

KCBS GROUP GAME IDEAS: FRUIT OF THE SPIRIT

- 1. FRUIT BASKET TURN-OVER:** Everyone sits in chairs that are facing in a circle except one player - that one is in the middle. Go around the circle and give everyone 1 of 3 fruit names (don't forget to give a name to the one in the middle). The leader will call out one or two fruits. Those who have that fruit as their "name" must get up and go to another chair . . . FAST! Make a rule that you can't go to the chair next to you for an extra challenge. The one in the middle tries to find an empty chair so someone else will be "it". At any time, you can call "Fruit Basket Turnover" and EVERYONE must find a new chair. Play as long as you'd like!
- 2. CAPTURE THE FRUIT:** For this game you will have two teams and will need an open area to play in. Just like Capture the flag, students will be competing to try and find the fruit being guarded by the other team. The goal is to capture the fruit, without being tagged in the process and get it back to their side. The first team to capture their fruit and get back safely...wins! Students that get tagged in the process can get back in the game if another member of their team tags them back in.
- 3. GRAB THE FRUIT:** This game is played just like Steal the Bacon. Divide everyone into two teams and have them stand on the boundary line. Give each player a number, each group should have a one, two, three, etc. Place the fruit in the center of the playing area and assign each team one goal line at either end of the playing area. The teacher calls out a number and all students with that number run to pick up the "fruit". The student that gets the "fruit" first tries to run across their goal line without being tagged. Once someone is tagged or gets across their goal line, the round is over. Line back up and call another number. For an extra challenge, call multiple numbers at the same time.
- 4. PASS THE PATIENCE:** Players arrange themselves in a circle and toss a small, round object (could be an orange or a ball) while music plays. Explain to the students that everyone needs patience, so we have to pass it quickly. When the patience runs out (when the music stops) the player holding the object is out. Last player left, wins the game!
- 5. PICK THE FRUIT:** Our students love to play sharks and minnows and know the game well! For this version, the fruit will try to escape the picker by running all at once to the opposite side of the room without being tagged. Who will be eaten? Who will be the fastest? Let's find out! *For extra fun, have the teachers be the pickers. Students love to engage and have fun with our leaders, so jump in and give it a go!

MORE CLASSIC GROUP GAME IDEAS

- 6. BUDDY TAG:** This game is also known as Elbow tag. Have everyone buddy up. 2 people together with elbows interlocking. Pick one team to start it off by splitting the pair up and having one person be the chaser and one the runner. If at any time the chaser tags the runner, they switch places and immediately try to tag them back. However, the runner can at any time buddy up with another team which in turn kicks the person farthest from the runner off the buddy and they become the new runner. You can find a video for an example of this game on our Youtube Channel.
- 7. EVERYBODY'S IT TAG:** In this game everyone is it. Have the students spread out and run from everyone. Once a student is tagged, they must sit down right where they were tagged. The game continues until one person is left standing. You can find a video for an example of this game on our Youtube Channel.
- 8. HEAD SHOULDERS KNEES CUP:** For this game you will need plastic cups (the big solo ones hold up the best.) Pair everyone up, facing each other with the cup on the floor between them. Call out various body parts (Head, shoulders, knees, toes, hair, etc.) Students must touch that part of their body. When you say the word cup, the students must try to grab the cup in front of them. The student with the cup wins. You can turn this into a championship round or just keep switching partners to continue playing. You can find a video for an example of this game on our Youtube Channel.
- 9. COPYCAT:** Start by getting everyone in a circle. You can play sitting down or standing up, but everyone must do the same thing. Pick one person who will be the guesser. They must leave the room. They will be called back in when everyone is ready and will have to guess who the leader is. Once they are gone, pick the leader. The leader must pick random and changing movements to do that everyone else in the circle will copy (dancing, spinning, standing on one foot, snapping, clapping, tapping head, etc.) The guesser has 3 chances to pick the leader. Then switch places and do it all again.
- 10. LAST MAN STANDING:** This game is generally played with dodge balls but can be substituted with paper balls. Put all the balls in the middle of the play area and have the students spread out around the room. When you say go, students are free to run around or go after the balls in the middle. Each person is on their own. The goal is to hit the other players with the balls, getting them out. Once a person is tagged with a ball, they must sit down. The last man standing wins the game!