Send North America: Indianapolis Children's Games

Ten Fingers

The Rager family makes new friends in Indianapolis through cookies, but that is not the only way to make new friends. Play the game, Ten Fingers, to learn more about the people in your group.

Have everyone sit in a close circle. Tell them to hold up all 10 fingers.

A leader can start off by stating one fact about him or herself. For example: "I have never been to Florida" or "I have blue eyes."

Then the other participants who haven't been to Florida or don't have blue eyes will put one finger down.

This will continue around the circle, having each person share one fact about themselves until someone no longer has any fingers raised.

It's best to use little known, unique facts about yourself because there is a chance that more people will have to put a finger down if they can't relate to your fact.

After everyone has had a turn, the person who has the most fingers left wins!

This is a great way to pass the time and learn about each other while having simple fun.

Three-legged Race

Partners become well-acquainted as they work together to cross the finish line before an opposing pair while tied together. You'll need start and finish lines marked with rope and scarves or fabric strips long enough to tie legs together (one for each pair of children).

- 1. Divide the group of children into pairs, matching children of similar height and build.
- 2. Have each player stand next to his partner and put his arm around his partner's waist.
- 3. The partners' inside legs (the right leg of the partner on the left and the left leg of the partner on the right) should be touching. Tie the partners' inside legs together so each pair of children has three legs rather than four.
- 4. Use two ropes to mark a starting line and a finish line.
- 5. Line the players up at the starting line. At your signal, have players walk or run as fast as they can to the finish line.

It sounds easy, but it takes practice to make two legs work as one! Players will want to have some practice time to develop a strategy that enables them to move easily as one. Players can fall, get back up and continue the race, but won't win unless they catch up to and overtake those who are still moving at a steady pace.

The first set of partners to cross the finish line is the winner.

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Animal Race

People living in Indianapolis love racing! Have the kids relate by playing Animal Race, where kids pretend to be animals you call.

Establish start and finish lines for each team. Place a leader for each team at the finish lines and one at the start line. Divide the group into evenly matched teams, and line them up single file in teams at the start.

On your mark, kids will race to the finish line pretending to be the animal called. For example, if the leader calls, "frog!" the children will crouch down and leap toward the finish line. As children cross their respective finish lines, the leader posted will cue the next player to race forward.

The leader at the start line will assign an animal to each child so that same type animals are racing against each other. Suggested animals are as follows:

- Frogs (Squatting and leaping)
- Ducks (Squat and waddle)
- Crabs (On hands and feet with bellies toward the sky, moving sideways)
- Horse (On hands and knees, pausing to paw the air)
- Chicken (Squat halfway down, hands tucked in armpits as chicken wings)

Make races wackier by suggesting kids mimic the sounds of their animals. (They can make up a crab sound.)

The first team having all players cross the finish line first wins!