

Recreation Rampage

4-H 236



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BUMPITY BUMP BUMP

*Saying **Bumpity Bump Bump** rapidly takes between .6 and .65 seconds, (the average is .623.) You need to know this.*

*Ask your group to “line up in a circle,” then put yourself at circle center. The arced players should be about 4 to 5 steps away from you. Point decisively to one of the circled folks and say that person’s first name with conviction, following their name immediately with the exclamation **Bumpity Bump Bump**. The person that you pointed to and named must respond by saying the first name of the person to their left, before you finish exclaiming **Bumpity Bump Bump**. If they flub the name or completely forget, that person takes your place in the center, and subsequently attempts to trap someone else.*

EXERCISE NAME GAME

To help group members remember names, have each person introduce himself/herself by attaching an exercise motion that begins with the same letter as the participant’s first name. For example, “Jumping Jacks Jan” or “Neck Stretch Ned.” All group members then join in and do the exercise with the participant introducing himself/herself.

This can also be done as an add-on activity in which everyone repeats each exercise and name as they go around the group. This activity is best done in a circle where everyone can see the exercise being performed.

QUICK SHUFFLE

Get two or three “volunteers,” the rest of the group stands in a straight line. Have the volunteers then close their eyes and the group changes places.

Each of the volunteers can approach the group and move one member to their original position, keep going until everyone is back.



WHERE IN THE CIRCLE AM I?

Standing or sitting in a circle, ask all players to say their first names in sequence around the infinite arc. When completed, ask the circled players to alphabetically rearrange themselves by first name without use of verbal communication, and after milling and shuffling about, to maintain their circular arrangement.

After the first marginally organized attempt, announce that the group may say their names again in circular fashion, then non-verbally rearrange themselves as before. The group can continue this say-your-name and-move pattern as many times as necessary to establish everyone in their correct Dewey Decimal positions.

WHO AM I?

Materials: 3 X 5 index cards and pencils.

Each participant is given a card and asked to write on it a personal fact believed unique to him/her. The leader collects the cards, shuffles them, and redistributes them. Each participant reads aloud the card he/she is given and tries to identify the person to whom the fact applies.

If the reader cannot identify the person the group attempts to guess. The identified person confirms or denies the fact, and the exercise continues until all are correctly identified

YES OR NO

Materials: Enough pictures for all participants and safety pins.

Pin a picture of a food on the back of each player. The group then mingles and each tries to learn his/her identity by asking yes or no questions about him/her food item. The questions must be answered Yes or No. The pictures can also feature any topic, i.e. 4-H projects.



BLUE RIBBON

Materials: Blue Ribbons cut out of construction paper, pens or markers, straight pins.

Allow two to three minutes for participants to write their names on the blue ribbons, followed by one or two things they do for which they feel they deserve a blue ribbon.

Form a circle. Then, one person starts by reading the name and accomplishments of the person to his/her left, and pinning the blue ribbon on that person. Continue until everyone has been recognized.

COMPLIMENTS

Randomly pair up participants. It doesn't matter if they know each other or not. Allow a couple of minutes for casual conversation. Ask each person to think of something complimentary to say about his/her partner. Then reconvene the group. Then have each person introduce their partner and state the compliment.

POSSESSIONS

Ask each participant to choose an object in his or her possession. Collect all the objects in the middle of the circle. One person starts by choosing an object, which belongs to someone else. After identifying the owner, the person returns the object to him/her. If, after three or four false attempts to return the object the rightful owner has not been found, he/she should speak up and claim the object. The owner tells his/her name, and offers a brief explanation of what the object is, what importance or relevance it has, if any. He/she then chooses another object from the middle and returns it to its owner.

4-H members don't always have objects in their possession so the leader might ask them to bring an object in a paper bag to the club meeting. The member might try really hard to stump the club.



SQUARES

Materials: A roll of toilet paper

Stand or sit in a circle, and pass the roll of toilet paper around. Ask the participants to tear off, as many squares as they like, but offer no explanation as to what the squares will be used for.

Once the roll of toilet paper has made it all the way around, the introductions can begin. Taking turns, the participants stand, or step inside the circle. After saying their names, they must tell one thing about themselves for each square of toilet paper they tore off.

BALL

Materials: One or more balls of any size. Inflated balloons work. Any object that can be easily and safely thrown and caught.

Stand in a circle. Go around once, each person stating his/her first name. One person then throws the ball to someone else whose name he/she remembers. Continue until everyone has caught and thrown the ball at least twice.

For more fun, add more balls. Once the names seem pretty familiar, add a competitive feature; anyone who drops a ball or who misses a name, is out.

TWO TRUTHS & A LIE

This simple game is fun, funny and helps everyone get to know each other.

A member of the group makes three statements about himself/herself – two must be true, while the third (in any order) is not true. Other members of the group then decide which of these statements are true and which is false. Another person then makes three statements about himself/herself and the game continues.



HOT POTATO BALLOON

Groups of 8: The group elects one person to go to the leader. The leader secretly explains to these people that they are the penalty givers for their groups, hands out the penalties, and sends the penalty givers back to their group, reminding them to conceal the penalties from the group. The leader then explains the game to the whole group without revealing the nature of the penalty. The game is played like hot potato: as music plays the groups hand the balloon around the circle. When the music stops, the person holding the balloon receives a penalty. The penalty is a warm fuzzie colored cotton ball stuck on the forehead with hand lotion. Play enough rounds until plenty of folks are covered with cotton balls:

Materials: Thick hand lotion, one balloon for each group, colored cotton balls, tape player and music, towels to clean up.

SCULPTURES:

Bring all groups together and have them sit on the floor. Ask for two volunteers. One is sculptor and the other is the sculpture. The leader whispers a word to the sculptor, who then begins to create his sculpture to portray the word. The rest of the group tries to guess the word. The person who guesses correctly is the next sculptor.

Examples:

***Statue of Liberty
Grandmother
Camp Director
Pregnant
Spring***

After a few rounds have the sculptor work on two or more people at a time for the sculpture.

Examples:

***Graduation
Campfire
Farmer plowing the field
Auto mechanic
Acid rain
Wedding
World peace***

Materials: None



HATS

Materials: Large sheets of butcher paper and markers.

Give all participants a large sheet of paper and instruct them to make a hat from it. No further instructions are necessary, as each person may fold and pleat and crimp and crumple to the dictates of his/her creativity. Then have them use the markers to decorate their hat with something about 4-H. Allow a few minutes for the hat-making, then ask participants to model their hats while they tell why they decorated their hat the way they did. This is an excellent way to get young 4-Hers used to standing up before their club.

HANDSHAKE

A secret handshake is fun way to establish group identity and membership. With a co-leader or volunteer, demonstrate some moves that might make up a secret handshake: various hand placements, touching elbows, twining fingers, grasping wrists, and so on. You could get creative and add hip bumps, belly bumps, or exclamations.

Divide the group into “teams” of more than ten, so that each person will have a change to contribute and idea. Once everyone on the team seems familiar with the secret handshake, have one representative show the entire group the handshake. Explain how they developed their handshake. This is a great way for 4-Hers to learn to do a simple demonstration.

STORY

Sit everyone in a circle. A good story has a beginning, a middle, and an end. This is a fun tool to teach the fundamentals of demonstrations. If you use turtle talks as your model, the demonstration has the head, the body, and the tail. The leader will give the title of the story. The first person in the circle will begin the story and each person will add to the story as you go around the circle. The last person in the circle will have to come up with an ending to the story.



T-SHIRTS

Materials: Plain sheets of letter-sized paper, markers, and straight pins

Ask the participants to think of a message that they would like to see on a T-shirt about 4-H. You want to tell your friends how great 4-H is on this T-shirt. They will use the paper and markers to make the T-shirt. When they have completed their message, they can pin it to their own clothing. Then have each 4-H member stand up in front of the group and tell why they designed their T-shirt the way they did.

DOG FACE

Materials: Find several pictures of dog faces. You need one dog face for each group you want to form. Make sure the picture has a nose, two eyes, two ears, and maybe a tongue. Mount the pictures on poster board. Cut the pictures into various component facial parts – one eye, one ear, the nose, and so on.

Give each participant one facial feature. Their task is to assemble a complete dog face by finding other people holding the required pieces. The first group to assemble their dogface first wins. You could use this game in project meetings for the 4-Hers to learn the parts of the animal in their project.



TIME BOMB

Materials: Make a “time bomb” by partially filling a plastic beverage bottle with water, and replacing the cap. Attach a small timer or watch with an alarm, set to go off when the specified time is up, about three to five minutes. Place the “bomb” inside an enclosure made by arranging four chairs in a square, and connecting them with a rope and cord.

Supply a variety of tools, such as rope or cord, coat hangers, kitchen utensils, knitting needles, newspapers, screwdrivers, and other items, which may or may not be useful in extricating the bomb.

Each team must remove the bomb from the enclosure without stepping or reaching into it. They must do this within a specified time limit.

Allow time for the teams to figure out a bomb removal method that all team members believe will work, and they choose the tools they want to use. When the leader tells the teams, it is time to remove the bombs, he/she will also tell the group that there will be no more talking. The team to remove the bomb following the rules before the timer goes off wins.

DOTS

Materials: Paper and black marker for every participant

With their eyes closed, participants should make six dots on the paper with the black marker. They then open their eyes, collect the papers, and redistribute them among the 4-H members.

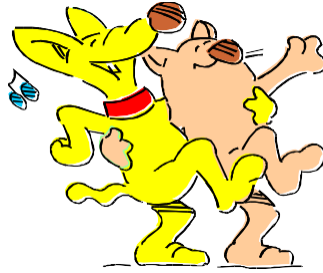
Participants must then draw an object, and the drawing must make use of all six dots. Post the drawing and award prizes for the funniest, most creative, most original, least convincing, and any other categories you like.



BRIDGE

Materials: Sheets of newspaper, masking tape, coffee can filled with dirt

Divide the group into teams with equal numbers of members. Give them ten minutes to design a bridge that the coffee can stand underneath and the bridge must be able to hold the weight of the coffee can on top of it. Then when the ten minutes are up tell the teams they will have ten minutes to build the bridge but they can not talk to each other. When the ten minutes are up, test each bridge. If the coffee can not stand under the bridge or on top of it, then the team is disqualified.



SHIP WRECK

The object of Ship Wreck is to gain the most points during the activity through group cooperation and fast action!

Divide participants into two groups with 8-10 per group. Give each group a "ship" and instruct all members to hold onto the ship as they run the length of the playing field. Groups are to run with their "ship" until you yell SHARK. Then all the members jump aboard (or inside the hula hoop) "ship". The first group with all feet off the ground gains a point. Repeat this several times. The first group to cross the finish line 3 points.

PROTECTOR TAG

Have each pair group with one other pair, creating a group of four. One person in the group is "it", one is "not it", and the other two try to keep "it" from getting "not it" by holding hands and standing between them. Take turns being "it" until everyone has played all positions. Caution groups to stay fairly mellow, as this can get vicious!

Materials: None

1,2,3, SHOOT!!!

Divide into groups of four. With another person, call out "1,2,3, shoot!" On the word "shoot" both players hold out in front any number of their fingers (1-10). The object is to add up the sum of all four hands and call the numbered answer out loud first. After playing several rounds with a partner, increase group size to four, with each pair playing against the other, using at first one hand and finishing with a couple of rounds with both hands.

Materials: None



BALLOON BOUNCE

In groups of eight, each group gets a big balloon that it must keep in the air. Assign different tasks:

Stand in a circle, hold hands, hit balloon with hands only.

Stand in a circle, hold hands, hit balloon without using hands.

Sit in a circle, hold hands, hit balloon with hands only.

Sit in a circle, hold hands, hit balloon without using hands.

BEACH BALL/BALLOON BONANZA

As each one comes into the room, play upbeat music and hit a few beach balls in the air. Just keep it up! After a minute, start adding balloons, until there are more objects in the air than there are people in the room. The object is for the balls or balloons not to touch the floor.

Materials: 2-3 beach balls of varying sizes, more large balloons than there are participants, tape player and music.

STAND UP AND YELL

Have everyone sit on the floor in a group. The leader calls out, "Stand up and yell if...." And completes the sentence. Participants stand up and yell (or do whatever the instructions told them to do) if the description fits them.

Examples:

Stand up and yell if you have traveled for more than two hours to get here.

Stand up and yell if you are wearing red.

Stand up, jump up and down, throw your arms around and scream if you are a member of 4-H.

Stand up and turn in circles if you really, truly like to eat at McDonalds.

Stand up and howl if you have ever tipped over a canoe.

Stand up and waltz if you know how to waltz.

Stand up and moan if you have ever been on a diet.

Stand up and put your fingers in your ears and say "hubbah, hubbah, hubbah", if .you can't wait for summer.

Stand up and yell if you haven't stood up and yelled.

Materials: None



SKIN THE SNAKE

Race between two or more teams which encourages cooperation. Have participants stand in a single line. Put your right hand forward and with your left hand, reach back between your legs and grab the right hand of the person behind you. Now that the chain is formed, on the signal, the last person lies down and the chain back up, straddling the player on the ground. The game continues as all people lie down as the chain moves and winds backward, at all times keeping hands joined. The last player will lie down, touch his/her head to the ground, then gets up to reform the original chain. Now the chain runs forward so that all members are across the point where the head of the chain was originally.

ROCK BRIDGE & TREE

The group is divided into teams, which line up facing each other. The first three participants on each team become a rock, a bridge, and a tree. The rock kneels down; the bridge is a person on hands and knees; the tree stands straight up with arms in the air. The next person in line jumps over the rock, goes under the bridge, and around the tree.

Then, he/she reverses his/her path and replaces the rock; the rock replaces the bridge; the bridge replaces the tree and the tree goes to the end of the line. The relay continues until all the participants are back to their original positions. First team finished, wins.

4-H PARTNERS

Players stand back to back with a partner anywhere in the room. The leader calls the instructions such as "foot to knee," "head to shoulder," "hand to hip." Players follow directions given

When the leader calls "4-H Partners" everyone gets a new partner. The leader then gets a partner. The player without a partner is the new leader.

JACK FROST

One person is Jack Frost. All other players are sunshine. When Jack Frost tags a player, that player becomes "frozen" and must stand with their legs apart. They are "thawed" if another player can crawl through their legs. If a player is tagged while crawling through a frozen player's legs, they are frozen and must stand up and spread their legs apart.



ISLANDS

Materials: Enough Frisbees, pieces of plastic, wood, pieces of paper.

Similar to musical chairs. When either the music or clapping stops, participants must touch an island – either a Frisbee, piece of plastic, wood, etc. When touching an island, players are not allowed to touch one another. Each time the music or clapping starts, another island is removed. The ultimate goal is to have 30 participants touching one island without touching each other.

HAVE YOU EVER

Ask everyone to chair-up in a circle so that each seated player has a chair except you, and you're at circle center. Ask you best Have You Ever question, remembering to emphasize that to ask a question, you have to have experienced what you are asking about. I can't ask "Have you ever parachuted from a plane?" unless I had made a jump myself. The participants react to your question by answering either yes or no; a person answering YES must go and find an empty chair, NO remains still. The person in the center of the circle asking questions is also going to be looking for a chair, so that slow moving YES responders have a better than average chance of ending up in the center and finding themselves responsible for asking the next question.

FAST JACK RABBIT

The group needs to form a circle with one member in the middle, that person will be known as the "leader." The "leaders" job will be to direct members in the task at hand, which is to make a Rabbit or other animal or object.

The "leader" will spin around, stopping and pointing to a member. That person will be the "body" of the animal or object. Members on either side will have to complete the animal or object. In the event that a rabbit is to be "made", the "body" would produce buckteeth and whiskers; the sides would produce ears. All of this should occur in a set time frame. The "leader" can count to 10, if the animal is not "created" by the time the "leader" gets to 10, the member in the middle is the new "leader".



DRUMMERS RELAY

Materials: Drumsticks and tennis balls

Place your participants in two or more single file lines with the same amount of people in each line. Then put half of each group on the other side of the room. Give the first person in each line a set of drumsticks (both sides of room). Give the first person (one side of room only) a tennis ball and the second person in that line a set of drumsticks. The object of the game is to use the drumsticks to transport the tennis ball to your teammates on the other side of the room. They in turn transport the tennis ball back to the other side of the room and give it to the next person and so on. This continues until everyone is back to his or her original position. First team done wins.

MIRROR

Face your group and ask them to spread out so that their arms can move in any direction without touching anyone. Invite the group to do what you do.

Be creative with your movements. Mirror is a wonderful tool that can be used to give your group whatever they need....slow motion stretches, goofy faces and positions, or high energy running and jumping. Have the group take turns being the lead person.

ANIMAL CALL

People form in groups of 2 to 6 and choose an animal. Each group must choose a different animal. The group divides in half and places themselves across the room, yard or field. At signal from leader, groups close eyes and begin to make the sound of the animal until all members of the groups have found each other.

UNION SQUARE

Four players comprising a team may compete. The members of the team should sit down with their backs together. Without using their hands, the members must stand up, run across the room and back around any designated course, and return to their original sitting position, continuing at all times to keep their backs together.

Teams can complete against each other or be timed and compete against their own time.



NUCLEAR MINE FIELD

Materials: Bag full of soft, crushable items (balls, Frisbees, foam objects, etc.), masking tape or rope.

Dump your game bag out on the floor and rearrange the contents so that everything is evenly distributed within an outlined rectangular area. Then split up into pairs and try to lead one another through the MINE FIELD. Remember, one of the members of the pair is blindfolded (eyes closed) and the other is simply giving verbal directions – no touch. Variation: Set up the mine field within an outlined circular area: use a rope for a boundary. In the center of the circle (target area), place an appropriately bizarre squeaky toy so that an audible reward is there for the successful pair to step on.

LOOP THE HOOP

Materials: two hula hoops (different sizes).

Ask your group to form a hand-in-hand circle. Place two hula hoops together between two people (resting on their grasped hands). See how quickly the people in the circle can cause the hoops to travel around the circle in opposite directions through each other (i.e. hoop through hoop), and back to their original position. If you have a large group, use lots of hoops.

GETTING ARRANGED

The following are different challenges for groups to do using alternate forms of communication to form lines for circles.

Arrange alphabetically without talking

Arrange by birth date without talking

Arrange by height while wearing blindfolds or closing eyes

Arrange by foot size while wearing blindfolds or closing eyes

Arrange by Cloverbuds, Novice, Junior, Senior 4-H Members while wearing blindfolds or closing eyes

Arrange by number of years in 4-H while wearing blindfolds or closing eyes



COPY CAT

Ask your group to form a circle. Ask each person to choose someone in the circle to be their leader but not to tell anyone who their leader is. Explain that once the activity starts, if the person you chose as a leader moves or changes position in any way, you must do exactly as they do. Ask that person to try to watch their leaders without staring directly at them so that the leaders won't know who is following them.

After explaining and asking for questions, check to be certain that everyone has a leader chosen. Before beginning, have people close their eyes and get into a comfortable pose. As soon as everyone opens their eyes on your command, they should change their pose to duplicate that of their leader.

LAUGHING

The goal is to complete the entire activity without laughing. Sit in circle. First person says "ha". The next person says "ha ha." The third person says "ha ha ha." Continue in order until everyone has said the required number of 'ha's,' moving as quickly as possible around the circle. Try this activity while lying on your backs on the floor. You won't be able to get past two or three "ha's" without someone laughing.

SUNDAES

Materials: Ingredient cards. For a group of forty and you want ten groups of four, make ten ice cream cards, ten chocolate syrup cards, ten butterscotch sauce cards, and ten nut cards. You can also use pictures of the ingredients.

Hand out the cards randomly. Ask participants to join with three other people so that together they have the necessary ingredients to make a chocolate-butterscotch sundae with nuts on top. You can use this idea to form teams for other games you are going to play.

WEB

Materials: a large ball of string

Stand in a circle. Ask participants to think about how the club depends on the different members to make a successful club. Hand the ball of string to the first person, and they will throw the string to a person in the circle and explain what that person adds to the club. For the activity to be successful, everyone must be included at least once. The end product – complex and interconnected web.



INDIANA JONES

All players must remove their shoes for this game. If possible, play on a soft surface, such as a thick carpet or a gym mat. Players sit on the floor in two lines facing each other, their legs outstretched, their feet just touching, and their hands on the ground.

One person is “it”. That person stands at one end of the two lines. His/her goal is to reach the other end by stepping over the legs and feet of the other players. The catch is that all of those players will be moving their legs up and down, like scissors, in their best imitation of a diabolical trap on the set of an Indiana Jones movie.

Play until everyone who wants a turn has one. Anyone who makes it through the line wins the opportunity to try again. Anyone who doesn’t make it is dead, and therefore out of the game.

CAT AND MOUSE

Play in a large open area, outside if possible. Designate one person as the cat, and another person as the mouse. Everyone else chooses a partner; the partners link arms, and all participants spread out as much as possible.

The cat, naturally, chases the mouse. The mouse may escape from the cat by linking arms with one member of the pair. That pair is now a trio, but it cannot remain so. The unlucky member of the pair with whom the mouse did not link arms must let go of his/her partner, becoming the new mouse.

If the cat catches the mouse, the mouse becomes the new cat, and the former cat must flee, joining a pair as quickly as possible, and making one member of that pair the new mouse.

FLEAS

Ask participants to stand in a circle facing each other. Explain that each person present has some sort of problem that seems to be affecting the group. For instance, I have fleas, and start scratching behind one ear like a dog. Everyone in the circle must do the same. The next person in the circle has the hops; everyone must then hop up and down on one foot while scratching behind one ear like a dog. Continue around the circle until each person will have a chance to display a problem to display and the group has experienced as many of them simultaneously as possible.



CATCH

Materials: One large, soft, catchable ball; a minute and second timer, or a tape player with music

Ask participants to stand in a circle. Start by throwing the ball back and forth with one other person. Expand the pattern until the entire circle is involved. Once group members are easily and casually throwing the ball around, set the timer or start the music; mention the game of “hot potato” and whoever has possession of the ball when the timer goes off or the music stops is out. .

PUZZLES

Materials: pre-made puzzle pieces; one piece for each person. To make puzzles, cut pictures from magazines, catalogs, calendars, posters, or wrapping paper. Mount pictures on lightweight poster board. Cut each mounted picture into six or eight jigsaw-like pieces.

Shuffle the pieces together, and hand them out randomly. The group that puts their puzzle together first wins.

SIX

Materials: Six objects of varying size, shape, and consistency maybe a potato, an unshelled walnut, a swatch of fake fur, a paint roller pad, a sandpaper cube, and a large carrot. If you like, you include something that will feel gross, like a peeled grape or a piece of raw meat.

Ask everyone to sit in a circle and put on a blindfold. One by one, pass the objects around the circle. Don't start the second one around until the first has made it back to you. When all six of the objects have been all around the circle, and are again put away out of sight, participants may remove their blindfolds. They then write a list of the six objects and lists them properly is a winner.



TRAY

Materials: A tray, a towel to put over it, paper and pencils, items to put on tray. Your tray will contain objects that are related such as items that you use in a 4-H project. For the sewing project use spool of thread, needles, seam ripper, measuring tape, pins, scrap of material, hooks and eyes, etc.

Keep the tray covered. Hand out paper and pencils. Uncover the tray, and let everyone get a good look at it. No one may write while the tray is uncovered. After about a minute, cover the tray again. Ask participants to list items they saw on the tray. Those who correctly remember the largest number of things are winners.

RUTABAGA

The particular combination of letters in the word “rutabaga” make it an interesting starting point for this fast-paced word and memory game. Ask everyone to sit in a circle. One person starts by saying a word beginning with R: rabbit. The next person says a word beginning with a U, maybe umbrella. The next person says a word beginning with a T, maybe thimble. When all of the letters have been used of the word “rutabaga” then start over with the letter R. Move fast. Anyone that can’t think of a word with the next letter or hesitates too long is out. You can use any word. Use the word horticulture or entomology if you are working with an older group of 4-H members. Use simple project names like horse if working with novice groups.

LISTS

Write the letters of the alphabet on slips of paper, and put them in a basket. Write the names of 4-H projects on slips of paper and put them in another basket. Each team draws a letter of the alphabet from one basket, and one project name from the other basket. The team that generates the longest list wins. Fact or fiction is immaterial, as long as the made up names start with the appropriate letter and clearly fit the project. Have the winning team read their list and give a description of how it is part of the 4-H project.



HIDING

Materials: Seven marbles, or buttons, or other small objects

All participants stand in a circle. One person has all of the marbles. He/she walks around the circle, giving a marble to each of seven people. The marble giver leaves the room. For one minute, the marbles may be passed from person to person around the circle. Whether or not participants have a marble, they hold out both hands in closed fists in front of them. Those standing in the circle must do their best to hide the location of the marbles. The marble holder has seven chances to locate all of the marbles. If the marble holder does not succeed he/she is out of the game.

TAG

Materials: scarves for tail tag, otherwise none.

Tail Tag:

All players wear a scarf tucked into their belts, jeans, or whatever they are wearing, at the back. The scarf should be free flowing like a tail. The object is to steal other people's tails while protecting one's own. Players may not touch their own tails. Anyone who loses a tail may continue to play by stealing a tail and attaching it in the appropriate place. At the end of the game, anyone in possession of more than one tail is a winner, while those with no tails are the losers.

Mob Tag:

Star Trek might call this assimilation-by-the-Borg tag. One person is "it". As soon as he/she tags someone, they link arms, and together try to tag someone else. When they do, that person also links arms with them, and so on, until everyone is part of the mob.

Injury Tag:

Each time a player is tagged, he/she is injured at the tag location, and must treat the injury by placing a hand over the spot. Someone tagged on the shoulder, for instance, must play with one hand on the shoulder that was tagged. A person tagged a second time must play with a hand on each of the two tag locations. A person tagged a third time is dead, and out of the game.

Frozen Tag:

One person is "it". Those he/she tags are frozen, and must stand perfectly still, in whatever position they happened to be in when tagged. Frozen players may be set free by the touch of an unfrozen player, so "it" tries to tag and freeze as many people as possible as quickly as possible.



RIN TIN-TAN

Sit together in a circle. One person starts. He/she simply says “rin,” while placing a hand across his/her forehead and pointing to someone else in the circle. The person pointed at places a hand over his/her heart and points at a third person, saying, “tin”. The person leans forward from the waist, as though bowing, points to someone else in the circle, and says, “tan.” That person starts over with “rin”, accompanied by the hand to the forehead. Anyone can be pointed to at any time, even someone who just had a turn. Anyone who makes a mistake, either in word or gesture, or who hesitates too long, is out of the game. They aren’t out of the fun. They can become hecklers, whose job it is to distract and confuse those still in the circle.

POCKETS

Materials: A long sock with a tennis ball stuffed into the toe.

Gather in a large open area, preferably outside. Choose one person to be the tosser. The rest of the group forms teams of about five members each. Each team joins hands in a circle to form the “pockets.” The pockets line up along a starting line. Standing behind the line of pockets, the tosser tosses the tennis ball/sock as high into the air as possible. The teams run around underneath, trying to get it to fall into their pocket.

A team that fails to continually grasp hands during play is disqualified for that toss. A team that succeeds in getting the tennis ball/sock to land in its pocket wins two points. If the tennis ball/sock hits a team member, the team gets one point, whether the tennis ball/sock subsequently lands inside or outside the pocket. The team with the most points wins.



DOTS

Materials: Large dot stickers in four different colors.

Give everyone four colored dots, one of each color, which they will place at various locations on their bodies. The only restriction as to the location is that the dots must be visible. Each participant then chooses a partner.

At the command “red dot to red dot,” participants must touch their red dots together. If one person has a red dot on his/her left shoulder, and the other person has a red dot on his/her right hip, touching them together might require some creative movements. While attempting to continue touching red dot to red dot, participants must then follow the next command. After the first round, participants find a new partner, and go through the four combinations again. They may not change the location of their dots between partners.

PREDATOR

Materials: Chairs, one fewer than there are participants

Divide the group equally into bunnies, fawns, and chipmunks. Arrange the chairs in a circle. One person, the caller, stands in the middle of the circle. Everyone else sits on a chair.

The caller’s goal is find a chair and get out of the middle of the circle. To accomplish this, he/she may call out commands, which require the other players to get up and move around. If the caller says “BUNNIES!” for example, all the bunnies have to stand up and find a new chair; the same is true for fawns and chipmunks. If the caller says ‘FOREST FIRE!’ everyone must stand up, grasp hands with someone else, run to the other side of the circle, and find a new chair. If the caller says ‘PREDATOR!’ everyone must seek protection by hiding behind a chair, and then trying to find a new chair.



“A WHAT?”

The name of the game is A What? A What?? A What?! And if that’s confusing, just wait until we start playing. In this game on one ever knows exactly what is happening.

We stand in a circle, facing the center. One of us starts the action by taking a ball (any object will do) and handing it to the person on his right, saying, “This is a banana.” The person who now holds the ball is evidently already confused, because she inquires, “A what??” The first player repeats “A banana!”

Person number two, her confusion temporarily cleared up, hands the ball to the person on her right and says, “This is a banana.” Now person number three is confused. “A what??” “A banana!” he says. Whereupon number two turns back to three and confirms it. “A banana!”, she says. Now that number three is enlightened, he can hand the ball he’s been holding to the person on his right, number four, and says, “This is a banana.” And when number four asks, “A what???” the whole sequences gets played back to number one: “A what???” “A what??” “A banana!” “A banana!!” “A banana!!!”

While number four starts the process all over again with number five, number one takes another ball, hands it to the person on his left and says, “This is a pineapple.” “A what??” and the pineapple takes off to the left. By the time the two balls collide somewhere in the circle, who will be able to say for sure what’s what?

When we become pros at this game, we can add more balls to the fruit bowl. Maybe a pomegranate. A what?



“Animal Game”

Have everyone stand in a circle. As the leader, you would then step out of the circle and stand in the middle and explain each animal or object.

This is an elephant! The leader points to someone who would be the trunk (hands and arms in front of them), and the persons to the immediate right and left would be the ears (hands and arms in a “C” shape). Do that several times until the group understands what an elephant looks like!

This is a raccoon! The leader points to someone who would be the eyes (circles with your fingers over the eyes), and then the persons to their immediate right and left would be the ears (two fingers above the head of the person doing eyes). Also do this several times until the group understands the raccoon!

This is a pig! Same procedures as above. The person being pointed at would put their fist up to their nose. The ears would be one finger bent over.

Having demonstrated all animals (3 or more), tell the group that here is the meat of the activity. I’m going to count to 10 as fast as I can, and if someone does not do what they are supposed to, they are in the middle. I, the leader, would be in the circle with everyone else!

Ideas: Other animals or objects could be a palm tree, rabbit, etc. Be creative!



TUSKER OR ADD-ON-TAG

One IT pair of hand-in-hand runners to catch a fleeing pair (or individual) and then if caught become part of the IT pair.

Only the two people at the ends of the catching line are allowed to tag a fleeing pair or individual.

If the line breaks at any point – a catch is disallowed.

If the fleeing pair or individual breaks grip or runs out of bounds they are automatically caught.

****Restrict the playing area. Make the IT group into two lines if one gets too big. Extend the boundaries as they are playing to make the game more interesting. (Use noodles and 4 cones)***

BRAAAAAAK—WHFFFFFFF*

Everyone gets a balloon (purchase different colors, larger than water balloons). Make a round boundary for everyone to start off in. Have everyone blow up their balloons - - just short of popping (have spare's available). Don't tie off the balloon's neck, just hold on and get together with other's who have the same color balloon as yours.

One player, representing the one team's color (you can have as many teams as you have colors) and standing within the boundary area, lets go of his/her balloon, allowing it to jet willy-nilly about. As the limp projectile comes to rest, another team member of the same color advances to that point and release their balloon. This continues until everyone has gone. The winner is the team that gets the furthest for the boundary.



NUT RACE

Ages: All

Procedure:

All players are divided into teams of five to ten, who stand in relay formation at one end of the room.

Two players act as judges at the goal line at the other end of the room, to determine who wins.

Two bowls are provided for each team.

One bowl contains the peanuts in the shells at the starting line in front of each team.

The other bowl is at the goal line, being empty at the start of the game.

The game consists of scooping up as many peanuts as possible on the back of the hand, using only that hand. The unused hand is kept behind the back and cannot be used.

Carry the peanuts to the goal line, dumping them into the bowl there. How you get to the goal line is up to you. Run, crawl, whatever to get you to the other end as quickly as possible, spilling a minimum of peanuts on the way.

The player then returns to his starting line, tagging the next team member before he starts.

Each player repeats this process until everyone has had a turn.

The game is won by how many peanuts are deposited in the bowls at the goal line, not by which team finishes first.

Any peanuts falling off the hand or landing outside the bowl at the goal line are not counted.

Any type of nuts can be used for this game.

BEAN QUIZ

When members arrive, give each person 10 beans and these instructions: Whenever you trick someone into saying "Yes" or "No," that person gives you one bean. If you are caught, you forfeit one bean to the person catching you. At the close, the winner is the person with the largest number of beans. The game may continue the whole time the group is together. Candy kisses are a good substitute for beans.



EVERYBODY'S IT

Here are variations of the time-honored game of tag and a tickle game. Everybody's It. There are two rules:

- (1) everybody is It,*
- (2) a tagged player is frozen.*
- (2) As the game starts, everyone looks around and realizes that every other player is the enemy. Then, all together, they ask, "Who's It?" When the answer comes, the game starts and ends.*

"HOSPITAL TAG"

The first time a player is tagged, he or she keeps one hand on the tagged spot. The next time he or she must keep the other hand on the second spot. Three tags freezes a player. The last person frozen is It.

"FREEZER-DEFROSTER TAG."

In this one, a tagged player must immediately freeze into a bent-over shape resembling a croquet hoop and stay that way until an untagged player manages to defrost him or her by crawling through the hoop.

PEOPLE TO PEOPLE

Have everyone stand in a circle. Then the leader steps out of the circle and stands in the middle. Ask the participants to find a partner and stand next to them. If the numbers are not right, the leader may not get to play. The person in the middle (odd) claps a beat and tells the group that they must touch the body part called out. Keep it clean! Say, "Knee to Knee," "Foot to Foot," or "Head to Head," or any four combinations of body parts. Then say, "People to People," and tell them to find new partners. The leader can find a partner also. This leaves one new person in the middle. Keep this activity moving! (Give an example before starting activity.)



FIRE IN THE HOLE

Divide into groups of 3-5 and form circles face to face. Place 3-5 inflated balloons between each group. Position the balloons carefully at about mid-torso level. Then, everyone puts their arms around each other. Begin to squeeze, while shouting, "Fire in the hole!" to warn bystanders of the explosion. If a particular balloon refuses to pop, ask for help from other squeezers. Volunteers will hurry over. One-on-one Fire in the Hole is an intense experience to be savored with a special partner. Use Fire in the Hole in a number of hilarious and meaningless ways: on a dance floor; on rappel; in a pool; and en masse on a wrestling mat.

GROUP JUGGLING

Break up into groups of 5-7. You need enough soft throwable objects (nerf balls, softies, bean bags, tennis balls), so that there is more than one per person. Have each group stand in a 12-15 foot diameter circle facing in. One person in a group of six keeps the throwable objects nearby and lobs one of them to a person across the circle. That person lobs the ball to a person opposite from them and this continues until a person-to-person sequence is set. Do not throw to the person next to you. Once everybody knows whom to throw to and receive from, the initiator starts the ball again, but this time includes another ball and eventually another until there are six balls being kept aloft simultaneously. Try reversing the sequence by throwing to the person you formerly received from. Try keeping seven objects going with only six people throwing-now that's juggling!

ELBOW TAG

Divide into pairs and have partners link elbows, keeping the outside elbow bent and outside hand on one's waist. One volunteer is "It" and another is the runner. The person who is "It" tries to tag the runner. The runner can avoid being tagged by linking an elbow with the free elbow of any person. The runner shouts, "Go!" and the other member of the pair must take off as the new runner, hotly pursued by the person who is "It." If tagged, the runner is "It," and the former "It" becomes the runner. Everyone referees to make sure that runners share the game by linking elbows.

For variation, the pairs can be arranged in a circle or placed randomly around a field. Partners can face the same direction or opposite directions, in swing-your-partner style. The person, who is "It," as well as the runner, can be allowed to rest by linking an elbow with a pair and releasing a new player to be "It." This is a particularly good game for young children and adults to play together.



NAME GAME

Players sit in a circle or triangle. One person is chosen to stand in the center with a few pages of rolled newspaper. Someone else stands and shouts someone's name. This person tries to stand and shout someone else's name before being hit on the head with the newspaper. If the player does not, then that person is the one in the center.

NOPE

A player leaves the room and the group picks an object for the player to guess. The player returns and always knows the correct object because the player's partner, who points to the various objects, knows that when the guesser says "nope," rather than "no," the partner will next point to the object chosen by the group.

BRAIN TRAIN

Tell the group about an imaginary trip you took. As you name each place, tell them how many people got on and off the train. Make the numbers easy to add and subtract. When you're all through, say, "Now, how many times did the train stop?" They have all been keeping track of the number of people on the train, not the number of stops.

GRUNT, PIG, GRUNT

Players sit or stand in a circle. One player is "It" (there may be two if the group is large), is blindfolded, and remains in the center of the circle. "It" goes to one person and says, "Grunt, pig, grunt" That person makes a noise and "It" tries to guess who that person is. If the player succeeds, that person becomes "It." The new "It" goes to someone else and the process is repeated.



TOUCH AND GO

The players form teams of five or six lined-up people. The leader names an object in sight and gives directions, such as "Hop backwards on the right foot." Each line tries to touch the object and return to its place. The line first regaining its original position wins.

KNOCK YOUR SOCKS OFF

All players remove their shoes and get into a small play area marked by cones or yarn. On "go," all players attempt to remove the socks of their opponents. Players must remain on hands and knees. Encourage them to pull the socks off from the top to the bottom to avoid stretching them. Have referees keep people in bounds and make sure the play doesn't get too rough. Give a one-sock penalty for excessive roughness. When a person loses both socks they stand on the edges and help referee.



NUCLEAR MINE FIELD

Materials: Bag full of soft, crushable items (balls, Frisbees, foam objects, etc.), masking tape or rope.

Dump your game bag out on the floor and rearrange the contents so that everything is evenly distributed within an outlined rectangular area. Then split up into pairs and try to lead one another through the MINE FIELD. Remember, one of the members of the pair is blindfolded (eyes closed) and the other is simply giving verbal directions – no touch. Variation: Set up the mine field within an outlined circular area: use a rope for a boundary. In the center of the circle (target area), place an appropriately bizarre squeaky toy so that an audible reward is there for the successful pair to step on.

LOOP THE HOOP

Materials: two hula hoops (different sizes).

Ask your group to form a hand-in-hand circle. Place two hula hoops together between two people (resting on their grasped hands). See how quickly the people in the circle can cause the hoops to travel around the circle in opposite directions through each other (i.e. hoop through hoop), and back to their original position. If you have a large group, use lots of hoops.

GETTING ARRANGED

The following are different challenges for groups to do using alternate forms of communication to form lines for circles.

Arrange alphabetically without talking

Arrange by birth date without talking

Arrange by height while wearing blindfolds or closing eyes

Arrange by foot size while wearing blindfolds or closing eyes

Arrange by Cloverbuds, Novice, Junior, Senior 4-H Members while wearing blindfolds or closing eyes

Arrange by number of years in 4-H while wearing blindfolds or closing eyes



EVERYBODY'S IT

Here are variations of the time-honored game of tag and a tickle game. Everybody's It. There are two rules:

- (1) everybody is It,*
- (2) a tagged player is frozen.*

As the game starts, everyone looks around and realizes that every other player is the enemy. Then, all together, they ask, "Who's It?" When the answer comes, the game starts and ends.

CROWS AND CRANES

Divide the players into two equal groups with the teams standing in a line (about 3'-5' apart) facing each other. One team is called the Crows, the other team the Cranes. A safety boundary line is about 30' – 40' behind each team.

On a starting signal, the game leader calls out either "Crows" or "Cranes." The players on the called team must run as fast as possible back to their safety line without being tagged by players on the opposite team. Since players will never know which team will be called, all should be anticipating to either run or chase. Each tagged player becomes a member of the opposite team. Players start back at the center lines at the conclusion of each play. Continue until all players on one of the teams have been caught.

MAN FROM MARS

Select one player (the "Man from Mars") to stand in the middle of the playing area facing the lined players (the "earthlings"). The game begins with the earthlings chanting, "Man from Mars, Man from Mars. Will you take us to the stars?" the Man from Mars then replies, "Only if you are wearing _____ (a color)." The earthlings with that colored clothing on may walk safely to the other side. Those without that color run to the side and try avoiding getting tagged. Tagged players join the Man from Mars in the center of the playing area.



TOUCH AND GO

The players form teams of five or six lined-up people. The leader names an object in sight and gives directions, such as “Hop backwards on the right foot.” Each line tries to touch the object and return to its place. The line first regaining its original position wins.

KNOCK YOUR SOCKS OFF

All players remove their shoes and get into a small play area marked by cones or yarn. On “go,” all players attempt to remove the socks of their opponents. Players must remain on hands and knees. Encourage them to pull the socks off from the top to the bottom to avoid stretching them. Have referees keep people in bounds and make sure the play doesn’t get too rough. Give a one-sock penalty for excessive roughness. When a person loses both socks they stand on the edges and help referee.

RED LIGHT-GREEN LIGHT

Select one player to be the “traffic light;” he is to stand 30’ – 60’ away from the other players who are lined up facing him.

The game begins with traffic light player turning his back to the line players and yelling out “Green Light.” The line players can walk or run toward the traffic light player; however, at any time, the traffic light player can yell out “Red Light,” and turn around. The line players must stop immediately. Any player caught still moving must go back to the starting line. Players not caught are allowed to stay where they are. Play continues in this fashion until one of the players finally touches the traffic light. The winning player becomes the traffic light for the next round.



SQUIRRELS IN THE TREES

Have the players form trees by two players facing each other with hands on each other's shoulders. A third player (the "squirrel") stands in the middle of each tree. One or two extra squirrels without trees are needed before beginning the game. On a signal, the squirrels have to move out of their trees to another while, at the same time, the extra squirrels hurriedly attempt to find a tree. Only one squirrel is allowed in each tree and a squirrel cannot return to a tree where he had been previously. The objective for the squirrels is to never be left out.

So that the tree players have chances at being squirrels, design a system of rotation whereby when the squirrel moves into a tree, he changes places with one of the tree players.

DRIBBLE & HOP

Each team lines up in file with the first player holding the ball. On a starting signal, the first player from each team runs and dribbles his ball to a turn-around cone. Once there, he puts the ball between his ankles and hops back to the starting line. The subsequent players do the same. First team to complete the relay wins.

ALPHABETICAL NUMBERS

One player starts by standing in front of the others and calling out any number between 1 and 26. The other players try to be the first to find the corresponding letter of the alphabet (1 equals A, 2 equals B, etc.) The first player with the correct answer gets to be the next caller.

A variation of this game is to call out letters instead of numbers. Players must then guess the correct letter; A equals 1, Z equals 26, etc.



NEW MEXICO STATE 4-H CLUB SONG

*O! Where lies the wealth of our great New Mexico?
Is it in the mountains where the pine trees grow?
Is it silver, copper, or her fertile valley land?
Washed by the Golden Rio Grande?
Is it in her caverns beneath the desert floor,
Or in her high broad ranges with livestock dotted o'er?
None of these exalt her, they are but fleeting joys,
Her wealth lies in her girls and boys.
(Chorus)*



*With a Hi! Ho! And forward march we go.
We are an army of ten thousand strong,
Our pride and love we show for our State New Mexico,
So join us in our 4-H song.*

NEW MEXICO

2nd Verse:

*With high aspirations and faith to follow thru
We'll tread the pathway to success in all we do.
We'll press on toward the future, set our compass by a star
And watch it gleaming from afar.
With hearts true and loyal to nation and to state,
Our service we give gladly and never hesitate,
Our progress shall enrich us, place great gifts at our commands,
And we hold them in our willing hands.
(Chorus) Same as above*



NEW MEXICO

3rd Verse:

*We follow our 4-H's, they thus express our creed,
We train our heads and hearts and hands to useful need,
To a better, fuller life inspiration they will give,
And teach us truly how to live.
We love our four-leaf clover, good luck to us it brings,
And lightens all our daily tasks, its message to us clings,
It binds us all together in one vast undaunted band,
The pride and glory of our land.
(Chorus) Same as above*



NEW MEXICO



FRIENDS SONG

***4-H is full of friends, there's a friend next to you
4-H is full of friends and sing a long
4-H is full of friends meet the friend next to you
4-H is full of friends and sing...sing a.....***

Chorus:

***La la la la la la la la la la la la la la la la la la
la la la la la la la la la la la la la la la la la***

***Shake your partner's hand, shake the hand next to ya
Shake your partner's hand and sing a long
Shake your partner's hand, shake the hand next to ya
Shake your partner's hand and sing....sing a.....***

(Chorus)

***Scratch your partner's back, scratch the back next to ya
Scratch your partner's back and sing a long
Scratch your partner's back, scratch the back next to ya
Scratch your partner's back and sing....sing a.....***

(Chorus)

***Clap your partner's hand clap the hand next to ya
Clap your partner's hand and sing a long
Clap your partner's hand, clap the hand next to ya
Clap your partner's hand and sing....sing a....***

Tweek your partner's cheek, tweek the cheek next to ya,

Hug your partner hard, Hug the friend next to ya,

Dance a friend, dance with the friend next to ya,

Swing your partner round, swing the friend next to ya,

Hold your partner's hand, hold the hand next to ya



DUKE OF YORK

(Start slow, repeat over and over, faster and faster)

*There was a Duke of York
He had ten thousand men
He marched them up the hill
And he marched them down again
So when you're up, you're up
And when you're down, you're down
And when you're only half way up
You're neither up nor down!*

HEAD, SHOULDERS, KNEES AND TOES

*Head, shoulders, knees and toes
Knees and toes,
Head, shoulders, knees and toes
Knees and toes,
Eyes and ears and mouth and nose
Head, shoulders, knees and toes
Knees and toes.*

THE ORCHESTRA SONG

*The violin singing,
Its melody ringing,
The violin singing,
Its melody ringing,*

*The horn, the horn,
It sounds so forlorn
The horn, the horn,
It sounds so forlorn*

*The clarinet, the clarinet
Goes tweedle, deedle deedle , deedlelet
The clarinet, the clarinet
Goes tweedle, deedle deedlelet*

*(More advanced and larger groups can add the bass drum trumpet,
trombone, etc)*



BANANA SLUG

**1. *Oh I'm a banana slug
An icky awful sight
Pick me up take me home
Give your mom a fright***

Chorus

***Oh Banana-nana-nana-nana-nana-nana-nana-nana-nana slug
Banana slug!***

**2. *Oh I'm a banana slug
a relative of the snail
I crawl upon my belly
and leave slime upon the trail.***

**3. *Oh I'm a banana slug
my colors are brown and yellow
my body's the consistency of
thick and rubbery jello***

**4. *Oh the natives considered me
A rare and juicy treat
I really do wish
they'd find something else to eat***



ARE YOU SLEEPING BROTHER JOHN

ENGLISH

*Are you sleeping
Are you sleeping
Brother John
Brother John
Morning bells are ringing
Morning bells are ringing
Ding, Ding, Dong
Ding, Ding, Dong*

SPANISH

*Esta durmiendo
Esta durmiendo
Hermano Juan
Hermano Juan
Tocan las campanas
Tocan las campanas
Pin, Pin, Pon
Pin, Pin, Pon*

FRENCH

*Frere Jaques
Frere Jaques
Dorme vu
Dorme vu
Sonne la mantina
Sonne la mantina
Din, Din, Don
Din, Din, Don*

NAVAJO

*Doe il hash da
Doe il hash da
Shiina John
Shiina John
Doe lo Doe hole ye da
Doe lo Doe hole ye da
Besh didst ah
Besh didst ah*



PUFF THE MAGIC DRAGON

Chorus:

***Oh, Puff the magic dragon lived by the sea
And frolicked in the Autumn mist in a land called Hon-a-lee
Puff the magic dragon lived by the sea
And frolicked in the Autumn mist in a land called Hon-a-lee***

***Little Jackie Paper loved that rascal Puff
And brought strings and sealing wax
And other fancy stuff***

Chorus

***Together they would travel
On a boat with billowed sail
Jackie kept a look-out perched on Puff's gigantic tail,
Nobel kings and princes would bow whenever they came
And pirate ships would lower their flags
When Puff roared out his name***

Chorus

***A dragon lives forever
But not so little boys
Painted wings and giant's rings
Make room for other toys
One gray night it happened
Jackie Paper came no more
And Puff that mighty dragon,
He ceased his fearsome roar
His head hung in sorrow
Green scales fell like rain.
Puff no longer went to play
Along the cherry lane.
Without his lifelong friend
Puff could not be brave
And so that mighty dragon
Sadly slipped into his cave***



OSCAR MEYER WEINER SONG

*Oh I wish I were and Oscar Meyer Weiner
That is what I'd truly love to be....
For if I were an Oscar Meyer Weiner
Everyone would be in love with me.....*

Substitute:

*Oh I'm glad to be a 4-H leader
That is what I truly love to be
For now that I'm a 4-H leader
Everyone will be in love with me*

*4-H member
4-H officer
Horseback rider
Sewing Wizard
Rancher's daughter
Super Baker
Junior Leader
Bull's eye shooter
Poultry farmer
Rocket builder
Woodworking king
Toilet bowl cleaner*



SHE'LL BE COMING ROUND THE MOUNTAIN

She'll be coming round the mountain when she comes (toot, toot)
She'll be coming round the mountain when she comes (toot, toot)
She'll be coming round the mountain
She'll be coming round the mountain
She'll be coming round the mountain when she comes (toot, toot)

She'll be driving six white horses when she comes (whoa back)
She'll be driving six white horses when she comes (whoa back)
She'll be driving six white horses
She'll be driving six white horses
She'll be driving six white horses when she comes (whoa back)

Oh we'll all go out and meet her when she comes (Hi babe)

Oh we'll kill the old red rooster when she comes (hack, hack)

Oh we'll all have chicken and dumplings when she comes (yum, yum)

She'll be wearing pink pajamas when she comes (whistle)

Oh she'll have to sleep with grandma when she comes (snore, snore)



JOHN BROWN'S BABY

***John Brown's baby had a cold upon it's chest
John Brown's baby had a cold upon it's chest
John Brown's baby had a cold upon it's chest
So he rubbed it up with camphornated oil***

***John Brown's (rock baby) had a cold upon it's chest
John Brown's (rock baby) had a cold upon it's chest
John Brown's (rock baby) had a cold upon it's chest
So he rubbed it up with camphornated oil***

***John Brown's (rock baby) had a (cough) upon it's chest
John Brown's (rock baby) had a (cough) upon it's chest
John Brown's (rock baby) had a (cough) upon it's chest
So he rubbed it up with camphornated oil***

***John Brown's (rock baby) had a (cough) upon it's (hit chest)
John Brown's (rock baby) had a (cough) upon it's (hit chest)
John Brown's (rock baby) had a (cough) upon it's (hit chest)
So he rubbed it up with camphornated oil***

***John Brown's (rock baby) had a (cough) upon it's (hit chest)
John Brown's (rock baby) had a (cough) upon it's (hit chest)
John Brown's (rock baby) had a (cough) upon it's (hit chest)
So he (rub chest) with camphornated oil***



TRAIN WHISTLE'S BLOWING'

*Train whistle's blowing'
Makes a sleepy noise
Underneath their blankets
Go all the girls and boys*

*Chorus
Rockin, rollin, ridin
All along the way
This train's bound for morning town
Many miles away*

*Johnny's at the engine
Susie rings the bell
Junior swings the lantern
To show that all is well*

Chorus

*Maybe it is raining
Where our train will ride
But all the little travelers
Are warm and snug inside*

Chorus

*Somewhere there is sunshine
Somewhere there is day
Somewhere there is morning town
Many miles away*

Chorus



FOUND A PEANUT

Found a peanut, found a peanut, found a peanut just now; Just now I found a peanut, found a peanut just now.

Cracked it open, Cracked it open, cracked it open just now; just now I cracked it open, cracked it open just now.

It was rotten, it was rotten, it was rotten just now, Just now it was rotten, it was rotten just now.

Ate it anyway, Ate it anyway, Ate it anyway, just now; Just now I ate it anyway, ate it anyway just now.

Got sick, Got sick, Got sick, just now; Just now I got sick, got sick just now.

Called the doctor, called the doctor, called the doctor just now; Just now I called the doctor, called the doctor just now.

Died anyway, died anyway, died anyway just now; Just now I died anyway, died anyway just now.

Went to heaven, Went to heaven went to heaven just now; Just now I went to heaven, went to heaven just now.

Found a peanut, found a peanut, found a peanut just now; Just now I found a peanut, found a peanut just now



HAPPY TRAILS

***Happy trails to you, until we meet again
Happy trails to you, keep smilin' until then
Who cares about the clouds if we're together
Just sing a song and bring the sunny weather
Happy trails to you, 'til we meet again***



College of Agricultural, Consumer and Environmental Sciences

