

## MIDDLE SCHOOL GAMES & ACTIVITIES

### READ ME FIRST:

The following are some suggestions of ways to start Club Time. These suggested activities do not require supplies beyond a pen, marker and paper. However, if you go online you can find hundreds of other fun ideas. Please feel free to do so.

Whatever you decide to do, remember the **purpose of the activity is to have FUN**. Also, keep the **activity time SHORT** so that kids look forward to Club Time each week.

Some of the activities might require extra work (like coming up with charade or Pictionary clues) and/or supplies. Don't worry about repeating a game kids like and they may come up with a game they want to show everyone how to play. Let them (within reason)!

Also, there are fun apps you can access from your phone. One of our favorites is HeadsUp! You hold your phone to your end and words come up that people try to get you to guess. Try it out or find others!

Have fun!

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### FRUIT BOWL

Have group sit in a circle on chairs. Depending on the size of your group choose 3-4 fruits and assign each tutor and student a fruit. One person stands in the middle of the circle and calls out a fruit.

Everyone with that fruit switches seats before the person in the middle takes one of the unoccupied seats. The person left standing is now in the middle. If the person in the middle yells "Fruit Bowl" everyone switches seats. End game after 5 minutes.

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### SIMON SAYS:

(*no elimination* – Tutor keeps track of their student and gives a point every time they mess up. At the end of the game the winner will be the one with the least points.)

### SUGGESTIONS:

Use hands, arms, pats, claps, face movements, etc.

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### BUZZ FUZZ

Group counts one at a time. When they get to a five or a multiple of five they say, "Buzz". When they get to a 7 or a multiple of 7, or a number that contains a 7 (17, 27, 37, etc.), they say, "Fuzz".

If they accidentally say the number instead of buzz or fuzz or the other way around then they are out. Keep counting until there is only one person left.

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### SNOWBALL FIGHT

Each kid gets a paper and pen to write down 3 different interesting facts about themselves that others might not know about them. Next they wad up their paper and throw it at someone else. This keeps going until the leader says, "Stop". Kids pick up a paper wad closest to them and take turns reading the facts and guessing who wrote in. ***They don't find out if they are right or not until everyone has had a turn to read and guess.***

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## CHARADES

Cut out the strips and give one to each student to act out when it is their turn. (Or whisper the ideas to them or have them pick one)

- Someone making pizza
- Someone proposing to another
- Someone having a night mare
- A baby learning to eat with a spoon
- Spiderman
- Little Mermaid
- Learning to drive
- Reading a scary book
- Eating a banana
- Drinking something cold and getting a brain freeze
- Changing a baby's stinky diaper

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## TWO TRUTHS AND A LIE

Everyone writes down three things about themselves – 2 true things and 1 untrue thing (in random order). Each person reads their list and the group votes on what the untrue thing is.

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## 20 QUESTIONS

Think of something that everyone has to guess by asking 20 or fewer 'YES' or 'NO' questions.

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## PICTIONARY

Using a wipe board or paper taped to a wall have students and tutors take turns drawing to get others to guess what is being drawn. Some ideas:

A cruise ship  
The hulk  
An elephant  
T-rex  
Lemonade  
Spinach  
School bus

Circus  
Treasure  
Pirate  
Police  
Computer  
iPad  
America

Platypus  
Cowboy  
Skates  
Toast  
Salt and Pepper  
Dots (Ice cream)

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### **SECRET DANCER or SECRET LEADER**

Everyone stands in a circle. One person is the detective. Send the detective out of the room. Choose a player to be the "secret dancer". They pick a dance move or any motion for everyone to copy. The leader/dancer then changes their move, and everyone changes with them. (As discreetly as possible so they don't give away the leader.)

Once everyone is dancing, the detective is called back into the room and has three guesses to choose who the original dancer is.

(This can also be played with someone just clapping, snapping and stomping feet, etc.)

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### **SPLAT**

Everyone stands in a circle with a person - the "splatter" in the middle.

The splatter randomly points to someone and shouts "SPLAT!"

The player pointed to must duck down; then the two players on either side of the "ducker" must "splat" each other by pointing to the other and saying "SPLAT!"

The last one to splat sits down, and the player ducking stands back up.

The game continues until there are two players left, have them Rock Paper Scissors to determine who will be the new splatter in the middle.

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### **Rock-Paper-Scissors Tournament**

Every student-tutor pair plays rock-paper-scissors together. The winners (best of three) partner with a new person. Those winners partner until there is 1 winner left. Repeat tournament as desired.

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### **SELL SOMETHING**

Each tutor and student finds something at the site to 'sell'. They work for a few minutes to create a commercial and present it to the group.

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### SNEAK PEAK

Grab 15-20 items from around the site or your house. Start by laying 5 on a table. Give the group 30 seconds to remember what those items were. Then cover them up. Ask who can name all the items. Keep adding items and repeating the process. It's okay if the group helps each other out.

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### RIDDLES

Have the kids each read a riddle or tell a joke. Go online to find hundreds of options. Here are some to start:

- Throw away the outside and cook the inside, then eat the outside and throw away the inside. What is it? (corn on the cob)
- What has hands but cannot clap? (a clock)
- What has to be broken before you can use it? (an egg)
- What gets wetter as it dries? (a towel)
- Which letter of the alphabet has the most water? (the 'c')
- Why is a teddy bear never hungry? (because it is stuffed)
- Which football player wears the biggest helmet? (the one with the biggest head)
- When does a car stop being a car? (when it turns in to a parking lot)

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### FOUR CORNERS

Number the 4 corners of the room. Pick someone to be "it". That person stands in the middle of the room eyes closed or covered and begins counting to 20 out loud. While they count, everyone else moves to a corner. At 20 the 'it' person says, 'freeze' and calls out a number (1 – 4). If you're in that corner, you're out and you sit down. Keep playing until one person is left standing. That person is in the middle.