List of Party Games & Activities

Notes: Some of these games require a larger area and are best suited for outdoors. Most games can be modified to fit a theme party.

Candy Kiss Relay Game (Balances a “sweet treat” with a physical activity)
- Divide the class into 2 or more teams of equal size. Have the teams line up on one side of the classroom.
- Place 2 bowls and a pair of mittens on the floor (or on a desk) across from each team on the opposite side of the classroom. Fill 1 bowl with Hershey's Candy Kisses and leave one bowl empty to collect the trash.
- The first person walks (if not they go back) to the candy bowl; sits down; puts on the mittens; unwraps and pops the Hershey Kiss in their mouth; and throws the wrapper into the empty bowl.
- Then they walk back and tag the next person.
- The game continues until everyone has a turn.
- The first team to finish wins!

Hot Potato
- Have the kids sit in a circle.
- Play music as the kids pass around a “potato” (any soft object).
- When the music stops, the person holding the potato sits out of the circle.
- The game continues until there is only 1 person remaining.

Straw Game
- Everyone sits in a circle.
- Each child is given a straw and small piece of paper.
- On "Go," everyone puts the straw in their mouth and tries to hold the paper to the straw by sucking in.
- Whoever holds the paper the longest, wins.

Pass the "Item"
- Children sit in a circle.
- Give the “item” to a child and then blindfold that child.
- Select another child to take the "item" and hide it behind their back by quietly tapping their shoulder.
- The blindfolded child gets 3 guesses to see who has the "item".
- The next child to be blindfolded is the child who has the "item".

Words/Sentence Whisper (Telephone)
- Kids sit in a circle or line.
- The first person whispers something into the next person's ear.
- The saying is repeated from person to person until it gets to the last person in line.
- The last person tells everyone what they heard, and the first person tells everyone what they said. It's never the same!
I Packed The Bag With...

- Everyone sits in a circle so they can see each other.
- Give the first person a bag and have them repeat: "I packed the bag and in it I put.." – they fill in the blank (for example, a teddy bear).
- The first person passes the bag to the next person in line. The second person then repeats "I packed the bag and in it I put..." – they fill in the blank with the first person’s item and then their item (for example, a teddy bear and a fruitcake ..."
- The game continues like this with each person repeating the items before theirs (for example, "...a teddy bear, a fruitcake, a TV, and so on").
- If a person cannot remember an item, they sit out of the circle, and the next person in line continues until only one person is left.

Buzz-Bomb Balloon (*Make sure there are no latex allergies or modify.)

- Equipment:
  - 1 balloon per player, not inflated
  - Tape or string to make a target (if you are having a theme party, use a picture from the theme as the target center)
- Formation: line or circle
- All players inflate their balloon.
- When the adult helper says "1,2,3,GO!" the players release their balloons in the direction of the target.
- Score 5 points for the closest balloon and 15 points for a direct hit.
- This game works well with teams - each team gets their own colored balloons (red, blue, green etc.) and each person on the team takes turn aiming for the target.
- "Finger frog slingshots, balls, etc., can be used instead of balloons.

Catch the Balloon

- Equipment: balloons
- Arrange the players in a circle and have them number off.
- Put the highest number in the center to start as 'it'.
- "IT" holds a balloon and calls out a number while dropping the balloon.
- The person with the number called then tries to catch the balloon before it touches the floor.
- If the player catches the balloon, 'it' tries another number. If the balloon touches the floor before the player can catch it, that player then moves to the center and becomes "it."

What's My Line?

- The children sit in a circle.
- One player leaves the room. While she is away, the others decide what she should be when she returns.
- If they decide on a Rock star, for example, they call her back, and she has to ask each player in turn what she has to buy for herself.
- One will say guitar, another a fancy costume, another a microphone and so on.
- If the "guesser" goes all the way around the circle without guessing what she is, then she must go out again, and the players will choose something else.
**Toss Across (like egg toss)**
- The children line up in 2 lines facing each other so that everyone has a partner.
- Each pair is given a ping-pong ball, beanbag, etc.
- The lines start close together, and the children toss the item across to their partner.
- If the item is caught, the team continues. If not, they sit down.
- Those remaining take a large step back, and the game continues until only 1 team remains.

**Pass The Orange**
- Supplies: Oranges or tennis balls
- Divide the class into 2-3 teams and have the teams stand in a line, one behind the other.
- Give each team an orange, which the first person should tuck under his chin.
- This person must turn around and without using their hands transfer the orange to next person in line without dropping it. If he/she drops the orange, the team must start from the beginning again.
- The team to get the orange to the end of the line first wins.
- To make it more challenging, have the orange go from front to back and then back to the front of the line again.

**Ping Pong Relay Race**
- Divide the children into 2 or more equal-sized teams.
- The first child of each team should be given a spoon along with a ping-pong ball.
- On “Go,” the first child of each team should place his ball on the spoon and move through a predetermined course (a straight line; weaving in/out of cones; etc.) If the ball falls off the spoon, they can simply pick it up and place it back on the spoon.
- When the child makes it to the end of the course, he/she should turn around; maneuver back through the course to the start line with the ball/spoon; and pass the ball/spoon off to the next person in line.
- The game continues like this until every child in each team has a turn.
- The team that finishes first wins.

**Balloon Waiter** (*Make sure there are no latex allergies or modify*)
- Divide the children into 2 or more equal-sized teams.
- Give the first child of each team a paper plate and balloon.
- The child balances the balloon on the plate and walks as fast as he/she can up and back a set course (can be an obstacle course).
- The team that finishes first is the winner.

**Battle of the Balloons** (*Make sure there are no latex allergies*)
- Divide the class into two groups.
- Each group will have its own color of balloons. Tie a balloon to an ankle of each player.
- On the word "go," each team should try to burst the balloons of the other team.
- As each person's balloon is burst, he/she withdraws from the game.
- The team that has the last balloon left is declared the winner.