

<b>MUSICAL CHAIRS</b>	
<b>Objective:</b>	Be the last person sitting when the music stops.
<b>Needed:</b>	Chairs and a music source (like a tape deck)
<b>Rules:</b>	Participants sit in a circle facing out. There should be one less chair than there are players. When the music starts the players walk around the circle. When the music stops, everybody scrambles to find a chair to sit in. The person left standing is out and one chair is removed and the game is replayed until only one chair is left and there is one winner. Try hopping or skipping around the circle for a switch! Also, you may consider putting obstacles in the path for people to crawl under or climb over!
<b>HOT POTATO</b>	
<b>Objective:</b>	This kids game is a lot like musical chairs but with a beanbag - the hot potato.
<b>Needed:</b>	A beanbag or other "potato" which is light weight and can be thrown or passed around the circle
<b>Rules:</b>	Players form a circle. One person must sit out and be the music player. A bean bag (the hot potato) is passed from player to player while the music player, who shouldn't be looking at the group just to be fair, plays a stereo, sings, whistles or claps. When the music or clapping stops, the player who has the bean bag is out and sits in the center. The last one out wins. Stops should be made frequently so the game moves quickly and players will not be out for a long period. Try to act like the bean bag is really, really hot!
<b>I NEVER</b>	
<b>Objective:</b>	A game of musical chairs triggered by things you have never done before.
<b>Needed:</b>	Chairs
<b>Rules:</b>	Put the group in a circle. There should be 1 less chair than people in the circle. Choose someone to stand in the circle. This person says, "I never..." then saying an action of something they have never done. For example, someone would say, "I never went to Hawaii." Then everyone who HAS gone to Hawaii gets up and finds a seat that is empty as fast as possible. The person left standing then goes to the middle and says, "I never..." and so forth. Play until you get tired of it.
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<b>MUSICAL STATUES</b>	
<b>Objective:</b>	Be the last person not to move when the music stops.
<b>Game type:</b>	Active. A lot of movement may be required.
<b>Players:</b>	2 or more players.
<b>Needed:</b>	Music source (like a tape deck)
<b>Rules:</b>	Participants stand in a circle. When the music starts the players dance or walk in a circle. When the music stops, everybody stops moving. Anyone who moves, quivers, shakes etc is out. The winner is the last one still playing.
<b>MYSTERY MADNESS</b>	
<b>Objective:</b>	When the music stops, reach in the mystery bag and whatever you get you have to wear!
<b>Needed:</b>	Garbage bag, funny clothes, and music
<b>Rules:</b>	First get a bag full of different funny clothes including hats, shirts, swim suit tops and bottoms, scarves, skirts, shoes, coats etc. Then have all players sit in a circle. With music playing they pass the bag around until the music stops. When the music stops the player who has the bag has to close their eyes and reach into the bag. Whatever they pull out they have to wear. When the bag is empty, everyone votes to determine who looks the funniest.
<b>PASS THE PRESENT</b>	
<b>Objective:</b>	A game like musical chairs where you gradually unwrap a package. Person to remove the last layer wins.
<b>Needed:</b>	Prize wrapped in many layers of wrapping paper
<b>Rules:</b>	The hostess starts with a gift which was wrapped numerous times with many layers of different colored paper. This game is played like musical chairs. When the music starts, the hostess passes the gift around the room. Every time the music stops, whoever has the gift removes a layer of wrapping paper. When the music restarts, the present gets passed around again. This continues until the last layer is removed, and the person holding the present gets to keep it.
<b>WET FEET</b>	
<b>Objective:</b>	A musical chair like game where you hop on a newspaper when the music stops.
<b>Needed:</b>	Music source, newspapers
<b>Rules:</b>	This is a variation on musical chairs. Instead of chairs, you use newspaper spread randomly on the ground. The idea is that the children are campers, and the newspaper represents dry ground. As the music plays, the campers move around the newspaper, but don't step onto it. When the music stops they rush to dry ground to keep their feet dry. Count slowly to five to give the children a chance to step onto the newspaper. After each round, remove sheets of newspaper until, after several rounds, only one sheet is left. You'll all have some fun as lots of children try to fit onto the one sheet of paper.