Fun games for kids

Blowing cotton balls

Separate a team into two groups and have each group sit on opposite sides of a table. Place a cotton ball in the middle of the table. Each team member must blow the cotton ball across the table, trying to get it to fall off the opposite side. Time each team to see which group can get the cotton ball off the table the fastest.

Cotton ball transfer

Divide players into pairs and give each pair a spoon. Have each pair stand a few feet apart. Place a cotton ball on the spoon of one player in each pair. Have players attempt to transfer the cotton ball from one spoon to the other without using their hands.

Floating in air

Inflate a balloon and tie it off. Have players stand in a circle and keep the balloon from touching the ground by hitting it back and forth to each other.

Spoon balance

Have players walk across the room while balancing a spoon with a ping pong ball on it.

Marshmallow relay

Divide players into two teams and have them line up on one side of the room. Give the first player on each team a spoon filled with marshmallows. Have players race to the other side of the room and back, passing the spoon to the next player in line when they return. The first team to finish wins.

Sculptor and statues

Have players pair up. One person is the sculptor and the other is the statue. The sculptor must mold the statue into a pose. Once the statue is in position, the sculptor must not touch the statue. Have the sculptor walk around the statue and admire his work. Then have the sculptor leave the room and have the statue change one thing about his pose. When the sculptor returns, he must guess what has changed about the statue.

Scrabble word creation

Have each player draw seven letters from a bag. Set a timer for three minutes. Have players create as many words as possible using the letters they have drawn. Players can also use letters on the board to create words.

20 questions

Choose one person to be "it." Have "it" think of a person, place or thing. Other players can ask "it" questions to try to guess what "it" is thinking of. "It" can only answer "yes" or "no" to questions asked. Players can keep asking questions until they guess what "it" is thinking of or until they have asked 20 questions.

Duck, duck, goose

Have players sit in a circle facing each other. One person is "it" and walks around the circle. As he walks around, he lightly taps each person on the head and says "duck" with each tap. When he chooses someone to be the "goose," he taps that person on the head and says "goose." The person who is chosen as the "goose" must get up and chase "it" around the circle. The goal is for "it" to sit down in the empty spot before the "goose" can catch him. If "it" is caught by the "goose," he becomes the "goose" and the game starts over.

Adventure

Have players sit in a circle. Give the first player a piece of paper and a pencil. Have him write a story starting with the words "Once upon a time..." Have him stop writing after a few sentences and pass the paper to the player sitting next to him. Have the second player continue the story for a few sentences and then pass the paper to the next player. Have players continue passing the story around the circle until everyone has had a chance to write. Have the last player read the story aloud.

Hot and cold

One player leaves the room. While he is gone, the other players choose a hiding spot for a small object. When the player returns to the room, he begins looking for the object. The other players help him find the object by telling him when he is getting "hotter" or "colder" depending on whether he is getting closer to or farther away from the object.

Button, button, who's got the button?

Have players sit in a circle with their hands cupped together. One person walks around the outside of the circle and drops a button into the hands of one player. That player must jump up and run around the circle in the opposite direction. The two players race back to the empty spot in the circle. The player who gets there first remains in the circle, while the player who was slower must run around the circle again.

Limbless challenge

Write the names of different body parts on slips of paper. Put them in a box or bag. Have players take turns drawing a slip of paper from the box and acting out the body part that is written on it. For example, if a player draws "arm," he must act as if he only has one arm.

Simon says

One person plays Simon and the others stand facing him. Simon instructs the others to perform an action by saying "Simon says" before the instruction. For example, "Simon says touch your nose." The others must only perform the action if Simon says "Simon says" before the instruction. If Simon says "Touch your nose" without saying "Simon says" first, the others must not perform the action. Players who perform actions that they were not instructed to perform are eliminated from the game. Players must also stay out if they fail to perform the action correctly.

Fun songs for kids

Do as I'm doing

Do as I'm doing
Fa-la-la, fa-la-la-la
Do as I'm doing
Fa-la-la, fa-la-la-la
If I do it right or slow,
If I do it fast or slow,
Do as I'm doing
Fa-la-la, fa-la-la-la
Do as I'm doing
Fa-la-la, fa-la-la-la

Suggested actions: Sit still, or flail your body every line.

Head, shoulders, knees and toes

Head, shoulders, knees, and toes,
knees and toes, knees and toes,
Head, shoulders, knees, and toes,
eyes, ears, mouth, and nose.

Sing once and point to parts of the song. Or sing along and move parts of the song as they are mentioned. For example, say head, sing shoulders, say knees, shout toes, and so forth.

Knick-knack paddy whack

This old man (point to self)
He played one (hold up one finger)
He played knick-knack on my thumb (tap your thumb)

CHORUS
With a knick-knack paddy-whack
Give a dog a bone
This old man (point to self)
came rolling home (roll hands over each other)

He played (2) He played knick-knack on my shoe
He played (3) He played knick-knack on my knee
He played (4) He played knick-knack on my door
He played (5) He played knick-knack on my hive
He played (6) He played knick-knack on my sticks
He played (7) He played knick-knack on heaven
He played (8) He played knick-knack on my gate
He played (9) He played knick-knack on my spine
He played (10) He played knick-knack once again

The wheels on the bus

The wheels on the bus go round and round
Round and round, round and round
The wheels on the bus go round and round
All through the town.
(Roll hands over each other)

The wipers on the bus go "Swish, swish, swish,
Swish, swish, swish, swish, swish, swish"
The wipers on the bus go "Swish, swish, swish"
All through the town.
(Pick one together or have all of you act out the wipers again)

The door on the bus goes open and shut,
Open and shut, open and shut,
The door on the bus goes open and shut,
All through the town.
(Count your self back in after each time the door opens)

The horn on the bus goes "Beep, beep, beep
Beep, beep, beep, beep, beep, beep"
The horn on the bus goes "Beep, beep, beep"
All through the town.
(Pretend to honk horn)

The gear on the bus goes "Ding, ding, ding
Ding, ding, ding, ding, ding, ding"
The gear on the bus goes "Ding, ding, ding"
All through the town.
(Pretend to hit bell and position finger as gear switches)

The money on the bus goes "Click, click, click,
Click, click, click, click, click, click"
The money on the bus goes "Click, click, click"
All through the town.
(Pretend to put money in and take out change)

The baby on the bus says, "Wah, wah, wah
Wah, wah, wah, wah, wah, wah"
The baby on the bus says, "Wah, wah, wah"
All through the town.
(Pretend baby is fussy & squeeze the face to play upset)

The people on the bus say, "Ssh, sh, sh,
sh, sh, sh, sh, sh, sh, sh"
The people on the bus say, "Ssh, sh, sh"
All through the town.
(Put pointer finger to mouth to shh)

The mommy on the bus says, "I love you,
I love you, I love you"
The daddy on the bus says, "I love you too"
All through the town.
(Point to self on "I Love you" and point to child on "you too")

Wipers

I'm still made of fingers
I guess my clothing counts
From the tip of my nose
way down to my toes
I'm fingers in front,
I'm fingers in back,
But I have to be fingers,
or else I couldn't crack!

Popcorn actions as suggested by the song.

Scrabble word creation

From one long word, as many small words as possible should be written down.

Outstanding: book, look, dog, log, fun, nun, bun, sign, shirt

20 questions

1. Choose one person to start. The person must think of an object. (To make the game easier, he or she can classify the object, as animal, vegetable or mineral.
2. Have another player ask a question about the object. He must answer yes or no.
3. The person who has the object in mind should answer the question with a simple yes or no.
4. After hearing the answer, the questioner is allowed to guess the object. The players are allowed to ask a total of 20 questions.
5. If the guess is correct, the winning questioner now thinks of a new object. If the answer is incorrect, another player is allowed to ask a yes or no question.

Duck, duck, goose

In this game, kids sit down in a circle facing each other. One person is "it" and walks around the circle. As they walk around, they tap people's heads and say whether they are a "duck" or a "goose". Once someone in the "goose" they get up and try to chase "it" around the circle. The goal is to tag that person before they are able to run in the "goose's" spot. If the goose is not able to in the time they become "it" for the next round and play continues. If they do tag the "it" person, the person tagged has to sit in the center of the circle. Then the game becomes 6 for the next round. The person in the middle can't leave until another person is tagged and they are replaced.

Adventure

Kids use towels, throw pillows, couch cushions, old clothes, and even sheets of paper to make shapes. Once they reach one to keep them from sinking into "quicksand" getting eaten by "snakes" or swallowed up by a "tornado." As they make their way through the house, kids can extend their path by adding or moving "stones." Rocks, chairs, and other can also be considered solid ground. I've added fun and a touch of creativity, encourage kids to make up a story to go along with the game.

That gets to the knees

A pen or pencil, a tall cold a song during to the party continues of a player who stands on a chair. The player must, joining around to get. She per into a bottle which is placed on the floor.

Hot and cold

One player leaves the room, while the "it" object, is hidden. Have a small object, like a thimble or a button. The player comes back and everyone in the room directs the player by telling him that what they are either "hot" or "cold" depending whether they are getting closer to the hidden object.

Button, button, who's got the button?

The children sit. Assemble in all in a circle with their hands out, palms together. One child, called the leader or "it," takes a button (actually provided by an adult) and goes around the circle, putting their hands in everybody's hands while say one. In one person's hands they drop the button, though they continue to put their hands in the others' so that no one knows where the button is except for the giver and receiver.

Limbless challenge

Write the names of different body parts on slips of paper, put them in a box or bag, and challenge kids to pick one to complete without using their thumbs. Tasks to include (add others if you like): Balloon volleyball, Tie your shoes, Write your name, Drink a glass of water. Throw and catch a ball. Find one in the front also.

Simon says

One person plays Simon, and the others stand facing him. Simon instructs the others to perform an action by saying "Simon says" before the instruction. For example, "Simon says touch your nose." The others must imitate Simon. If Simon only says "Touch your nose" without saying "Simon says" first, the others must not perform the action. The other players are not supposed to imitate their leader. Anyone who does so then drops out of the game. Players must also stay out if they fail to imitate a certain action after they're supposed to.

If you're happy and you know it

If you're happy and you know it, clap your hands (clap clap)
If you're happy and you know it, clap your hands (clap clap)
If you're happy and you know it, then your face will surely show it.
If you're happy and you know it, clap your hands (clap clap)

If you're happy and you know it, stomp your feet (stomp stomp)
If you're happy and you know it, stomp your feet (stomp stomp)
If you're happy and you know it, then your face will surely show it.
If you're happy and you know it, stomp your feet (stomp stomp)

If you're happy and you know it, shout "Hurray!" (hur-ray!)
If you're happy and you know it, shout "Hurray!" (hur-ray!)
If you're happy and you know it, then your face will surely show it.
If you're happy and you know it, shout "Hurray!" (hur-ray!)

If you're happy and you know it, do all three (clap clap, stomp stomp, hur-ray!)
If you're happy and you know it, do all three (clap clap, stomp stomp, hur-ray!)
If you're happy and you know it, then your face will surely show it.
If you're happy and you know it, do all three (clap clap, stomp stomp, hur-ray!)

Popcorn popping

I looked out the window and what do I see? (Make hands into binoculars)
Popcorn popping on the apricot tree! (Pick fingers open and closed)
Spring has brought me such a nice surprise,
Blossoms popping right before my eyes. (Pick fingers open and closed)

I could take an umbrella and make a break. (Bump arms and wrists up)
A popcorn said, What would what's in mine? (Move hands like making a popcorn bag)
It wouldn't matter, Mine fingers were wet (Wiggle fingers)
But, it snowed on me... (Pat head)
Popcorn popping on the apricot tree! (Pick fingers open and closed)

The hokey pokey

You put your right foot in,
You put your right foot out,
You put your right foot in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

You put your left foot in,
You put your left foot out,
You put your left foot in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

You put your left hand in,
You put your left hand out,
You put your left hand in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

You put your right hand in,
You put your right hand out,
You put your right hand in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

You put your left shoulder in,
You put your left shoulder out,
You put your left shoulder in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

You put your right shoulder in,
You put your right shoulder out,
You put your right shoulder in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

You put your head in,
You put your head out,
You put your head in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

You put your whole self in,
You put your whole self out,
You put your whole self in,
And you shake it all about,
You do the Hokey Pokey
And you turn yourself around
That's what it's all about.

Once there was a snowman

Once there was a snowman, snowman, snowman,
Once there was a snowman,
Tall, tall, tall.
(touch tall and arms above the head, making a circle and go from tall position to a relaxed squatted position)

It like one the method, method, method,
It like one the method,
Arnold, Arnold, Arnold.
(Left tall and above the head, making a circle and go from tall position to a relaxed squatted position)

Five little monkeys

Five little monkeys jumping on the bed,
One fell off and bumped her head.
Mama called the Doctor and the Doctor said,
"No more monkeys jumping on the bed!"

Four little monkeys jumping on the bed,
One fell off and bumped her head.
Mama called the Doctor and the Doctor said,
"No more monkeys jumping on the bed!"

Three little monkeys jumping on the bed,
One fell off and bumped her head.
Mama called the Doctor and the Doctor said,
"No more monkeys jumping on the bed!"

Two little monkeys jumping on the bed,
One fell off and bumped her head.
Mama called the Doctor and the Doctor said,
"No more monkeys jumping on the bed!"

One little monkey jumping on the bed,
He fell off and bumped his head.
Mama called the Doctor and the Doctor said,
"Put those monkeys straight to bed!"

I'm a little teapot

I'm a little teapot,
Short and stout,
Here is my handle
(one hand to hip)

Here is my spout,
(other arm out straight)

When I get, all steamed up
Hear me shout,
"Tip me over
and pour me out!"
(lean over toward spout)

I'm a clever teapot,
Yes it's true
Here let me show you
What I can do
I can change my handle
And my spout
(switch arm positions)

Just tip me over and pour me out!
(lean over toward spout)

Itsy bitsy spider

The itsy bitsy spider
Climbed up the waterspout.
(make spider fingers crawl up arm)

Down came the rain
And washed the spider out.
(sweep both hands out in front of you)

Out came the sun
And dried up all the rain
(make your arms into a circle above head)

So the itsy bitsy spider
Climbed up the spout again.
(make spider fingers crawl up arm)