

Social Games for Kids

1. **Simon Says-** “Simon” calls out an action while demonstrating it. Everyone in the group must copy the action but only if he begins the command by saying the phrase “Simon Says” The last person in the game that wins (correctly complies with all commands) becomes Simon for the next round.
2. **Red Light/Green Light-** The “Police Officer” turns around so his back is facing the others and shouts “Green Light.” He counts to five out loud quickly and the other players much run quickly towards the police officer. When five is reached, the police officer yells “Red Light” and players should freeze instantly. If any players are caught moving by the police officer, they must return to the start line. The winner is the person who can make it across the line that the police officer is standing behind.
3. **Musical Chairs-**When the leader starts the music, the kids should march single file around the chairs. When the leader stops the music, the kids should find a chair and sit down on it. The player without a chair is out for that round and one chair should be removed. The winner is the player who manages to sit down in the one remaining chair.
4. **Duck Duck Goose-** The players sitting in the circle are the “ducks” and one child is the “fox.” The fox slowly walks around the circle tapping each duck on the head while saying “duck.” The fox eventually chooses a “goose” and the goose must quickly stand and chase the fox trying to tag him before he reaches the spot where the goose is sitting.
5. **Pin the Tail-** Hand each child a “tail” and line up behind a donkey picture. Blindfold the first player and turn them around 3 times so they end up facing the donkey picture. Have them walk up to the donkey and place their tail on the picture. The player who pins the tail closest to the correct spot wins the game.
6. **Hot Potato-** The leader starts the game by tossing the potato to the player of their choice and then immediately shuts his eyes and keeps them shut. The player who the potato was tossed to must catch it and toss it to another player in the circle as quickly as possible, and so on. After a short amount of time, the leader shouts “hot” and opens his eyes. The player holding the potato at that point leaves the circle and is out of the game. The winner is the last person in the circle.
7. **Water Balloon Toss-** In a circle, stand close together. After every successful toss and catch, have the children back up a step. Play ends when a balloon pops.
8. **Loose at the Zoo-** Give each animal a picture of what animal they should pretend to be. While the zookeeper patrols the area, he should call out different zoo animals. The player whose card matches the animal must run as fast as they can to the opposite side of the play area before the zookeeper can tag him. Any player who is caught must freeze and stay in position for the rest of the game. Any animal that makes it across the other

side should go back to the starting line for another round. The game is over when all the zoo animals are frozen.

9. **Treasure Hunt-** Hide treats and toys around the room, some in plain sight and some out of view. Give each child a bag to place items in. Give X number of minutes to find as many items as they can. The person who finds the most treasures gets to hide the next round of items.
10. **Snatch-** Invite the kids to take a seat at the table and give them a minute to look over the objects. Pick one child to be the detective. She turns her back to the table and closes her eyes. Pick another player by pointing to him and have him quickly snatch one of the toys on the table and hide it in his lap. The player with her back turned now faces the group and tries to determine what is missing from the table and who took it. After a few guesses, have the thief show the stolen item and return it to the table. The taker then becomes the detective.
11. **Obstacle Course-** Set up a variety of objects (e.g., tunnel, jumping mats, balance beams, hula hoops, pillows, bowling pins, balls, big therapy ball, etc.) to create an obstacle course. Actions in the obstacle course can include running, completing an animal walk, jumping, hopping, walking backwards, crashing into pillows, bowling, throwing balls, bouncing on a therapy ball, jumping on a trampoline, etc.
12. **Bean Bag Toss-** Fill a small Ziploc bag with dried beans. Use the bean bag to play catch, or have each child toss the bag into an empty laundry basket from a few feet away.
13. **Hotter/Colder-** Hide several household objects, small toys or edible treats around the house and encourage child to find them. Tell him he is "hotter" when he is closer to the hidden item, "colder" as he moves away from it.
14. **Memory-** Find a deck of cards or create two identical sets of index cards with letters of the alphabet, colors, shapes, or numbers. Start out with only a few, as this can be tough. Place all the cards, facedown, on the table. Have your child turn over one card, then put it back, facedown, on the table, and try to find the corresponding matching card. You can determine the number of tries allowed, and can make a game out of this between two or more children.
15. **Hide and Seek-** Have each child take turns being the "seeker" while the other children hide in a designated area.
16. **Who is this?** For this activity you will need at least three people. Take turns blindfolding each other and trying to guess who each person is just by touching one feature: nose, finger, ear, hair, and so on.