If you’re passionate about helping children learn, have fun, and reach their full potential, then Fun Pursuits is designed for you. We understand that coming up with new and interesting activities for children can be stressful and time consuming—so we’ve gathered a unique mix of engaging, fun games that you can easily access from anywhere, at any time.

Whether you are leading after school programs, organizing extracurricular activities, or just looking for some new ideas for games, we hope that Fun Pursuits will make your life a little easier. After all, our goal is to serve the needs of today’s youth; and what’s a better way to do that than to support those who make it possible?

We—and the kids—thank you!
# Table of Contents

## Body

- Dodgeball Games
  - Classic Dodgeball
  - Baton Ball
  - Ambulance
  - Zombie
  - King’s Courts
  - War Ball
- Tag Games
  - Everybody’s It
  - Buddy Tag
  - Blob Tag
  - Freeze Tag
  - Toilet Tag
- Miscellaneous Games
  - Chicken Wobble
  - Giant Volleyball
  - Frisbee Tic Tac Toe
  - Steal the Bacon
  - Capture the Flag
  - Human Tic Tac Toe
  - Popper Stomper

## Mind

- Math Games
  - 24
  - Birthdate Zinger
  - Equation Bingo
- Teamwork Games
  - Card Stack
  - Star Power
  - Simon Sez
  - Puzzled
  - Catch!
- Miscellaneous Games
  - Musical Frogs
  - Rhyme Time
  - Stare Detectives
  - Animal Alphabet
  - Spot the Difference
  - Party Guest
  - Monkey See, Monkey Do
  - Category Cards

## About Us
DROP AND GIVE ME TWENTY!
Unfortunately, physical activity is often seen as a punishment. As video games and television continually gain popularity, a negative mindset of being active has taken over. We believe physical activity should be fun. If kids decide they want to play and ultimately end up enjoying friendly competition, attaining higher levels of sportsmanship, or realizing that getting a little sweaty is a good thing... don’t blame us!
CLASSIC DODGEBALL

MATERIALS

- 6 or More Players
- Ball(s)

GOALS

- Increased Physical Activity
- Friendly Competition

SETUP

- Divide players into two equal teams.
- Distribute an equal number of balls to both teams.

TO PLAY

- Players should throw the balls while aiming to hit the opposition below the head.
- If a player is hit by a ball thrown from the other side, that player is eliminated from the game.
- If a player catches a ball thrown from the opposing team, the player throwing the ball is eliminated from the game.
- Continue playing until all players from one side are eliminated.
MATERIALS

- 6 or More Players
- 8 Wooden Pins
- Ball(s)

GOALS

- Increased Physical Activity
- Friendly Competition
- Teamwork

SETUP

- Divide players into two equal teams.
- Distribute an equal number of balls to both teams.
- Line up four wooden pins in the back of each team’s court.

TO PLAY

- Teams should throw the balls while aiming to:
  - Hit the opposition below the head.
  - Knock down the opposition’s pins.
- If a player is hit by a ball thrown from the other side, that player is eliminated from the game.
- If a player catches a ball thrown from the opposition, the player throwing the ball is eliminated from the game.
- Whenever a pin is knocked down, all of the opposing team’s eliminated players may return to the game.
- Continue playing until all players from one side are eliminated.

Adapted from http://www.buzzle.com/
**AMBULANCE**

**MATERIALS**
- 6 or More Players
- Ball(s)

**GOALS**
- Increased Physical Activity
- Friendly Competition
- Teamwork

**SETUP**
- Divide players into two equal teams.
- Distribute an equal number of balls to both teams.
- Instruct each team choose an “EMT”.

**TO PLAY**
- Teams should throw the balls while aiming to hit the opposition below the head.
- If a player is hit by a ball thrown from the other side, the player must fall on the ground and wait for the EMT to save them.
- If a player catches a ball thrown from the opposition, the player throwing the ball is eliminated from the game.
- If either EMT is hit, then the opposing team wins.
- Continue playing until all players from one side are eliminated.
ZOMBIE

MATERIALS
- 6 or More Players
- Ball(s)

GOALS
- Increased Physical Activity
- Friendly Competition
- Teamwork

SETUP
- Divide players into two equal teams.
- Distribute an equal number of balls to both teams.

TO PLAY
- Teams should throw the balls while aiming to hit the opposition below the head.
- If a player is hit by a ball thrown from the other side, that person is eliminated from the game.
- If a player catches a ball thrown from the opposition:
  - The player throwing the ball is eliminated from the game.
  - The player catching the ball activates their eliminated players.
- Continue playing until all players from one side are eliminated.
KING’S COURT

MATERIALS

- 6 or More Players
- Ball(s)

GOALS

- Increased Physical Activity
- Friendly Competition
- Teamwork

SETUP

- Divide players into two equal teams.
- Distribute an equal number of balls to both teams.

TO PLAY

- Teams should throw the balls while aiming to hit the opposition below the head.
- If a player is hit by a ball thrown from the other side, that person must go to a prison behind the opposition.
- Prisoners may only be released if they get a ball and eliminate a player.
- If a player catches a ball thrown from the other side, the player throwing the ball is eliminated from the game.
- Continue playing until all players from one side are eliminated.

Adapted from http://lshs.leesummit.k12.mo.us/
WARBALL

MATERIALS

- 6 or More Players
- Ball(s)

GOALS

- Increased Physical Activity
- Friendly Competition

SETUP

- Divide players into two equal teams.
- Distribute an equal number of balls to both teams.

TO PLAY

- Teams should throw the balls while aiming to hit the opposition below the head.
- If a player is hit in the arm or leg from the other side, that body part must be disabled for the rest of the game.
- If both arms are lost, players may kick the ball.
- If both legs are lost, players may roll around and throw the ball.
- If a player catches a ball thrown from the opposition, the player throwing the ball loses function of either an arm or leg.
- Players are eliminated if any other body part (besides an arm or leg) is hit.
- Continue playing until all players from one side are eliminated.

Adapted from http://lshs.leesummit.k12.mo.us/
BUDDY TAG

MATERIALS

- 6 or More Players
- Open Area

GOALS

- Increase Physical Activity
- Friendly Competition
- Teamwork

SETUP

- Designate one person as the “tagger” and one person as the “runner”.
- Instruct all of the other players to find a partner (or buddy), link arms, and scatter around the playing surface.

TO PLAY

- The tagger should try to tag the runner.
- In order to be safe, the runner must link up with a pair of buddies.
- When a runner links up with a buddy and is safe, the buddy on the other side of the pair becomes the runner.
- The new runner must find a new set of buddies to link up with so she doesn't get tagged.
- If a runner is tagged before she can link up with a buddy, then she becomes the tagger and the original tagger now becomes the runner.
- Play continues for a certain predetermined time limit.

 вариации

- Instead of linking arms, the buddies lie down next to one another.

Adapted from http://pbskids.org/zoom/
BUDDY TAG

MATERIALS
- 6 or More Players
- Open Area

GOALS
- Increase Physical Activity
- Friendly Competition
- Teamwork

SETUP
- Designate one person as the “tagger” and one person as the “runner”.
- Instruct all of the other players to find a partner (or buddy), link arms, and scatter around the playing surface.

TO PLAY
- The tagger should try to tag the runner.
- In order to be safe, the runner must link up with a pair of buddies.
- When a runner links up with a buddy and is safe, the buddy on the other side of the pair becomes the runner.
- The new runner must find a new set of buddies to link up with so she doesn't get tagged.
- If a runner is tagged before she can link up with a buddy, then she becomes the tagger and the original tagger now becomes the runner.
- Play continues for a certain predetermined time limit.

Adapted from http://pbskids.org/zoom/

VARIATIONS
- Instead of linking arms, the buddies lie down next to one another.
**MATERIALS**
- 6 or More Players
- Open Area

**GOALS**
- Increased Physical Activity
- Friendly Competition
- Teamwork

**SETUP**
- Designate one person as the “tagger”.
- Instruct all of the other players to scatter around the playing surface.

**TO PLAY**
- The tagger should try to tag another player, and when she does, the tagger and tagged player should link arms and try to tag someone else.
- Anyone else the pair of taggers touches also gets added to the “blob” of taggers with linked arms.
- Continue playing until everyone is in the blob.

**VARIATIONS**
- Once the blob reaches a certain number of people, it can split off into two groups. For example, a blob of 6 could split off into two groups of 3 only.
**FREEZE TAG**

**MATERIALS**
- 6 or more Players
- Open Area

**GOALS**
- Increased Physical Activity
- Friendly Competition
- Teamwork

**SETUP**
- Designate one person as the “tagger”.
- Instruct all of the other players to scatter around the playing surface.

**TO PLAY**
- The tagger should try to tag another player.
- When she does, the tagged player has to freeze in place.
- The tagger should continue trying to freeze everyone while the free players try to unfreeze the frozen players.
- In order for a player to become unfrozen, a free player must tag them.
- Continue playing until everyone is frozen but the tagger.
- Play can continue if you designate a new tagger.

**VARIATIONS**
- Instead of free players tagging frozen players to get them back into the game, the free player could dive through the frozen player’s legs.
**MATERIALS**

- 6 or More Players
- Open Area

**GOALS**

- Increased Physical Activity
- Friendly Competition
- Teamwork

**SETUP**

- Designate one person as the “tagger”.
- Instruct all of the other players to scatter around the playing surface.

**TO PLAY**

- The tagger should try to tag another player.
- When she does, the player must squat down to form the “toilet” and stick her arm out to form the handle.
- In order for a player to get back in the game, someone has to “flush” the handle of the tagged person and the tagged person has to make a loud “WHOOSH” sound.
- The tagger should continue trying to tag everyone while the other players try to “flush” all tagged players.
- Continue playing until everyone is a “toilet”.

Adapted from http://www.ultimatecamppresource.com/
CHICKEN WOBBLE

MATERIALS

- 4 or More Players
- Markers for Beginning/End of Race
- Open Area

GOALS

- Increased Physical Activity
- Friendly Competition
- Teamwork

SETUP

- Divide players into two equal teams.
- Tell the each team member to hook arms and grab her partner’s ankle with her free arm.

TO PLAY

- After everyone is in position, all teams should line up at the starting line.
- On your command, the teams should race down to the end of the course, turn around at the designated spot, and come back all without letting go of their partner’s ankle.
- The first team back wins.

Adapted from http://pbskids.org/zoom/
GIANT VOLLEYBALL

MATERIALS
- 4 or More Players
- Large, Inflated Ball
- Designated Court/Open Area
- Net (Optional)

GOALS
- Increased Physical Activity
- Teamwork and Cooperation

SETUP
- Divide players into two equal teams.

TO PLAY
- Basic volleyball rules apply, but some differences include:
  - The ball may bounce once.
  - Two hands are allowed on the serve.
  - Players can serve anywhere on the court.
  - Only two hits from two different players per side before the ball must be hit over the net.
  - Players may decide if they want to rotate.
  - Players must stay within the court. If the game is taking place on a regulation-size volleyball court, then the playing area must be clearly marked.
- Score can be kept; however, this game is purely for fun.
FRISBEE TIC TAC TOE

MATERIALS

- 2 or More Players
- 9+ Frisbees
- 9+ Hula Hoops/Chalk

GOALS

- Increased Physical Activity
- Friendly Competition

SETUP

- Divide players into two equal teams.
- Divide Frisbees equally between the two teams.
- Determine the size of the board and the distance from the board by the age of the players. We recommend 1 yard per year.
- Either arrange hula hoops into a 3X3 grid, or draw a tic tac toe board on the playing surface.

TO PLAY

- Players should take turns trying to land on the board.
  - If a player misses the board, then she should retrieve her Frisbee after her opponent throws.
  - If a Frisbee lands at an intersection of multiple lines, it can be re-thrown.
- The first team to get three in a row wins.
STEAL THE BACON

MATERIALS
- 6 or More Players
- Cones
- Soccer Ball
- Open Area

GOAL
- Increased Physical Activity
- Friendly Competition
- Teamwork

VARIATIONS
- More than one call-sign can be called out at a time.
- Different types of call-signs can be used, for example: math equations, names of presidents, states, etc.

SETUP
- Divide players into two or more equal teams.
- Tell each team to line up on opposite edge of the designated area.
- Place the “bacon” in the center of the playing area.
- Assign all of the players on one team a call sign (often a number). Give each player of the opposing team the same set of call signs.
  - For example, two players will have the number 4, but they will each be on different teams.

TO PLAY
- Yell out a call-sign.
- The team members who have that call-sign should run to the center, grab the bacon, and return to their teammates without being tagged by the other player with the corresponding call-sign.
  - A player can not tag another player before that player has touched the "bacon".
- The team with the most “bacon” wins.
CAPTURE THE FLAG

MATERIALS
- 6 or More Players
- Flag Poles
- Flags/Piece of Fabric
- Time Limit—Leader’s decision
- Open Area

GOALS
- Increased Physical Activity
- Friendly Competition
- Teamwork
- Strategy

SETUP
- Divide players into two equal teams. Give each team their own territory, flag pole, and flag.
- Tell each team to place the flag somewhere in their territory.
  - Do not allow either team to move their flag once it is placed.
  - A safety zone of 10 feet surrounds the flag where the defending team can guard but not enter unless chasing an opposing player.
- Designate a jail area.

TO PLAY
- Teams must try to capture the opposing team’s flag and return it to their safe zone.
- Each team should decide who defends and who enters the enemy territory.
  - Any player in enemy territory can be caught and put in jail.
- To put a player into “jail”, an opposing player must grab ahold of them long enough to say “caught” three times.
  - One at a time, players can be rescued from jail by being tagged by a teammate.
- If a team rescues their flag from the enemy, but fails to get back to their base, the flag must be set up where the team was stopped.
- Play continues until one flag is captured or until a certain time limit expires.

VARIATIONS
- In Single Flag CTF, one team is on defense while the other aims to capture the flag and return it to their base. First team with 3 captures wins.
HUMAN TIC-TAC-TOE

MATERIALS
- 9 or More Players
- Chalk/Tape

GOALS
- Increased Physical Activity
- Teamwork
- Cooperation

VARIATIONS
- To increase physical activity, players could do an activity before they enter or when they are on the board, for example: jumping jacks, clapping hands, dancing, etc.

SETUP
- Divide players into two equal teams.
- Designate one team as “X’s” and one as “O’s”.
- Mark a tic-tac-toe board on the ground.

TO PLAY
- Teams should play tic-tac-toe.
  - Make sure each player remembers who her teammates are.
  - Prohibit talking until one team wins.
  - Standard tic-tac-toe rules apply, so a team must be the first to get three in a row to win.
  - This particular game is very open to variation. Some are listed in the “variations” box to the right, but creativity makes this game more interesting.
POPPER STOMPER

MATERIALS

- 6 or More Players
- Balloons
- Twine/String
- Smaller Area (Preferred)

GOALS

- Increased Physical Activity
- Friendly Competition

SETUP

- Tie an inflated balloon around each player’s ankle and tell the players to scatter around the playing field.

TO PLAY

- Players should try to pop the other players’ balloons while protecting their own balloon.
- The last player with an inflated balloon wins.

Adapted from http://pbskids.org/zoom/
Too often, the term “Mind Activities” means “sit at a desk and solve these problems.” Where is the fun in that? To truly expand critical thinking skills, we believe children should be placed in situations where different methods of problem solving and teamwork are essential to moving through an activity. Fun is the first and only goal. Learning is just a side effect.
**MATERIALS**
- 2 or More Players
- Index Cards
- Writing Utensil
- Paper

**GOALS**
- Increased Mental Activity
- Friendly Competition
- Improved Math Skills

**SETUP**
- Write sets of four numbers on the notecards (ex: 1, 2, 3, 4 or 8, 7, 5, 4).
- Separate players into pairs.
- Give each pair a notecard.

**TO PLAY**
- While racing his partner, each player should attempt to use all four numbers on the cards to equal 24 by adding, subtracting, multiplying, or dividing (ex: 2*4=8, 8*3=24, 24/1=24)
- Each winner from the initial round should face another winner.
- Continue playing until there is a final winner.

Adapted from http://pbskids.org/zoom/
BIRTHDATE ZINGER

MATERIALS
- 1 or More Players
- Writing Utensil
- Paper

GOALS
- Increased Mental Activity
- Improved Math Skills

SETUP
- No setup required.

TO PLAY
- Player should write down the number that corresponds with his birth month (EX: 1 = January).
- Multiply by 4.
- Add 13.
- Multiply by 25.
- Subtract 200.
- Add the day of the month he was born.
- Multiply by 2.
- Subtract 40.
- Multiply by 50.
- Add the last two digits of the year he was born.
- Subtract 10,500.
- The answer is his birthday.

Adapted from http://pbskids.org/zoom/
EQUATION BINGO

MATERIALS
- 3 or More Players
- Game Boards for Each Player (5x5 Grid with Squares Numbered 1-25)
- Notecards; Math Problems with 1-25 Answers; Pennies

GOALS
- Increased Mental Activity
- Friendly Competition
- Improved Math Skills

SETUP
- Assign one person as the “caller”.

TO PLAY
- The caller should pick a notecard from the pile and read the math problem to the class (ex: 1+1).
- Other players should attempt to solve the problem.
- After solving, players should use an object (penny) to fill in the space of the answer on their board.
- The first player to cover all the spaces (vertical row, horizontal row, diagonal line, or whole board) yells “BINGO!” and wins.
- The winner becomes the new caller.

Adapted from http://pbskids.org/zoom/
MATERIALS

- 2 or More Groups of 4 Players
- 32 Playing Cards

GOALS

- Increased Mental Activity
- Teamwork
- Cooperation
- Strategy

SETUP

- Divide the players into two equal teams.
- Give each team 16 random playing cards. Do not pass them out in order.
- Instruct the teams to lay cards in a 4x4 grid.

TO PLAY

- The teams should try to reduce the 16 cards down to one stack. If they can't do one stack, then they should try to get the smallest number of stacks possible.
- Rules:
  - Move cards to another card of the same rank or suit.
  - A card or stack may be moved any distance horizontally or vertically. But it cannot be moved diagonally.
  - The card/stack that the player moves should be placed on TOP of another card/stack. For example: if a player wants to move an ace of hearts to an ace of diamonds, then the ace of hearts has to go on top of the ace of diamonds.
  - The team with the fewest stacks at the end of a predetermined time wins.

Adapted from Quick Team-Building Activities for Busy Managers
**MATERIALS**

- 5 or More Players
- 40 to 50 Feet of Rope/String
- Watch

**GOALS**

- Increased Mental Activity
- Teamwork
- Cooperation
- Strategy

**SETUP**

- Place a rope on the ground.

**TO PLAY**

- Instruct all of the players to pick up a piece of the rope.
- Tell the players to form a 5-pointed star with the rope
  - All of the rope should be used. None should be left over.
- Inform the players that they can move their hands along the rope but they cannot change places with one another.
- Once the players start, time them to see how long it takes to form the star.
- After they finish, allow the players to strategize a new/faster technique.
- Time the players again to see if they improved their time.
- The goal is to get faster with each attempt.

Adapted from *Quick Team-Building Activities for Busy Managers*
SIMON SEZ

**MATERIALS**
- 5 or More Players
- Open Area

**GOALS**
- Increased Mental Activity
- Friendly Competition
- Teamwork

**SETUP**
- Declare one player “Simon”.
- Tell the other players to spread around the playing surface and face Simon.

**TO PLAY**
- Simon should start commanding the other players.
- If the command starts with “Simon says…”, the players must *NOT* obey. If they do, they are eliminated.
- If the command does not start with “Simon says…”, the players *MUST* obey. If they don't, they are eliminated.
- The game continues until Simon eliminates everyone.
- Once everyone is eliminated, start again with a new Simon.

Adapted from *Quick Team-Building Activities for Busy Managers*
PUZZLED

MATERIALS

- 4 teams of 3-6 Players
- 4 Different Children’s 20-50 Piece Puzzles
- Envelope

GOALS

- Increased Mental Activity
- Teamwork
- Cooperation
- Strategy

SETUP

- Assemble the envelopes.
  - Put all of the puzzle pieces for one puzzle into one envelope. Do the same for the other puzzles.
  - Take 2 or 3 pieces out of one envelope and put them into a different envelope. Do the same for the other envelopes.
  - Give each team an envelope.

TO PLAY

- Each team should try to put their puzzle together.
  - Do not inform the teams that some pieces have been switched.
  - Wait until they realize it by themselves.
  - See if teams work together to find each puzzle’s missing pieces.

Adapted from Quick Team-Building Activities for Busy Managers
CATCH!

MATERIALS

- Ball
- Watch

GOALS

- Increased Mental Activity
- Teamwork
- Strategy

SETUP

- Instruct the players to form a circle. Give one player the ball.

TO PLAY

- The player with the ball should throw it to someone else in the circle.
- The player who catches the ball should then throw it to another player who hasn't had it.
- Players should continue to throw the ball until each player has caught it once.
- Once the last player catches the ball, he should throw it back to the player who originally had the ball.
- Tell the players to remember the pattern.
- Time the group as they throw the ball around the circle using the pattern they initially formed.
  - If the ball drops, the pattern should start again at the beginning.
- Let the players try more than once to get the fastest time.
- Allow the team to strategize for 3 minutes and then try the pattern one last time.

Adapted from Quick Team-Building Activities for Busy Managers
TEAMWORK
GAMES
MUSICAL FROGS

MATERIALS

- 6 or More Players
- iPod, Radio, or CD Player
- Green Construction Paper for Lily Pads

GOALS

- Increased Mental Activity
- Increased Physical Activity
- Friendly Competition

SETUP

- Designate one player as the referee.
- Place one lily pad for each remaining player around the room.

TO PLAY

- Begin playing music. When it starts, the players should hop around the room like frogs.
- Instruct the referee to take away one lily pad as the music is playing.
- When the music stops, the players should scramble to hop onto a lily pad.
- The player without a lily pad is eliminated.
- Continue playing until only one player is left.
- The last player on a lily pad wins.

Adapted from http://pbskids.org/zoom/
**RHYME TIME**

**MATERIALS**
- 4 or More Players

**GOALS**
- Increased Mental Activity
- Faster Thinking Skills

**SETUP**
- Instruct players to sit in a circle.
- Pick one player to begin the game.

**TO PLAY**
- The chosen player should call out a word.
- The player next to him should then say a word that rhymes with the original word.
- Continue playing around the circle until a player:
  - Can't think of a word.
  - Takes too much time.
  - Repeats a word.
- The player who makes the mistake is eliminated.
- After that player is out, a new word is shouted and the game begins again.
- The last player remaining wins.

Adapted from http://pbskids.org/zoom/
STARE DETECTIVES

MATERIALS

- 1 or More Players
- Tray of Different Objects
  (Action Figures, Pens, Pencils,
  Coins, Etc.)
- Watch
- Paper; Writing Utensil; Towel

GOALS

- Increased Mental Activity
- Friendly Competition
- Attention to Detail

SETUP

- Arrange assorted objects randomly on a tray.

TO PLAY

- Tell players that they have only 15 seconds to study the tray and try to remember all of the objects.
- Time the players. After time is up, cover the tray with a towel.
- Give the players 20 seconds to write down every object from the tray that they can remember.
- Instruct players to compare their lists.
  - Tell players to cross off any object that is on another player’s list.
- The player with the most objects left on his list wins.

Adapted from http://pbskids.org/zoom/
ANIMAL ALPHABET

MATERIALS

- 6 or More Players
- Watch

GOALS

- Increased Mental Activity
- Friendly Competition
- Faster Thinking Skills

SETUP

- Divide players into two equal teams.
- Instruct the teams to line up and face each other.

TO PLAY

- The first player on one team should yell out an animal (ex: cat).
- The first player on the other team must then yell out another animal that begins with a “C” (ex: cheetah).
- The two players should continue shouting out “C” animals until one of them can’t think of another word.
- Once one player loses, he is traded to the opposite team.
- Continue playing for 5 minutes.
- The team with the most players at the end of 5 minutes wins.

Adapted from http://pbskids.org/zoom/
SPOT THE DIFFERENCE

MATERIALS

- 2 or More Players

GOALS

- Increased Mental Activity
- Attention to Detail

SETUP

- Instruct each player to pick a partner.

TO PLAY

- Players should examine their partners from head to toe (paying close attention to the small details) for two minutes.
- Tell all of the players to turn away from their partners and change three things about their appearance (ex: take out an earring or put shoes on the opposite feet).
- After each player makes three changes to their appearance, instruct them to face their partner again.
- Players should then attempt to spot the three differences in their partners appearance.
- Switch partners and continue playing for a predetermined period of time.
PARTY GUEST

MATERIALS

- 3 or More Players
- Notecards

GOALS

- Increased Mental Activity
- Creativity

SETUP

- Instruct each player to write popular character/actor names on each of the notecards.
- Designate one player as the “host” and all other players as the “guests”.

TO PLAY

- Each guest should pick a notecard without the host seeing.
- After each guest picks a card, they should come to the party acting as the character/actor on the card they chose.
- The host should then try to guess which character/actor each guest is acting like.
- Once the host has correctly identified all of the guests, a new host should be picked.
- Continue playing for a predetermined period of time.

Adapted from http://pbskids.org/zoom/
MONKEY SEE, MONKEY DO

MATERIALS

- 3 or More Players
- Open Area

GOALS

- Increased Mental Activity
- Attention to Detail

SETUP

- Designate one player as the “guesser”.
- Instruct the guesser to leave the room.
- Designate another player as the “monkey”.
- Tell the monkey and the other players to scatter around the playing surface.
- Allow the guesser to reenter the room after assigning a monkey.

TO PLAY

- The monkey should do a subtle action.
- When the monkey does something, all of the other players have to do exactly what the monkey does (ex: if he scratches his arm, all of the other players have to scratch their arms as well).
- The guesser should try to figure out who the monkey is.
- If the monkey is caught, then she becomes the next guesser.

Adapted from http://pbskids.org/zoom/
**CATEGORY CARDS**

**MATERIALS**
- 4 or More Players
- Notecards
- Watch
- Writing utensil and Paper

**GOALS**
- Increased Mental Activity
- Friendly Competition
- Faster Thinking Skills

**SETUP**
- Make two sets of cards: one set should contain the letters A-Z and the second should contain different categories (ex: food, animals, jobs, etc.).
- Place all of the letter and category cards face down into 2 separate piles.
- Divide players into two equal teams.

**TO PLAY**
- Each team should choose one card from each category.
- After they both choose cards, each team has 30 seconds to write down as many words as they can that:
  - Start with the letter (ex: the letter “a”).
  - Belong to the category (ex: animals).
- The team with most correct words wins.

Adapted from http://pbskids.org/zoom/
As graduate students from Ball State University’s Fisher Institute for Wellness and Gerontology, we are passionate about wellness and strongly believe its pursuit can be fun. Therefore, we created *Fun Pursuits* in order to help kids realize and reach their full potential both now and in the future. We hope this booklet will serve as a resource for communities, schools, and beyond!

This book was a collaborate effort by:

- Joe Forshey
- Tom Fusee
- Kiley Kent
- Sam Lopez
- Lindsay Naso
- Whitney Roberson
- Tina Vannatta

A special thanks to Jane Ellery for her enthusiastic direction and Valerie Carnevale for her creative input!

Looking for an online resource? Check out our interactive version of this booklet at:

www.wix.com/FIwellness/funpursuits