

Clumps:

A facilitator calls out different numbers. Players must get in groups of however many people the facilitator calls. Players who cannot successfully find a group are eliminated.

It is important for the facilitator to have helpers in the crowd to help call players out.

Human Etch-a-Sketch:

A number of teams are first formed (at least 5 members per team). One neutral judge then calls out some object (i.e. sailboat, state of Michigan, etc) that all the teams need to form with their bodies.

Team members must lay down and together with the help of their team, form the object together which the judge has called out. The judge decides which team is first in the formation of the object. The judge declares that team to be the winner for that round.

Count the Fingers:

Players find a partner and face each other. Each player puts their hands behind their back. On the count of three both players put their hands in front of them with a number of fingers up. The first one to say the total number of fingers up (their own hand plus their partner's) wins.

This game works well with a large group of people if the facilitator says once you have lost, sit down, and winners, continue finding other people standing up until there is one winner remaining.

In the Park:

Facilitator asks group to form teams of 3. A designated area is then defined as the "stage" and all the teams line up, one behind another, to the right of the "stage".

The facilitator asks the groups all together what location they are at. The original location is the "park" but it can be anywhere - a school, country, planet, etc.

When the facilitator says go, the facilitator starts counting down from 5. During this time the first team has 5 seconds to run on stage and perform their action and get the facilitator to guess what they are doing. Things like throwing a baseball or reading a book are actions the team might perform.

If the facilitator fails to guess what they are doing, that team is out and must sit down. If the facilitator guesses it correctly, that team must run to the back of the line and the next team immediately comes on stage as the facilitator again starts counting down from 5.

One more rule that can make things helpful is that teams are not allowed to repeat actions (or else they are eliminated).

The last team left that is not eliminated is declared the winner.