

## How Do You Like Your Neighbors?

Stay on everyone's good side!

### Supplies

Chairs for everyone

### Let's get started!

Form a circle with chairs for 10 to 20 people. One person is chosen "it" and stands in the center of the circle. "It" walks up to someone in the circle and asks, "How do you like your neighbors?" The person asked responds in one of two ways: "I like them fine" or "I want new ones." If the answer is "I like them fine," then everyone else in the circle except for the person asked and his neighbors must move and find a new chair. "It" tries to get a seat while everyone else is scrambling to find a new chair. If the answer is "I want new ones," the person names two others in the circle whom he would like to have as his neighbors. The two neighbors and the two named people must change places. Again the "it" person tries to get a seat. The person left standing after all the changes is the new "it" and starts the game over again by going to a new person and asking, "How do you like your neighbors?" (Buchele, 2008)

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## Face to Face

Find a partner!

### Supplies

None

### Let's get started!

Divide the group into partners. The partners stand facing each other in one large circle. One player is chosen to stand in the center to call "face to face," "back to back," or "side to side," with players taking their positions accordingly. When the player in the center calls "all change," the players must take new partners. The center player tries to get a partner, too. If successful, the person left without a partner must go into the center and give the commands.

## Growing Line Relay

This is a very active game, so be careful!

### Supplies

Energy

### Let's get started!

Form teams of about five people and have each player line up one behind another behind the starting point. Establish starting and turning points about 20 to 25 feet apart. The first player runs to and around the turning point (such as a tree or bucket) and back to the group, then takes the second person by the hand. He/she repeats the trip with the second player around the turning point and back. When the two reach the team again, the second player takes the hand of the third person. This is repeated until, on the last trip, the entire group will run around the turning point and finish over the starting line. The first team to completely cross the starting line first wins. The most energetic person should start since he or she will be making five trips to the turning point and back. (Buchele, 2008)

## Balloon Football

Hit the balloon across the line to score a point.

### Supplies

Balloons and chairs

### Let's get started!

Two teams are seated on chairs facing each other in lines about four feet apart. Each person places one hand on his/her chair seat. The balloon is tossed in the air and players attempt to bat it over the heads of the opposing team and behind them. Whenever that balloon lands on the floor behind one team, the opposing team scores. If teams have more than five members, use more balloons.

Note: Players can move all around the chairs but always must keep one hand on their chair.