





GAMES AND ACTIVITIES FOR YOUR PLATINUM JUBILEE STREET PARTY

Key to symbols

 Number of people to participate

 Number of people to help assist

 Minutes required for activity

 Shape and space required for the game

In the pond, out the pond

 15  3  8min

Equipment: A large rope

How to play

Lay a large rope in the shape of a circle on the ground.

Participants stand on the outside of the rope known as 'The Pond'.

When the leader calls out, 'In the Pond' all participants must jump over the rope with both feet together to land inside the circle - in the pond.

When the leader calls out, 'Out the Pond' all participants must jump back over the rope to land outside of the circle - out of the pond.

The leader continues to call either one of these instructions.

Ways of Being Out

When a participant is out, they step into the circle facing out so they can watch the others play and help judge.

If a participant is not in the pond/out the pond two seconds after the leader calls it, they are ruled out.

If a participant jumps on the rope, they are out.

If a participant does not jump with both feet at the same time, they are out.

Hints

The leader may call the same instruction several times to trick the participants.

As the numbers of those still in the game reduce keep bringing them closer together and keep cheering them.

By the time you have the final two, make a point of saying they are both champions but we are looking to find the 'In the pond' local champion.






Ensure that the final winner gets recognition and a prize if possible.

If you start with this activity it is helpful to do it twice as it is so effective as a way of drawing people in. Encourage adults to be involved with their children.





Water Balloon Volleyball

 8-40  4  10min  4x8m

Equipment:

-  A large quantity of regular sized balloons half filled with water. Some may be large water bombs.
-  Two single or double bed sheets (if numbers are large).
-  A thin rope or net.
-  Use the Tug of War rope as the boundary.
-  Container to hold and transport filled balloons.

Setup

-  Designate someone as umpire.
-  Have the container of water balloons guarded near the sideline.
-  Designate a person to place the water balloons on a sheet.
-  Normal out-of-bounds rules apply.

How to play

Set up two teams with a sheet on either side of the net.

Several people can hold onto one side of the sheet so that at least ten children can play.

Helpful to have some older players join in the activity and to co-ordinate the throws and ensure a fair game for all.

Have each side come up with a team name and begin to chant it as they game starts.

Practise raising and lowering the sheet together – a 1-2-3 action works best, with the balloon being thrown on the count of three. Try to get the players holding the sheet tight and ensure that everyone is working together. Encourage those watching to join in with the countdown.

Have a helper lower a balloon into the sheet of Team A.

Team A begins by tossing a balloon to the other side.

Team B must catch it with their sheet and toss the balloon back over after they count to three.

If Team B miss the catch and it bursts, Team A receive a point.

If Team A's balloon goes out-of-bounds, Team B receive the point.

A point is won when a balloon breaks or is thrown out-of-bounds.

Version 2

Game can be played with each side playing in pairs. Each pair holds the ends of a large towel.

The balloon is tossed over the net as before.

An important role of the MC is to encourage each of the teams, create a sense of excitement and have a good laugh if the balloon bursts over people.

What's the time Mr Wolf?

 8-40  3  8min  20x8m

Equipment: 4 Markers

A fun game that can be played with a large group of people

Setup

Set aside one end of the area as 'home base'.

Place 2 markers at each end where everyone gathers and 2 markers where the 'Wolf' is waiting.

How to play

One person is chosen to play the Wolf. Mr Wolf stands opposite at one end with their back to the rest of the players.

It helps if the Wolf can howl and rub their stomach to make it dramatic. So for the first game get a helper to be the Wolf.

Everyone else starts out at home base at the opposite end to Mr Wolf. They all shout loudly, 'What's the time, Mr Wolf?'

Mr Wolf turns around and calls out a time of day e.g. '5 o'clock' and displays the number with their fingers.

Everyone then counts and all together take the same number of steps forward as the time called out by the Wolf. So if the Wolf said 5 o'clock, the players take five steps forward, counting out loud as they go.

Ensure that one of the helpers doesn't allow the children to get ahead of them and ensure that a helper is at the back, not allowing the children to be behind them.

They ask the Wolf the same question again and the Wolf answers with a different time e.g. '3 o'clock'. The rest of the players step forward again according to the time called out and displayed.

Repeating this a few times allows the players to get very close to the Wolf. The closer they get the more exciting it gets.

At some point, the Wolf shouts 'Dinner time!'

This is the cue for the Wolf to chase the players and to try to tag them as the players run back to their home base.

When a player is caught, they stand alongside Mr Wolf acting as their helper and together they decide on the time, display the time with their fingers and try to catch some dinner.



It is good to have plenty of roars and rubbing of the stomach! Finish with a cheer at the end for those who didn't get caught.

www.videojug.com/film/how-to-playwhats-the-time-mr-wolf

Limbo




 8-40  4  1min  4x8m

Equipment

-  A limbo stick, broomstick, rope or hose.
-  Music

Limbo is a fun activity where we can play music and people start dancing. The object of the game is to see who can limbo under the stick at the lowest point.

Setup

-  Two helpers to hold the limbo stick (or rope) and then ask everyone else to line up single file behind a helper, preferably a clown. When the music begins it is good to get a clown or other helper waving his or her hands and encouraging everyone to join in.
-  Designate two people to stand beside the limbo stick holders, ready to assist if participants fall while attempting to go under stick. These people also assist participants to leave the game when they are out, ensuring fair play for all.
-  Designate two others to assist with getting people moving in the right direction.

How to play

Have the two people holding the limbo stick about four feet from the ground. For the first few times lower it only slightly. Cheer any adult that joins in. The more senior they are the louder the cheer.





Everyone in line goes under the stick. Instruct participants to face forward, lean back and move under the limbo stick without touching it. Their legs should move under the stick first, followed by their torso and then their head.

If someone touches the stick or falls, they are out. Make sure everyone who is out is cheered.

They then can stand on the side and cheer for the other participants.

Continue lowering the stick each round until there is only one player who can make it under the stick. Ensure everyone cheers. You may want to have one limbo contest for people under ten and one for those over ten. Have a small prize for the champion limbo dancer.

Music can be purchased from an online music shop. www.apple.com/itunes/download

-  Limbo - Calimbo Steel Band.
-  Limbo - David and the High Spirit
-  Everybody Limbo - Nelson Gill
-  Limbo Rock - Chubby Checker

Fire on the mountain

 10+  2  5min

Equipment: None

There are lots of versions of this game. Fire on the Mountain is a game in which participants form groups of a given number. It is suitable for a medium to large sized group.

How to play

The leader stands in the centre of the circle, calling out the words, 'Fire on the Mountain'.

The participants all begin to run in the same direction (clockwise) and answer in the same tone and speed as the leader with the words, 'run, run, run.'

The leader repeats the phrase 'Fire on the Mountain' varying speech and tone - fast, slow, medium, etc. and the participants run according to the speed of the words spoken.

At any time the leader can call out a number and the participants must form groups of a corresponding number e.g. the leader calls 'Five'

and participants gather together to form a group of five.

The leader counts the correct number in each group and those unable to form a group of the correct size move to the centre with the leader.

The suspense lies in not knowing when the leader will call out a number. The leader may repeat the phrase, 'Fire on the Mountain' often, but be careful it doesn't become tedious or drawn out.

Parachute games

 10+  3  10min

Equipment: A large parachute

Parachute games are a lot of fun for both children and adults and encourage cooperative, non-competitive play.

Suggested games:

1. Igloo - Get everyone to spread out around the parachute and hold the edge. Together pull the parachute taut and lower it to the ground. Count to 3 and have everyone pull the chute upwards. The parachute will fill with air and rise up like a turtle shell or an igloo.

2. All Change - Call out birthday months, names, numbers, colours.

Children swap places under the chute before it falls to the ground.

Make sure that the children around the edge allow the canopy to fall slowly and that they don't pull the parachute down hard.

3. Mushroom - On the count of three have children raise their arms and lift the parachute over their heads. Then, pull the parachute behind them sitting down on the edge of the chute.

4. Roller Ball - Place a lightweight ball on the parachute. Try to make the ball roll around the parachute.

5. Merry-Go-Round – ask each participant to turn their body sideways, holding the parachute with one hand. Walk, hop, jump, or skip around holding the chute.

6. Cat and Mouse - Children sit in a circle and hold the parachute tight and make waves by lifting and lowering the chute. One child is the mouse trying to stay hidden under the parachute whilst another is the cat outside trying to find the mouse under the chute.

Find more ideas at

www.kidactivities.net/games-parachute

Bear, hunter, grandma

 12+  3  10min  20x8m




Equipment: None

This game can be played with a large group of people and is similar to ‘Rock, Paper, and Scissors’ in that one action will beat another.

How to play

Split the group into two teams and allocate an end of the field to each team. All together the team must choose a character - either a Grandma, a Hunter or a Bear to pit against the other team.

The actions of each are as described:


-  Grandma = one hand on hip, with the other hand, shake your finger at the opposition
-  Hunter = arms out in front of you in a shooting action and shout ‘bang’
-  Bear = arms up in the air, hands in claw shapes and shout ‘roar’

When you have chosen your character each team is to return to the centre of the field and stand facing each other in a line about 1 metre apart.

When the leader counts down from 3, everyone must perform their action.

 Grandma beats the Hunter

 Hunter beats the Bear

 Bear beats the Grandma

The team that have chosen the character that beats the other team then cheer and win a point.

The first team with 5 points wins.

It can be quite funny when both team choose the same character– get them to go back to their end of the field and choose again

Duck, Duck, Goose

 5+  2  5min

Equipment: None

Duck, duck, goose is a circle game best played with a small to medium number of children. This game is particularly popular with young children.

How to play

The participants sit in a circle, facing inward.

One participant, known as the ‘fox’, is chosen to walk around the outside of the circle, tapping each participant on the head and calling each a ‘duck’ until finally picking one to be a ‘goose’.

After calling a participant a ‘goose’, the ‘fox’ begins to run in a clockwise direction.

The ‘goose’ then rises and chases and tries to tag the ‘fox’, while the ‘fox’ tries to return to and sit where the ‘goose’ had been sitting.

If the ‘fox’ succeeds, the ‘goose’ is now the ‘fox’ and the process begins again.

If the ‘goose’ succeeds in tagging the ‘fox’, the ‘goose’ may return to sit in their previous spot and the ‘fox’ resumes the process.

Hints

Have the ‘fox’ tap participants lightly on the head.

Have the ‘fox’ call out ‘duck/goose’ clearly and loudly for each participant to hear.

Ensure people all run safely in the same direction.

Simon says

 5+  1  10min  4x4m

Equipment: None

Simon Says is a traditional children's game best played with a small to medium number of children (minimum 5). Children follow commands given by 'Simon'.

How to play

Have the participants assemble in rows with a little space between them.

The Games MC or a helper takes the role of 'Simon' and issues instructions, (usually physical actions such as 'hands on heads' or 'jump in the air') to the other players, which should only be followed if prefaced with the phrase 'Simon says', for example 'Simon says jump in the air'.

If a command starts with 'Simon says', the participants must obey that command.

If a command does not start with the beginning 'Simon says', the participants must not do this action.

Anyone who breaks one of these two rules is eliminated from the remainder of the game.

The winner of the game is the last player who has successfully followed all of the given commands.


Examples of instructions

Touch a body part: nose, ear, head, chin, eye, mouth, hair, neck, tummy, legs, knees, toes, clap your hands, scratch your head, blink your eyes, nod your head, bend your knees, turn around, touch the ground, pat your cheeks, laugh out loud, bend your waist, give a wave, bend your arm, jump up high, crouch down low, poke out your tongue, take a step forward, run on the spot, do a star jump.


Water and sponge relay race

 12+  3  8min  4x8m

Equipment:

 2 buckets per team (use colour coded buckets to keep it simple for younger players - eg Team A's buckets are blue).

 1 car sponge per team.

 4 markers for front and back lines or use ropes.

 Access to water.

A water and sponge relay can take many forms and is another fun activity on a warm day. Teams of any number can play this relay.

How to play

Organise teams and line them up single file.

The teams don't have to have equal numbers.

Each team has a large bucket of water in front of them and a large sponge.

At the other end is an empty bucket.

The objective of the relay is to transfer as much water as possible to the other bucket by each team member taking turns to squeeze water from the sponge.

The first person in line fills their sponge with water, runs across to their team's other bucket and squeezes the water into it.

They return to their team, hand the sponge to the next person in line who dips the sponge in the water bucket and continues the activity.

Ways to finish

1. First team to empty their water bucket wins
2. First team to fill the other bucket to a suggested line wins
3. Within a time frame, the team with the most water in other bucket wins

Any number of teams can play. It only requires extra equipment and helpers on hand to ensure fair play.

Version 2

Fill one bucket per team with water and put a sponge in it.

Place the other bucket about 30 feet away.

Line the team up between the filled water bucket and the empty bucket


To begin, the first player dips the sponge in the water, and then passes the sponge along the line to the empty bucket at the end.

The last person wrings out the sponge, and then passes it back to the front of the line or wrings out the sponge, and then brings the sponge to the front of the line where they dip it in the water bucket and pass it back to the next person. In this way, everyone has a turn of coming to the front.

Egg and spoon relay

 8+  3  8min  4x8m

Equipment:

 Enough spoons for each relay team

 Plastic, wooden or hard-boiled eggs

Relays offer a break from the large group games and provide opportunity for co-operation and teamwork. Teams can play them with at least four people. This relay is fun to watch and fun to play!

How to play

Organise teams and line them up single file. If there are lots of participants, divide the team so half are at each end of the field.

Each participant first in line has a spoon and an egg. They are to walk as fast as possible carrying the spoon to the next player in their team.


If the egg is dropped, players must return to the starting line and begin again.


The first team to all complete the activity is the winner. An alternative is to count the total number of times players pass the egg to the next player.

Relay ideas

 12+  3  8min  4x8m

Equipment:

 4 markers for front and back lines or use a rope as the starting line.

 Designate helpers to be involved and assist the relays.

How to play

Form teams of at least four and line them in single file.

Have a helper beside each group cheering them on. They may even like to have a team name.

Relay option 1. The team is at one end and participants proceed up and around a marker and back to their team mates to tag them.


Relay option 2. The team is split with 6 participants at each end and participants proceed up to their team mates, tag them and remain at the opposite end. When all the relay team members have had a turn, they will have swapped ends. This option is good for a large number, as participants are not waiting long for their turn.

Relay Variations

No equipment

 Hopping

 Kangaroo jumps (jump with 2 feet)

 Crab walking (leaning over so hands lightly touch ground and walking sideways)

 Running backwards

👑 Baby steps (one foot in front of the other - heel of one foot touches toe of the other)

👑 Giant steps

Equipment

👑 *Skipping with ropes*

👑 *Sacks*

👑 *Stilts*

👑 *Three-legged race - 2 participants side by side with inside ankles tied together*

👑 *Balloon - running with a balloon clamped between the knees*

👑 *Hula Hoop - roll the hoop along the ground*

👑 *Obstacle course - keep it simple so small children can participate; space the obstacles so wheelchair users can join in*

👑 *Dress Up - hat, scarf, gloves etc*

👑 *Bean bag - balance a small bean bag on the head. If dropped, children must return to starting line and begin again.*

When everyone has had a turn, the winning team will be determined by either 'first past the post' or the highest number of team rotations within the activity. Team leaders allocated to each group report back to the MC on their team's progress. Remember to celebrate all participants, even those coming last!

Vary the relays with the use of equipment - four to six relays, depending on group size, is suggested. Any number of teams can play. It only requires extra equipment and helpers on hand to ensure fair play.

Hints

Be mindful of children's physical abilities at all times and stop a relay if it appears to get out of hand.

Include wheelchair-users and people with disabilities.

Have assistants praise good sportsmanship among the participants. Encourage those watching to cheer for the teams.

The line up game

This game is a fun icebreaker that works well in an all-age setting.

How to play

Have everyone assemble in a group. Their task is to line up in a straight line according to... see below for ideas. The catch is they are to do this without speaking. Players may only communicate with gestures.

Ideas

- 👑 Age, youngest at the front, oldest at the back
- 👑 Alphabetical order
- 👑 By height, shortest first
- 👑 Birthdays - first in the year goes first

Hoop and circle game

👤 20+ 🧑 3 ⌚ 8min

Equipment:

- 👑 Two large hoops
- 👑 A person to time the activity

How quickly can one hoop be passed around a circle? This activity is suitable for a small to medium sized group.

How to play

Have participants form a circle and hold hands.

Break the circle between two players, place one hoop over their arm and close up the circle.

The players must help each other to send the hoop around the circle by passing the hoop over their head and down their body ensuring they never let go of their hands.

Have the timer call out the time after one rotation.

Try several attempts to get faster each time.

Introduce a second hoop and even a third!

Hula-hoop competition

 5+  1  10min

Equipment: 3 or 4 Hoola Hoops

Special note re a hula-hoop demonstration:

Choose children to come and see how long they can hula-hoop. Introduce them individually and ensure everyone is cheered.

Begin counting down from ten. When the competitors are out, cheer them. If there are a number of heats choose the best two to be in the final.


If there is only one heat with two competitors remaining, make it harder for them by suggesting they walk forward and backwards.

Ensure each of these champions is recognised.


Tearing a sweet wrapper

 20+  2  8min

Equipment:

 *Bags of sweets with suitable wrappers that tear*
Note: foil wrappers are not suitable

 *Measuring tape*

 *Rope*

This is a fun competition allowing all ages to participate. It is suitable for any sized crowd.

Instructions

Let people know about the competition and encourage all to participate.

The winner will be the person with the longest sweet wrapper.

Have several helpers walk around the crowd offering the sweets. Participants simply take a sweet, unravel the sweet and eat the sweet whilst tearing the wrapper into as long a line as

possible. If people don't wish to take part, they can still take and enjoy a sweet.

When people have completed tearing their wrapper, have them come to the MC to compare their wrapper's length with other competitors.

Have the current competitor with the longest torn wrapper stand with the MC. Keep it held up for all to see. If possible measure the length of the wrapper to build the excitement.

















Celebrate all those who are outdone by another participant.

And give a final cheer and perhaps a small prize to the winner.

Craft

Children love to be creative. Lots of themed craft can be found on the internet. Making something from recycled materials is also popular.

Materials

-  Children's scissors
-  Glue sticks
-  Cardboard
-  Stapler
-  Foil
-  Recycled materials
-  Tape
-  Table
-  Chairs
-  Glitter
-  Paper – coloured and variety of sizes
-  Wrapping paper
-  Tissue paper - colours
-  Felt tip pens, pencils, crayons etc
-  Stickers
-  Stamps

Getting started

Have some samples ready so children can see what they can make. Offer to assist when necessary. Encourage the parents to join in. Small children may require extra help. Supervise any use of staplers and scissors. Welcome every attempt at creativity!

1. White cardboard
2. Colouring pens
3. Craft glue
4. Small hand templates
5. Small paper plates

Use pre-cut coloured cardboard folded into cards and allow children to be as creative as they like.

Use pressed flowers, stickers, simple drawings, cut out pictures from wrapping paper and glitter.

Badge-making

A badge-making machine provides a creative expression, which can be worn immediately. It's suitable for different age groups. Have people write their own name and decorate around it with felt tip pens. You may need to set some limits as to how many badges are to be made by each person. Commercial badge-making machines are available to hire. The materials to make the badges will need to be priced on hiring.

Materials

- 👑 Badge-making machine
- 👑 Paper circles (from badge company)
- 👑 Plastic covers (from badge company)
- 👑 Plastic back and safety pin (from badge company)
- 👑 Table
- 👑 Chairs
- 👑 Felt tip pens – thin ones work best
- 👑 Bin bag for rubbish

Getting started

- 👑 Have a go yourself to make sure you know how to use the machine and the process of making a badge
- 👑 Have participants choose coloured paper circle and design their name.
- 👑 Decorate the circle so that it has 'personality'
- 👑 Assist the participant to make their badge by following the instructions given
- 👑 Pin on badge

Activities to make and do Face painting

Face painting is a great way of connecting with children. There is nothing like watching a child's face light up when he/she looks into the mirror and sees their face transformed. Something so simple can bring so much pleasure.

Materials

Kits containing 8 paints in a palette are simple and convenient to use.

- 👑 1 Table, 2 chairs
- 👑 1 tube of moisturising cream
- 👑 1 roll Paper Towel - to remove excess paint from brushes
- 👑 1 mirror
- 👑 1 hair band
- 👑 1 Gold Glitter gel, 1 Silver Glitter Gel
- 👑 2 brushes - size 1, 5mm, and 10mm
- 👑 1 small bottle of water
- 👑 Design Card of possible choices
- 👑 Water containers (glass/plastic) – Have pre-filled water bottles if water is not readily available.
- 👑 Wipes
- 👑 Plastic tablecloths
- 👑 Box to keep supplies in

Getting Started

- 👑 Hygiene is a very important aspect. Use fresh paint, clean water, soft brushes
- 👑 Have your own your face painted to look the part
- 👑 Be genuine, smile, be happy and friendly, talkative and sensitive
- 👑 Ask child/parent if child has sensitive skin or any allergies – if yes, do a hand design and suggest they leave it on for short time only
- 👑 Use headband to hold back hair if necessary
- 👑 Get comfortable before you start with paints, brushes, water and the child within easy reach
- 👑 Change water regularly, preferably every half hour
- 👑 Glitter is wonderful for adding a special touch to any design!
- 👑 Use a face paint template so children can choose designs easily
- 👑 Try not to put too much paint on the brush or make the paint too watery
- 👑 Keep brush moving all the time, gives steady line even before you touch the face
- 👑 Apply lighter colours first and finish off with the darkest last
- 👑 Clean and rinse brushes/sponges between colours, wipe off unused paint on paper towel/ kitchen roll; clean then rinse and dry before using another colour
- 👑 Avoid eyes, blemishes and nasal passages

If you are not confident or are short on time, use a stencil e.g. stars, hearts and flowers make great designs.

Balloon modelling

Balloon modelling brings a lot of fun to a Street Party.

(Recommend 1 sculptor per 100 attendees)

Materials

- 👑 1 pump
- 👑 1 bag of 100 x balloons (Qualatex type 260Q)
- 👑 Marker Pen (to draw on balloons)
- 👑 Rubbish Bag
- 👑 A card showing simple designs from which kids can choose
- 👑 Bag or pouch for storing balloons

Getting Started

Wear a balloon hat to model.

Designs such as a dog, flower, sword or heart are simple to learn and require only 1 balloon.

YouTube has plenty of tutorials to teach you some simple designs. Download, print and laminate card picturing some easy designs. Wear it round your neck to help children choose what they'd like you to make.

Bouncy castle

Bouncy castles cost money to hire so consider how it will be paid for. Check before you book the bouncy castle that it will fit in the space allotted. Allow time for delivery and inflation. Ensure you have responsible adults supervising. Time the children's play so everyone gets a turn. It's also a wonderful opportunity to chat with parents.

Funny face biscuit decorating

Materials

- 👑 Large plastic plates
- 👑 Metal knives
- 👑 Disposable food handling gloves
- 👑 Containers for sweets
- 👑 Wet cloth or wipes for sticky hands and knife handles
- 👑 Plain sweet round/oval biscuits
- 👑 Make up some coloured icing beforehand in clean jars
- 👑 Assortment of sweets and cake decorations for hair, eyes, mouth

Getting Started

Set out several plates on table. When a child comes to decorate a biscuit, allow them to do as much as they can. Using a glove, place a biscuit and decorations on a plate. Have child smooth icing on the biscuit and then place sweets etc. to make a face. Eat and enjoy!

Flubber

Flubber is a stretchy, bouncy craft project that kids will love. Flubber is wiggly, slimy, and gross - what more would any kid want? It's fun and easy to make several different kinds of Flubber.

Recipe

- 👑 3/4 cup cold water
- 👑 1 cup PVA white glue
- 👑 6 cups hot water
- 👑 1 teaspoon Borax
- 👑 Liquid food colouring

Step 1: In bowl 1 mix together hot water and Borax. Stir until dissolved. Set aside

Step 2: In bowl 2 mix together cold water, glue and food colouring

Step 3: Add glue mixture to Borax solution. Knead with your hands until firm mass forms.

Pour off excess water and continue to knead until mixture retains shape.

To keep: Place Flubber in plastic bag and seal. Be aware that Flubber will stick to clothes and carpets, but it comes out very easily with a little warm water and some scrubbing.

Basic Flubber

- 👑 1 1/4 cup warm water
- 👑 1 cup any white glue
- 👑 2 tablespoons of Borax
- 👑 Food colouring (optional)

Gak (Borax-free Flubber)

- 👑 1 cup glue
- 👑 1 cup liquid starch
- 👑 Food colouring

Edible Flubber

- 👑 1 can (14 oz.) of sweetened condensed milk
- 👑 1 Tablespoon of cornstarch
- 👑 Food colouring

Colouring activities

Children often enjoy time to draw using paint, coloured pencils, felt-tip pens, crayons or pastels. Activity books with tear out pages including dotto-dot, tracing, colour by numbers, mazes etc provide an opportunity to slow down and create quietly.

Materials

- 👑 Provide a variety of ideas
- 👑 Tables
- 👑 Chairs
- 👑 Plastic tablecloth
- 👑 Paperweights
- 👑 Containers for writing materials

Getting Started

Arrange the blank paper, cardboard, activity sheets on a table and invite children to participate. Have a selection of writing materials in a container at each end so children don't have to move around. Use paperweights so papers stay on the table.

Funny or family photos

Materials

- 👑 Camera
- 👑 A selection of dress up clothes to make it more fun
- 👑 Backdrop (optional)
- 👑 Cardboard frames (optional)
- 👑 Contact information for emailing or hand delivering photo
- 👑 Small table

Getting Started

Set up the photo area like a studio with costumes on a rack and a designated area or the photo shoot.

Offer to take funny or family shots.

Take down name and address so someone can make further contact by hand delivering the photo.

Toddlers play area

An opportunity for parents to gather and chat and provides a safe area for small children to play.

Materials

- 👑 Portable sandpit – clam shell with sand on one side and water on the other
- 👑 Water activities
- 👑 Soft toys
- 👑 Play dough
- 👑 Rugs to sit on
- 👑 Small tables and chairs
- 👑 Fencing (optional)

Don't forget some chairs so those looking after the little ones have somewhere to congregate and some shade if it's hot.

Coconut shy

Whether you use coconuts balanced on posts or tin cans on a table, a Coconut Shy is another traditional, popular game. The game consists of a player throwing three balls (tennis balls or something similar), to try to dislodge the row of balanced objects.

Tic tac toe (noughts and crosses)

Materials

5 Noughts, 5 crosses, 4 equal lengths of tape or cloth for the grid

Getting started

Circles can be made from a variety of materials – garden hose, large plastic plates, cut out bucket lids

Garden Hose - cut 50cm length of plastic garden hose place one end in boiling water so it is soft and malleable. Place in other end of hose to form a circle. Repeat for all circles.

Crosses can be made from wood, broom handles, or garden hose

Making crosses – fasten 2 sticks of the same length with tape, nail or string, flatten and fasten with metal fasteners or cut out a section on 1 stick and fasten so they lie flat together.

Circus skills

Sometimes learning something new can be great fun. You will need some space for these activities so locate the spinning plates, diabolo and juggling balls away from people if possible.

Materials

- 👑 3 Spinning Plates and sticks
- 👑 2 Diabolos
- 👑 Juggling Balls (sets of 3)

Ensure someone knows how to teach and encourage people, even if they can't master it.

There are many videos online offering simple learning tutorials. Keep an eye on the Diabolos – sometimes they get taken home!

Demonstrations

There are lots of opportunities to highlight participants' skills during a Street Party. Children want to belong so use any occasion to give them a platform to be recognised.

Setup

Creative a safe space for performing

Suggestions

- 👑 Diabolos
- 👑 Hoops
- 👑 Spinning Plates
- 👑 Juggling
- 👑 Craft Creations
- 👑 Paper Jets or Planes

Getting Started

Know their names!

Have someone write down the names so each participant can be introduced and cheered personally.

Have them perform and give a running commentary on the height reached, the skill required, the time length of their display or the colourful creativity of their creation.

Applaud them when they have finished and watch them smile!

Giant Jenga

A game using large wooden blocks that spans all ages; see how high you can build a tower using large wooden blocks. The older the player, the more thinking goes into strategy! This game and other giant games can be bought commercially.

Karaoke

Karaoke is all about having fun. You can hire a karaoke machine that is easy to setup and has a large selection of songs or borrow a home entertainment system.

Licensing - When publicly broadcasting any type of copyright protected media, someone must either possess a licence or pay royalties in some way. Karaoke is no exception.

PRS for Music and PPL, the UK's two music collecting societies, have joined forces to set up PPL PRS Ltd, a joint venture combining the two societies' public performance licensing activities. PPL PRS Ltd offers a single licence, called The Music Licence, on behalf of both PRS for Music and PPL, to play or perform music in public. See www.prsformusic.com for more information.

Musical chairs

Materials

- 👑 Chairs
- 👑 Music
- 👑 Prize

Getting Started

This game is suitable for everyone. The game begins with any number of players and one fewer chair than the number of players. Arrange the chairs in a long double line facing outward or in a circle. Have players stand around the chairs. When the music begins, the players walk in unison around the chairs. When the music suddenly stops, everyone

must race to sit down in one of the chairs.

The player who is left without a chair is eliminated from the game, and one chair is also

removed to ensure that there will always be one fewer chairs than there are players. The music resumes and the cycles are repeated until there is only one player left in the game, who is the winner.

Splat the rat

A traditional game from Victorian times, Splat the Rat is fun for all ages. Your splatting apparatus can be as fancy or as simple as you like.

Materials

All you really need is a length of drainpipe about 1m long.

This is attached to a sturdy board or short scaffold plank about another 75cm longer than

the pipe. The rig is then stood up at a slight angle. All sorts of elaborations are possible on this basic set up.

1. The 'rats' are simple rodent-shaped bean bags with little ratty faces sewn on along with whiskers

and a tail or made from a black sock stuffed with dried peas They obviously need to be heavy enough to drop nicely and quite strongly-made due to the demands of their trade.

2. A toy baseball bat

Getting Started

Ensure the Splat the Rat activity is a safe distance away from the next activity.

If using a wooden table try to protect the wood with a plastic tablecloth or blanket.

The rat dropper drops the rats one after the other down the drainpipe.

Contestants have to try to judge when a rat is coming and splat it with a stick or bat as it drops out of the pipe pinning it against the board.

Pin the tail on the donkey

Materials

- 👑 Donkey poster
- 👑 Tacks or tape
- 👑 Blindfolds

Getting Started

Pin the Tail on the Donkey is a classic children's game and is fun for all ages. Buy a 'Pin the Tail on the Donkey' kit or have someone draw one.

Mount the donkey poster onto a wall. Blindfold one player. Turn the blindfolded player around several times until they lose their sense of direction. Have the blindfolded player attempt to pin their donkey tail on the end of the donkey.

Afterwards remove their blindfold. Allow each player to take a turn. Leave all the donkey tails wherever they had been placed, until all players have had a chance to play. The winner is the player who placed their tail closest to the correct spot on the donkey.

QUIZ

A good quiz can bring people together and can be loads of fun.

Materials

- 👑 Pens or pencils
- 👑 Prepared quiz papers or blank paper
- 👑 Prizes

Getting started

There are lots of quizzes on the internet. Select one that is appropriate for the whole group.

Choose whether teams will be mixed adults, families or children.

Keep the quiz to 20 questions. Have enough copies of questions and answers sheets.

Teams will need pens/pencils so make sure you have plenty.

Remind all participants that no use of phones or electronic devices to find answers will be permitted. You want to strengthen the moral fabric of society after all!

When reading the questions, remember to speak loudly and clearly, and use a P.A. system if you have one.

At the end of the quiz have groups swap their papers and then read out the answers.

Give a prize to the winning team and perhaps a bag of sweets to the one that comes last.

Pass the parcel

Another classic game that is suitable for 5-10 year olds. Beware that very young children don't always understand that they need to pass the parcel on.

Materials

- 👑 1 well-wrapped present in many layers of gift wrap/newspaper/tissue paper. You can add a small chocolate bar or roll of sweets between each layer.
- 👑 Music

How to play

Sit the participants in a circle and hand the present to a child. Let the children know that it is possible not every layer will have a prize.

Start the music. The children must pass the parcel around the circle to the child on their left as long as the music continues.

When it stops, the child holding the parcel undoes one layer or wrapping (and, if you have included them, takes a treat). The final layer will open to reveal the prize. Try not to have the same child open more than one layer of paper.

Ball in the air

👥 20+ 👤 3 ⌚ 8min

Equipment:

- 👑 A large beach ball inflated
- 👑 Pump
- 👑 A person to keep time

How long can a group keep a large inflated ball in the air? This activity is suitable for any group of people.

How to play

Have participants gather in the middle of the games area, ready to play.

Make sure the smaller children are in the centre with adults around the circle.

The aim is to see how long the ball can be kept in the air.

Encourage players to touch the ball gently with open hands - palms facing up.

One of the helpers holds the beach ball high in the air. Everyone counts down from ten to Go.

A team effort is required to control the ball and keep it in play.

Have the timer call out every 30 seconds and raise a cheer after milestones are reached.

When the ball touches the ground then the game is over.

Ensure small children have a turn and are safe during the activity.

Explain this game is played around the world. According to the Guinness Book of Records the most people keeping beach balls in the air is 14,993 and was achieved by Coordinadora de Peñas de Valladolid, in Valladolid, Spain, on 2 September 2012.

Find someone who...

This is a good activity to get people circulating and getting to know their neighbours. Give each person/team the questions below on a sheet of paper with space for an answer. They must find someone who either fits the statement or who can answer the question, getting them to sign and print their name next to it. The person/team that has a name/signature by all of them in the shortest amount of time will be the winner. (Add quirky questions of your own).




Find someone who...

1. Has lived in this street/area for more than 30 years. Number of years
2. Has an unusual middle name.
3. Wasn't born in the UK.
4. Owns a goldfish.
5. Can give you a quote from 'Shrek'.
6. Has been to John O'Groats.
7. Is the youngest resident (May need parental guidance with signature)
8. Can name the 7 dwarfs from Snow White.
9. Shares their birthday with a famous person.
10. Can wriggle their ears (they have to demonstrate it)

Tug of war

 20+  3  8min  4x20m

Equipment:



-  Long rope - 100 ft/30 metres - a rope made of cotton is recommended to reduce rope burn. See if the local school has one you can borrow.
-  One marker on the ground - tape or chalk
-  Three cloth markers - ribbons or handkerchiefs

A fun competitive activity that is suitable for a large group. The object of the game is to tug the rope until one team or the mark on the rope has been tugged across the centre line into another team's territory.

Setup

Use a large level area long and wide enough to be able to move with the rope.

Form two equal teams on either side of a long rope

-  Males vs. females
-  Children vs. parents

👑 Teens vs. everyone else

👑 Birthday Jan – June vs. July - Dec etc.

Designate someone to start the activity known as 'the pull' and determine a winner.

Designate several people to watch for safe participation or people breaking the rules.

The competition area should be free of any bikes, pushchairs, litter, debris, loose stones, etc.

Tie one ribbon or handkerchief to the centre of the rope.

Place one marker on the ground to measure the centre line.

Tie two cloth markers 13 ft/4 metres from the centre in each direction.

How to play

Form two teams and where possible make them of equal numbers. The MC should encourage as many people to participate as they can.

Line both teams up on their respective ends of the rope have them pick it up.

The MC introduces each team and gets them to cheer. The judge can now line up the centre tape over the line.

For safety, remind group not to loop the rope around any body part.

Everyone count down from ten and on one people begin to pull.

It is good to make it the best of three so get the teams to swap sides and encourage more people to join in.

Get all those watching to give a cheer to both teams at the end of the competition.

Often this is an activity that brings everyone together so it is good to move into another activity that continues to gather people such as Ball in the Air

Celebrity heads

The aim of this activity is to get people mixing and talking to one another!

Have a list of suitable 'celebrities' – both historical and fictional, printed on paper, sticky

labels or cardboard large enough for others to read easily.

As people arrive, pin a 'celebrity' to their back or stick a label to their forehead ensuring the

person does not see the name. They are to guess what character they are by asking questions. The other person may only answer 'yes' or 'no'. For every 'yes' answer, they can ask another question to the same person. When they receive a 'no' answer they must find a different person to ask another question.

Keep asking questions until they discover who they are. E.g. 'Am I a living person?' 'Am I British?' 'Am I on TV?'

Make sure you involve children so try to choose a well-known character that they may know.

Add any names to these lists – maybe well known people in your street or community.

Royals
 Authors
 Actors
 Explorers
 Politicians
 Americans
 World Leaders
 History Makers
 Sports men and women
 Singers
 British TV celebrities
 Chefs
 Romans
 Movie characters
 TV characters
 Cartoon characters
 Fairy Tale characters
 Fictional characters from books
 Super Heroes

True or false

This activity is suitable for all ages. Using the available space, divide it in half and assign the area on the left as 'True' and the area on the right as 'False'. Have participants stand together in the centre. As a question is asked, players must decide whether they think the answer is True or False by standing on the left or the right.

Begin with a couple of practice questions. If they answer correctly, they continue playing until there is eventually a winner. If they answer the question incorrectly, they must leave the game. If

they are indecisive, ask them to guess. Anyone not deciding after a countdown is out.

Find some true or false statements from the internet or research your own questions. Try to vary the topics.

A children's version can be played with simple questions.

Getting Started

Here's a selection of questions

1. Some animals can get sunburn

TRUE (Certain animals are more susceptible to sunburn than others, particularly those with shorter hair and light-coloured skin. Dogs, cats, horses and cows, for example, often get sunburn on their noses and the tips of their ears during hot summer days.)

2. No cat likes water

FALSE (It's true that house cats would probably rather sleep on a bed of nails than get in the bathtub, but many of the big cats enjoy splashing around. Bengal tigers, in particular, are fond of lakes and streams, and can often be seen playing together in the water, both in the zoo and in the wild.)

3. Jack is the most common boy's name in children's nursery rhymes

TRUE

4. Eyes remain the same size from birth to adulthood

TRUE

5. Frogs have to drink lots of water

FALSE (Frogs don't drink at all. They are unique creatures that actually absorb water through their skins to stay hydrated, so they don't have to imbibe any water through their mouths.)

6. The Eiffel Tower is in Berlin

FALSE (Paris)

7. Welsh rarebit is another name for egg on toast

FALSE (Cheese)

8. Elephants eat with their noses

TRUE (Elephants use their noses as forks and spoons. They do not actually swallow their food through their noses, but lift branches, grass and other pieces of vegetation with their strong trunks, then curl the food into their mouths.)

9. There are eight colours in a rainbow

FALSE (Seven)

10. Camels can walk 100 miles in the desert without water

TRUE (Camels can traverse up to 100 desert miles without a drop to drink. Once they have access to water, however, they can consume up to 30 gallons in as few as 13 minutes.)

11. Chimpanzees are nocturnal

FALSE (Chimps are often observed playing, eating or walking at night, but they are actually day creatures. They can be found sleeping during the day and during the night. This is often related to the weather.)

12. The Tardis is the name of Dr Strange's time machine

FALSE (Dr Who)

13. In the human body, the patella is commonly known as the elbow

FALSE (Knee cap)

14. Justin Bieber was born in Manchester

FALSE (Canada)

15. The hummingbird egg is the world's smallest bird egg

TRUE (Hummingbirds lay the smallest eggs, while ostriches lay the largest. In fact, ostrich eggs are so big that it can take up to two hours to hard-boil them.)

16. Whales have belly buttons

TRUE (They are mammals)

17. Mars is the planet nearest to our Sun

FALSE (Mercury)

18. Scientists have discovered a new species in the North Sea called a bone eating snot flower

TRUE (It's a worm-like animal found in the bones of dead whales)

19. No plants live in the sea

FALSE (Seagrass, mangroves etc)

20. Stockholm is the capital of Norway

FALSE (Oslo)

21. Africa is the largest continent on Earth

FALSE (Asia)

22. The great white shark is the biggest fish in the world

FALSE (The whale shark is, followed by the basking shark, which is native to our waters)

23. The bootlace worm is the longest animal in the world

TRUE (It can grow over 30 metres long, they are sometimes found in rock pools)

24. Sharks are colour-blind

FALSE (Many sharks have excellent eyesight)

25. Crabs can only walk sideways

FALSE (Spider crabs and others walk forwards)

26. There is a deep-sea eel that can swallow animals the same size as itself in one gulp

TRUE (It's called the gulper eel)

27. Some fish communicate by breaking wind

TRUE (Some members of the herring family communicate by emitting high pitched sounds from their anus)

28. The biggest crab in the world grows to the size of a small car

TRUE (Deep-sea Japanese spider crab)

29. A group of jellyfish is called a smack

TRUE

30. Sharks have bony skeletons

FALSE (Sharks' skeletons are made of cartilage)

31. Seaweed is poisonous

FALSE (Seaweed is used to make many types of food including, sweets, ice-cream and toothpaste.)

32. A shark called a cookie-cutter shark has been blamed for cutting holes in submarines

TRUE (It uses its strange shaped jaw to bite chunks out of whales, dolphins and bigger sharks)

33. A dolphin is a very big fish

FALSE (It's a mammal)

34. Barnacles are small shrimp-like animals that live their adult lives with their heads cemented to a rock catching food with their feet

TRUE

35. Coral reefs only live in warm tropical seas

FALSE (There are deep-water coral reefs in the arctic)

36. When starfish eat, their stomachs come out of their bodies to digest their food

TRUE

37. A sea anemone's mouth is also its bottom

TRUE

38. There are 10 different types of penguin that live in the North Pole

FALSE (Penguins only live in the southern hemisphere so there are none)

39. When Seahorses have babies it is the male who gives birth

TRUE

40. Sea anemones often have tiny plants living inside their bodies

TRUE (Symbiotic algae)

An alternative version is to divide the area into quadrants and have questions with 4 possible answers A, B, C or D. Participants choose their answer by standing in the corresponding letter quadrant.

Ideas to adopt

Bake off

Here's an idea where everyone can have their cake and eat it too! If a cake competition is to be part of your next Street Party, make sure you give advance notice so people have plenty of time to

plan. Is there a theme to the baking? Are there any restrictions such as size, height, number of ingredients? If so, be specific. If you decide to have a judge, it could be a local cooking instructor, chef or a domestic science teacher.

On the day have a table set aside away from any sun for the cakes or bakes. Ensure the items are labelled as to what they are but don't reveal the baker. Make sure everyone views and admires the cakes. After judging, have some paper plates so everyone, not just the judges, can taste the delights. You may wish to charge per slice of cake to help cover any Street Party costs.

Dog show

A fun dog (or pet) show shouldn't get too serious! But in order for it to run smoothly, there are some things to consider. Will the dogs just walk round in a circle or will there be equipment such as planks, hurdles or sticks to test their agility?

Will there be a judge?

Make sure dogs are on a lead, water is available and dog owners take care of any dog poop. Have owners keep an eye on their dog, as any food present might be too tempting to leave. Not everyone will be as fond of their pooch as they are, so remind them to be sensitive of others, especially children.

If the dog show is during your Street Party, put the show on early so the animals can return to the safety of their home and everyone else can relax!

Some possible categories:

- 👑 Waggiest tail
- 👑 Cutest eyes
- 👑 Best mover
- 👑 Best trick
- 👑 Scruffiest dog
- 👑 The dog the judge would most like to take home

Hat or crown competition

Jazz up your Street Party with some fanciful hat creations. You could have a theme, categories such as the most colourful, most outrageous, mother and daughter, or just encourage everyone to have fun with their designs.

Have your hat parade early on before the hats look worse for wear and make sure the crowd cheers every entrant.

History of the street display

See if you have folk who have lived in the street or the neighbourhood for a long time and get them to dig out any old photos for a display that shows your neighbourhood in times gone by. Or have someone find out what they can from the local council or history society. It can be fascinating viewing to discover things you didn't know about your area.

Lego competition

There are two ways to run this competition. Either a fun building competition could be held during your Street Party or children could bring their finished exhibits to go on display at the Street Party. Consider the age group and how many pieces of Lego to be used in making a model. Try to ensure the competition is light hearted and all efforts are celebrated.

Matching facts/baby photos to neighbours

Have people bring a baby photo prior to the day.

Borrow a notice board or use cardboard and have the photos numbered on a display.

List some interesting, perhaps obscure facts about neighbours and have a guessing game as to who can identify them.

Perhaps offer a prize for the most correct number of identified neighbours.

Plant or seed swap stall

This idea isn't restricted to houses or keen gardeners and just might brighten up your street.

Have a designated area or table and get people to bring along any unwanted seeds and plants to swap. They could include herbs, vegetable or fruit plants, bulbs and seeds as well as flowers. If you give advance notice, you are likely to get a greater response from your street. Perhaps those without a green thumb will feel inspired!

A Garden on a Plate competition could get children interested in green things. Using a paper plate as a base, moss for grass, sticks for trees, grit for paths, and small handbag mirrors for ponds will get their imaginations going.

Talent show

Share the idea of a Talent Show and gauge the interest from the street. It could be something open to everyone, not just children. Provide examples of the types of talents that can be displayed. E.g. singing, dancing, sports demonstrations or comedy. Have someone check with each entrant that it's suitable for family viewing. E.g. Lyrics and costumes are appropriate. Consider having a dress rehearsal.

Give a specific time allocation to each performer so it doesn't go on and on and on. Avoid judging each performance but rather celebrate each achievement.

Welly wanging competition

Welly or Wellie Wanging, also known as gumboot toss, is a sport that is said to have originated in Upperthong, Yorkshire. Competitors are required to throw a Wellington boot as far as possible within boundary lines, from a standing position.

It is fun to participate and fun to watch, though onlookers must be observant of wayward flying boots! It's also a great activity to have a running commentary.

Materials

- 👑 Suitable, clear space for throwing
- 👑 2 Wellington boots
- 👑 Boundary markers
- 👑 Stones for place markers
- 👑 Sign-up sheet
- 👑 Designate helpers to be involved in safety of onlookers
- 👑 Runner for retrieving boots
- 👑 Tape measure if necessary
- 👑 Prizes

Getting Started

Decide on the category for this competition - women, teens, children, men or families. To keep your Street Party moving along, limit it to one or two categories so it doesn't take over your whole time and space. Perhaps run a different game or activity between two welly wanging sessions.

Get people to sign up beforehand.

Have the MC announce the competition to encourage neighbours to join in and stir up some friendly rivalry!

Ensure there is a clear space for this competition. Remove all cars etc to safety - and anything that might get damaged or broken during the throwing part of this activity - that includes small children!

Have the MC call out the names of the entrants so they ready to throw in quick succession. Keep it short and sharp. Otherwise it can drag out and onlookers lose interest.

When the competition is on, have the MC give a running, cheeky (but positive) review of participants' techniques, position, style and toss.

And get the crowd to praise all competitors no matter his or her level of throwing success.

Categories can include the most unusual and the most creative throw as well as the longest.

Rules

Believe it or not, there are rules!

1. Fair play, good humour and good manners shall be exhibited at all times.
2. A player's word and their honour shall be sufficient.
3. The standard welly shall be the Dunlop green, size 9, non-steel toecap. Competitors shall select whether they use left or right welly.
4. No tampering with the welly shall be allowed. Factory finish only. No silicone polish is to be applied.
5. The use of wind assistance is allowed and, indeed, encouraged. Waiting for a suitable gust, however, is limited to one minute. No artificial or man-made wind is to be used.

Techniques

There are four main techniques for ensuring good welly throwing:

One handed - use a single hand to propel the welly

Double handed - if the welly is large, place both hands around the boot and toss. It's a shot-put style swing technique

Between the legs - throw the welly from between the legs, facing towards the target, bending the legs slightly to accommodate the swing. This is a good technique for smaller competitors and beginners

Backward throw - throw the welly over their head. This enables a large back swing, but it also means that the target is out of sight for the duration of the throw.

Last dance

The following dances and action songs are great towards the end of the Street Party or when people have relaxed. The MC should invite everyone to join in. It is a strong way to finish your Street Party.

Hokey cokey

 20+  4  5min

Equipment: None

Hokey Cokey/Pokey is a singing and participation game that is suitable for everyone!

Words and Actions

UK version:

You put your left arm in, (Place R arm inside circle)

You put your left arm out, (Place R arm outside circle)

In, out, in, out, (Place R arm in and out of circle quickly x 2)

You shake it all about. (Shake R arm inside circle)

You do the Hokey Cokey, and you turn around (Hold hands up in the air and shake whilst turning on the spot)

That's what it's all about! (Face the circle and clap your hands)

Chorus

Whoa, the Hokey Cokey (Join hands and raise them as you move several steps inward and out again)

Whoa, the Hokey Cokey (Repeat)

Whoa, the Hokey Cokey (Repeat)

Knees bent (Bend knees), arms stretched, (stretch arms up)

Rah! Rah! Rah! (Either clap three times or raise your arms above your head and push upwards in time).

You put your right arm in, your right arm out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

Chorus

You put your left leg in, your left leg out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

Chorus

You put your right leg in, your right leg out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

Chorus

You put your whole self in, your whole self out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

If your local politicians or dignitaries come, don't be afraid to invite them to join in the fun, whatever the weather!




My dancing pony

 15+  4  8min

Equipment: None

This is known as 'Big Fat Pony', however changing the name to 'My Dancing Pony' or a two-syllable word e.g. Sydney, Dubai, Croydon etc might hold less offense. My Dancing Pony is a singing action game that can be played with lots of people. See the following link for a further demonstration <http://youtu.be/3wfOtg9Cs9g>

Setup

-  Form a large circle.
-  Designate someone who knows the dance, to start off.
-  While singing the 'My Dancing Pony' song, follow the directions.

Words and Actions

Here's the story of my pony

(Group sing and clap in time to music while designated pony prances around the inside of the circle)

Story of my dancing pony

(Lead pony continues dancing around the circle)

Here's the story of my pony

(Lead pony continues dancing)

This is what they told me.

(Lead pony stops and faces nearest person when music stops)

Front to front to front, my baby

(With palms facing each other, both lead pony and partner make circles in the air)

Side to side to side, my baby

(both stand side by side and make circle movements with both palms)

Back to back to back, my baby

(both stand back to back and and make circle movements with both palms)

This is what they told me.

(Partner follows lead pony into circle where they prance round and find two new partners to perform actions with)

The dance continues until all participants are involved. To end the dance, participants find someone in the circle and perform actions together.

For a larger group, several lead ponies could be chosen.

Y.M.C.A.

Simply hand gesturing the letters YMCA is all that is required to join in this song by the Village People.

Zumba

Zumba or Sumba is a popular fitness programme inspired by Latin dance. The word 'Zumba' comes from a Colombian word that means to move fast and have fun, which is just how people describe the routine.

Zumba is aerobic dancing that is lots of fun and easy to learn. With its upbeat Latin music, it's amazing how quickly the ladies, in particular, are up and moving. See if a local dance instructor will come and take your Street Party for a short session. Allow them to promote themselves if they run a business.

Popular line dances

Group or line dance songs are audience participation songs. They can invoke a conga line, a train line, rows of line dancing and much more. Here are some possibilities for getting the street moving.

- 👑 Macarena - Los Del Rio
- 👑 Boot Scootin' Baby - 5, 6, 7, 8 - Steps
- 👑 Cotton Eye Joe - Rednex
- 👑 Electric Slide - Marcia Griffiths
- 👑 The Candy Dance - Cameo
- 👑 Gangnam Style - Psy
- 👑 Cha Cha Slide - Mr C
- 👑 The Twist - Chubby Checker
- 👑 Conga - Miami Sound Machine

Note: Licensing - When publicly broadcasting any type of copyright protected media, someone must either possess a license or pay royalties in some way. See www.prsformusic.com for details.

Thanks to Jenny Woods for collecting these games. Other contributors include Marty Woods, Matt Garvin, Craig Townsend, Mal Garvin, Daniel Evenhuis, and Rebekah Brettle. Find out more about planning community festivals from Shift Youth and Community (www.syc.life) and their training website www.opencrowdfestivaltraining.com where you can download their free booklet full of practical tools for all-age community celebrations.