

WORKSHOP INFORMATION SHEET

COURSE: On the Spot Games: Games for any occasion.

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GENERAL STATEMENT OF PURPOSE: Whether you have 10 minutes, or an hour. Whether you need ice breakers, or have old pros. big groups or small groups, ALL are welcome to learn new games for any situation!

REQUIREMENTS: A positive attitude, an open mind, and a sense of humor. It also helps if you’re ready to have fun!

WELCOME to our ACA Training day, and thank you for participating in our game workshop. We will start with a brief discussion of how to get the attention of your campers/participants, a little bit of myself and my program, and we will make our way out to play some games. If you need clarification or have any questions, please don’t talk over me, but make sure not to hesitate to ask any questions by raising your hand. I will be available after the workshop and via email and would be glad to get back to you when I can.

ICE BREAKERS!!!

1. *JAMAQUACK* – I would first like to introduce you to our rare bird friends from down under... the JAMAQUACK. Jamaquacks are so unique, and here is why: Jamaquacks are nocturnal first off, and can’t see in the day, they walk sideways, and also are constantly quacking to communicate with one another. They are quite social creatures.
How to play: It is necessary to show our Jamaquacks how to be Jamaquacks. The bird is blind folded because of their nocturnal nature (if playing at night, make them early birds that can’t see at night), the Jamaquack’s wings are behind their head, and they must be able to quack to communicate. They are crazy and always wander all over the place walking sideways. About 1/3 of you are Jamaquacks. The rest of the group will make a Jamaquack pen by holding hands and facing the center. Two people in the group create an opening in the pen by dropping their hands. As these foolish birds attempt to escape, those of you making the pen, gently tap them with your toe and let them know they’re not going the right way. Once a jamaquack is out (the objective of the game) they may remove their blindfold, and quack loudly to attract their fellow fowl until they’re all out!

BIG GROUP GAMES!!!

2. *Mad Soccer* – All of us know about soccer, especially with the world cup going on. This is a new take on an already great game.

How to play: To start you need 2 big soccer teams (anywhere between 15-25 people each), and enough flags to differentiate your teams. Once your teams are picked, you need two referees, one at each Goal, and each team needs 2-3 goalies. The game starts with 3 soccer balls in between both teams, on the count of 3, both teams charge at the soccer balls and let the game begin. After the first 10 goals or whenever you feel ready for a timeout/break, add 1-2 soccer balls. Repeat the process again, and I would suggest at max 8 soccer balls. The game is very fast paced and the points are just rolling in. You pick what point to reach for a win. Make sure to emphasize good sportsmanship and playing fairly.

3. *Giants, Elves and Wizards... Oh My!* – Welcome to our magical kingdom of all sorts of mythical creatures. In this kingdom they play games to entertain themselves as well, although they're slightly different. Welcome to this magical take on Rock, Paper, Scissors. The Giants are strong and powerful; however, they are no match to the awesome power of the Wizards. Wizards are powerful, but are not as clever as the elves, who trick the Wizards into attacking themselves or casting the wrong spells. The elves are smart, but are tiny compared to the towering strength of the Giants.

How to play: Put together two teams and once you're settled it's time to huddle. In the huddle you decide who you want to be as a team (Wizard beat Giant, Giants Beat Elves, Elves beat Wizards), plus a back-up in case of a tie. The two teams square off and line up in front of each other. The teams count 1..2..3.. and summon their team creature. If you are a Wizard you point your index finger and yell WIZARD. If you are a Giant, you stand on your tip-toes, with your arms raised and yell GIANT. If you are the Elves, you crouch down and make pointed ears with your fingers and yell ELVES. The losers must then run-away until they pass their safety line, and the winners chase after them and tag as many as they can. If you are tagged, you now join that team. In case of a tie on the first 3 count, count again to 3 and show your back-up. In case of another tie re-huddle and try again. The game is over, when one team, has everybody.

SMALLER GROUP GAMES!!!

4. *Wink* – This game can get quite physical, so be prepared. This game needs an odd number of people, so be aware.

How to play: To start this game, you need to form two circles, one inner circle, sitting cross-legged and one outer circle on a knee; however, when creating the circles, if you are on the outside everyone, except one person must be behind somebody (in simpler terms, the outer circle has one extra person). To make up for this extra outer person, put a frisbee in front of him/her as a place holder. This extra person is our "Winker." When the game begins, the winker "Winks" at someone in the inner circle (or points if not clear enough) and once this person is winked at, everyone begins to count to 5, and the Winkee (the person being winked at) must crawl to grab the Frisbee before they reach 5. The person in the outer circle must attempt to restrain the person on the inner circle and keep them from getting the Frisbee. If the Winkee gets the Frisbee he/she becomes the new Winker, if the outer circle restrains the Winkee, then they switch places and move into part of the inner circle.

5. *Murder Mystery Party* – Time for a great party, fun and games, and socializing, and..... death?! What kind of party is this?!
How to Play: Everyone gathers in a group, no order or anything else is really necessary. From here the Party Host (The referee/moderator) has all the party guests shut their eyes. The Host then taps one person on the shoulder and this person is the murderer. The host has everyone wake up and says “Mingle” and the party begins. Everyone walks around and shakes hands and introduces themselves to each other and just keep having short meetings with everyone. The murderer sneakily winks at someone, once a guest is winked at, he waits 10 seconds or so, just to give the murderer a chance to get away, and then the guest dies a very loud and dramatic death. If someone thinks they know who the murderer is, they approach the host and let them know. If correct, they win and become the next host, if incorrect that guest dies. The murderer wins if there are 3 people left beside them.

6. *Squeeze Chain Gang* – Everyone holds hands in a circle... isn't that sweet? Until someone dies...
How to Play: Make a circle and hold hands with each other, one person, or the activity leader stays out of the game and moderates. The moderator asks everyone to shut their eyes, and taps someone in the circle on the shoulder and this person is the murderer. Once the murderer has been picked, the game may begin. Everyone with their left hand, puts it behind their back, keeping the other person's right hand still linked. The way this game works: The murderer squeezes the hand of the person on their right, let's say for example if they squeeze the hand 5 times, the person being squeezed, squeezes the next hand 4 times, and it goes on, until someone is squeezed one time. This person squeezed one time is dead and falls out of the circle. Just like the previous game, if someone knows who the murderer is they let the host know. If they guess incorrectly they die. The murderer wins if he kills everyone but 2 others, and someone else wins if they guess the murderer correctly.

7. *Vampire* – Blah... Blah... I'm Dracula, and so are you...
How to Play: Everyone in the group, but 4 moderators, are Blindfolded. Setup boundaries in a square border and have one moderator on each side. One moderator picks 2 people to become vampires. Once this is done, the game begins. Everybody begins to walk around blindly, and the vampires are hunting. If a vampire feels someone, they attack them and make their fang and biting noise loudly. The human being attacked then lets out a blood curdling and dramatic scream. This person then also becomes a vampire; however, if two vampires bite each other, they both become human. Add a time limit if desired, or just wait until one race is exterminated. Who will win, the vampires or the humans? The moderators are there to keep everyone in the border and to make sure everyone plays fairly.

8. *Foxes & the Squirrel* – The foxes are hungry, will they get their meal? The jumpy Squirrel will not allow that to happen.
How to Play: Get the group in a circle and in order to play this game you need three balls. Two balls of the same type/size and one smaller. If you are a fox, you are holding the bigger of the 3 balls. These foxes can only move side to side (left to right). Practice this a few times and see how fast you can go. Next you can introduce the Squirrel which is the smaller of the 3 balls. This little guy can move side to side (left to right) and can also jump across the circle. The foxes try to take out the squirrel by catching up with the person holding it. Once you have the Squirrel in sight, tag the person holding the squirrel before they toss it, and this person is out. To let people know to expect something, as you pass the balls around, state which you are, whether you're the Squirrel or Fox.