**ZIP ZAP ZOP**

Students stand in a circle. One student begins by saying “Zip” and then claps hands and points dominate hand towards another student. They should also make eye contact. This passes the action on to the second student. The second student says “Zap” while making eye contact and the same hand motion toward a third student. The third student repeats all of the actions while saying “Zop.” The game continues in the same manner, while repeating the word sequence. The students can send the energy to anyone in the circle (this could even be played between just two people), but as a group, the goal is to include everyone. The goal is to pass the energy enthusiastically and quickly.

It can be played competitively, so that when a person makes a mistake (says the wrong word, pauses too long, etc.) they are out of the game. There can be one ultimate “winner.”

**KITTY WANTS A CORNER**

Before you start the game, one person must be dubbed the kitty. Once you have your kitty, everyone but him/her must stand in a circle. The kitty stands in the middle of the circle, and goes to each person saying, "Kitty Wants a Corner". The people in the circle respond by saying "Go see my neighbor". Then the kitty goes on to ask another person. While the kitty is asking for a corner, everyone behind him/her is switching places. One person must switch with another by first making eye contact and then silently switching as quickly as possible. If the kitty sees you trying to switch places, they can steal the corner before you get there, which makes you the new kitty.

**BIG BOOTY**

The group begins in a circle. One person is “Big Booty” and, beginning at that person’s left, all others number off chronologically around the circle. The group begins clapping and singing/chanting “Big Booty, oh yeah. Big Booty, Big Booty, Big Booty.” The clap continues throughout. The person who is Big Booty says, in rhythm with the claps, “Big Booty, Number \_\_.” Whoever’s number Big Booty calls, the chant passes to that person and then that person must pass it on by repeating their own number, then saying another player’s number. It can also be passed back to Big Booty. For example:

 Big Booty: Big Booty, Number 8.

 Number 8: Number 8, Number 12.

 Number 12: Number 12, Big Booty.

 Big Booty: Big Booty, Number 3.

The goals are to listen and focus. It will (hopefully) speed up.

Inevitably, someone will make a mistake. When that occurs, the person who made the mistake becomes Big Booty. This will shift some of the players’ numbers (or all of the numbers if the last number makes a mistake). For example:

 Number 3 makes a mistake

 Number 3 becomes Big Booty

 Big Booty becomes Number 1

 Number 1 becomes Number 2

 Number 2 becomes Number 3

 All other numbers will stay the same

**DO YOU LOVE YOUR NEIGHBOR?**

The group begins in a circle, with one player in the center. The player in the center asks any participant in the circle, “Do you love your neighbor?” That person can have two different responses.

Response 1: “Yes, I love my neighbors, \_\_\_\_\_ and \_\_\_\_\_, but I don’t love people who\_\_\_\_.”

In this situation, the responder will reply yes , will name off their neighbors by name, and then states a quality of some kind they don’t love (i.e. “I don’t love people who are wearing boots today.” Or “I don’t love people who sing bass.” Or “I don’t love people who have more than 1 dog.” Anything will do!). Following this, all people who align with the statement (ARE wearing boots, DO sing bass, HAVE more than 1 dog, etc.), will rush to find a new spot in the circle. The player who originally asked, “Do you love your neighbor?” is also trying to get one of the open spaces. Whoever is left without a spot becomes the new player in the center.

Response 2: “No.” When the responder says, “no,” the participants to their immediate right and left switch places as quickly as possible. The person who originally asked, “Do you love your neighbor?” is also trying to take one of the spaces. Whoever is left without a spot becomes the new player in the center.

**HONEY, IF YOU LOVE ME**

The group begins in a circle, with one player in the center. The player in the center says to any participant, “Honey, if you love me, won’t you please, please smile?” While saying these words, the player can do whatever they want to (within reason) to make the participant smile. The participant must respond back with, “Honey, I love you, but I just can’t smile,” straight-faced. If the participant does smile, then they become the new player in the center. If the participant does not smile, the player must try again with a different participant.

**FAST NUMBERS**

All the students should be in a common space, with the instructor facing the group. The instructor calls out a number—usually between 1 and 8. The students then get into groups of the number called as quickly as possible. Any student not in a group, must sit out. This continues until there are two students left. This is great for building energy in a group.

**NAME FIVE THINGS**

The group begins in a circle and claps a steady beat. One person begins, and in rhythm says a “Name 5 Things.” This can be anything: “Name 5 things you like to eat,” “Name 5 superheroes,” “Name 5 places you want to visit,” etc. The player to their right then tries to names those 5 things in time to the clapping. This is an activity that encourages thinking quickly. It is important for the participant to say the 5 things, but it is okay if the 5 things aren’t “correct.” For example:

 Person 1: Name 5 things that you ate for breakfast.

 Person 2: Cereal, milk, yogurt, cheese, goldfish

It is very unlikely that Person 2 had a goldfish for breakfast, but it is what came to their mind, so they said it.

Immediately after saying their 5 things, the participant would create a new “Name 5 Things” for the next person in the circle.

**THE ANIMAL GAME**

The group begins in a circle with one player in the center. The player in the center closes their eyes and spins around with one arm and pointer finger outstretched. The other participants in the circle silently move in the opposite direction. The player in the center says “Stop” whenever they are ready to and the outer circle stops. The center player should be pointing at or near one of the participants in the outer circle. The center player says, “I want to hear a \_\_\_\_,” and states the animal they want to hear (i.e. “I want to hear a bear,” “I want to hear a seahorse,” “I want to hear a sloth,” etc.). The participant in the outer circle makes that animal sound and the center player may ask to hear it once more. The center player tries to guess who made the sound. If correct, the outer participant becomes the player in the center. If incorrect, the center participant goes through the process again with a new animal. It is hard to play this game and not smile and laugh. It is nice for building ensemble and energy.

**YEE-HAW**

This activity is all about building and passing energy. The group begins in a circle. One person begins the action. As it moves around the circle there are 4 possible actions that each player can do:

1. Yee-haw—This is the action the game is built upon. A player can say “Yee-haw!” and pass play to the right or to the left by making a fist and a hook motion with the arm in one direction or the other.
2. Hay Barn—This action skips a player. It occurs when the player puts both arms above the head with hands pointed together to create a roof shape. The player says, “Hay barn!” The action then skips the next person. A player can only say “Hay barn” after receiving a “Yee-haw,” a previous “Hay barn” or a “Power shifting gearbox.”
3. Down Little Doggy—This sends the action across the circle. It occurs when the player makes “finger guns” and eye contact towards someone on the other side of the circle. The player says, “Down little doggy!” A player can only say “Down little doggy” after receiving a “Yee-haw” or a previous “Down little doggy.”
4. Power Shifting Gearbox—This brings everyone’s energy together. It occurs when a player says, “Power shifting gearbox!” Then all players lean into the center and pump their fists while saying, “One, two, three, four!” A player can only say “Power shifting gearbox” after receiving a “Yee-haw” or a “Hay barn.”

**SPLAT**

The group begins in a circle, with one player in the center. The center player calls names at random of the participants in the circle. When a participant’s name is called, they must duck down, while the two players on their immediate right and left turn in and say “Splat!” Whoever is slowest, is out. That person sits in the circle where they were standing. Play continues until two players are remaining. We like to do a “Vegetable Off” to choose a winner. The two participants stand back to back while another student counts from one to five. On each number, the two participants move away from one another. After “five,” another student shouts out a vegetable. The two participants immediately make their body into the shape of that vegetable. Through applause, the audience chooses the best vegetable.

**HANDS**

The group begins in a circle sitting or kneeling (and some students may find this easier to do laying on their stomachs). They place their hands in front of them and move their right hand over their neighbor’s left hand. When this is complete, there should be a hand of each of their neighbors in between each participant’s hands. One student begins tapping their hand on the floor and stating what direction the tapping is going. The hands should tap in order around the circle. However, at any time, a student may double-tap with one of their hands to send the tapping in the opposite direction. As simple as it may seem, this needs lots of focus—and it usually is a pretty silent activity (until someone makes a mistake!). When a person taps at the wrong time or takes too long, that hand is out. The activity can last until two hands remain.

This activity can take a LONG time to do. I find it best to divide the class or group into smaller circles of 8-10.

**CLAPS/PASS THE CLAP**

The group begins in a circle. One person begins by turning to their neighbor (on either side) and clapping their hands toward them. The neighbor should be focusing so that they can clap simultaneously. This simultaneous clap passes it to the neighbor. The neighbor then can pass the clap back to the previous person or to the neighbor on the opposite side. They pass the clap by doing the same activity—synchronizing their clap with their neighbor. The goal is to be focused enough to keep the synch and rhythm of the claps consistent. It sometimes takes a group a bit to get into the rhythm of it, but it is worth the effort!

**WAH**

The group begins in a circle. Everyone claps out a rhythm of 4 slow claps, then 4 fast claps. Immediately everyone says, “Let’s Wah!”. Then the first participant begins by placing both hands together over their head and then bringing their hands down to point at another person in the circle. This first participant should also make eye contact with the second person. The first participant also says “Wah!” The second person receives the “wah” by taking their hands together, placing them over their head and saying “Wah!” The neighbors on either side bring their hands together and point in to the second person and say, “Wah!” The second person then sends the “wah” on to a third student while saying, “Wah!” This series of “wah”s continues until someone makes a mistake. When a mistake is made, that person sits where they were standing and play continues around them. The final two people can do the “Vegetable Off” described in “Splat.” The speed of this activity will increase, but the energy and focus usually increases with it.