch to another numbered child. Another number is called, and so on. Last child left is the next caller.

### **Look Down Look Up**

Everyone stands in a circle shoulder to shoulder. When the designated person says, "look down," everyone looks down, when the person says "look up," each person must look directly up and make direct eye contact with another person and hold it. If you are looking at one person and they are looking back at you, then both of you are out. The object is to be the last two people, or last person standing.

### **Knots**

Seven or eight players stand in a circle and reach into the middle with both hands. In the middle they grab hold of someone else's hands. To work it must be a player must hold onto two different hands. Without letting go, players untangle themselves to create a circle. They can step over, under or twist, but cannot let go. Almost always, players can untangle into a circle.

### **ABC Game**

Be in a line or a circle. Have someone pick a topic to talk about. Have another child pick a letter. Start with the first person, say one sentence about the topic — the sentence must start with the letter that was chosen. The next person must continue the story (i.e. Topic-candy, Letter-H: Hello, do you have any candy? "I wish I did." Just go to the store and get some.")

### **Huckle Buckle Bean Stalk**

Players leave the room or turn their back and close their eyes. "It" hides a predetermined object in a tricky spot, but it is in plain view. The others hunt for the object. They do not need to move anything to find it. When a player sees the object they say "huckle buckle bean stalk" and then sits down quietly. Game continues until everyone finds the object. the first finder gets to hide the next object .

### **Who has "It?"**

Players form a circle. One player is given a small object (i.e. coin, pebble, Lego). One player is selected to stand in the middle. That player watches as the other players pass or pretend to pass the object from hand to hand, behind their backs and in front. The center player calls "Stop" when they are ready to guess who has the object.

### **Quiet Crossing**

"It" closes his eyes and stands in the middle of the circle of sitting players. Players number off. "It" calls out two numbers. Those numbers quietly tiptoe across the circle without letting "it" touch them. Everyone cheers if they are successful. A player who is tagged becomes the next "it."

### **Spelling Backwards**

A word is called out by the leader who points to someone. Players must spell the word backwards on the first try. Players may be eliminated, receive points or any other incentive. Use age appropriate words. It's all in the "nuf!"

### **Step on It**

The kids stand in a circle with one person standing in the middle with their eyes closed or blindfolded. Place an object on the floor (i.e. coin, paper clip, piece of paper). The children in the circle try to direct the one in the middle to step on the object.

### **Who Moved**

Select one person to be "It." "It" looks carefully at the poses of each person in the group, and then "It" turns around. One predetermined person changes their pose in the group while all the others try to stay as still as possible. "It" then attempts to guess who has moved.