

### **Bounce Like a... Game**

Tell the children that every time you count 1-2-3 then yell out an animal, they have to jump like that animal. Try frog, kangaroo, rabbit, then see what happens when you call out lizard, bird, elephant, fish and snail!!

### **The Giggle Game**

Have one child lie down in one corner of the moon walk, then have the next child lay down at right angles to the first child with his/her head on the first child's stomach. Have a third child lay down with his/her head on the second child's stomach. Keep on until everyone is lying down. Then have the first child say "HA". This will cause the second child to start laughing then the third, then so on.

You may have played this one before, but not in a moon walk!

### **Balloon Fun**

Grab some balloons and toss them in the moonwalk with the children. They can bounce with them and toss them in the air.

### **Tumble Races**

Have the children take turns with this one.

Line up 4 children on one side of the moon walk and when you say "GO" they somersault their way to the other side, touch the wall (or net) and then lay down and roll back to the other side.

*Make sure the somersaults are on the floor and NOT in the air.*

### **Red Light/Green Light**

When you yell "green light", everyone bounces. When you yell "red light" everyone freezes.

### **Simon Says**

You've played it before, but not in a moonwalk! This is a fun way to rotate kids when you have a large party. Try the following commands:

- Jump as high as you can
- Bounce like a cannonball (curl up in the air and bounce on your behind, all rolled up)
- Bounce on your rear
- Bounce on your knees
- Freeze!
- Roll Around
- Do a split in the air
- Jump with your arms over your head
- Add your own!

Anyone who does something Simon **didn't** say is out and gets out of the moonwalk and the next player comes in.

### **Four Corners**

Line the kids up and have them bounce in a row around the perimeter of the bounce, touching each of the pillars in the corners.

### **Last Bounce Out**

This is a great way to rotate children in and out of the moonwalk. It's similar to musical chairs. Play some music or just clap your hands while the kids bounce on their rear then back to their feet. Suddenly stop the music or stop clapping. Anyone who bounces after the music or clapping ends is "out" and gets out of the moonwalk and the next player(s) get in.

### **The Lost River**

The floor of your moonwalk is divided into stripes- designate one stripe as the "Lost River". Players must jump over the stripe but *not touch it*. Anyone who touches or falls into the river is out. Change which stripe is the lost river every few minutes.

### **Flag Tag**

Get a roll of streamers and tear 1 foot lengths off of it. Tuck one end of each streamer into each child's waistband then turn them loose! The goal is to collect as many other children's streamers while protecting your own. When your streamer is pulled, you have to get out (or sit down). The winner is the last child still wearing a streamer!

### **Number Switch**

Have the children number off. Make sure they remember their numbers! Then, have them scramble and sit in a circle. Have the birthday child stand in the middle of the circle. The birthday child then calls out 2 numbers. The children with those two numbers have to get up and trade spots while the birthday child tries to beat them to one of the spots. The person left standing calls out 2 more numbers and tries to beat those children to a seat. This one is good because it required minimal supervision and has most of the children resting (and rolling around during the action).

### **Freeze Bounce Dancing**

Play some music and have the kids bounce and dance, twisting and shaking. (You might even want to play "Twist & Shout" or something similar.) When the music turns off, everyone has to freeze until the music starts again. This is a hilarious game and will have everyone giggling at the silly poses and falling over.

### **Crab Kick**

Have each child lean back and lower themselves until they are on all fours- arms back, hands on the ground. Toss in a couple of balloons for them to kick around. See if anyone can get their balloon to hit the ceiling!

Harder variation- anyone whose bottom touches the floor is out!

### **Capture the Flag Game**

Get 2 or 4 colors of party streamers. Divide the children into 2 or 4 teams. Each team guards a corner pillar. (For 2 teams, have them guard opposite pillars.) Write each team's color on a sticky note and stick it on their pillar. This is their flag. Tear off about a foot of streamer and tuck the end of it into each child's waistband. The goal is to grab the other team's flag (sticky note) while guarding your own. To do this, get the other team "out" by grabbing their streamer and pulling it out. When your streamer is pulled, you have to get out of the moonwalk. The winning team is the one that captures all the flags (sticky notes). The winning player is the one who captures the most streamers!

### **Kids Sequence Game**

Have one kid do a move, such as hopping on one leg. Then everyone repeats the move. The next kid does the first kid's move, then adds one of his own. Everyone must then do the two moves together. The third kid does the first two moves, then adds one of her own. Everyone must do all three moves now. Anyone who forgets the order of the moves has to sit down. Last one to do all the moves correctly wins! *Make sure the moves are safe! No flips or aerial somersaults.*

### **Port and Starboard**

This is a memory and action game. On the command (from the list below) the children have to do the appropriate action. After a while, start removing the last player to comply, until only one remains.

**Port** (Run to one side of the moonwalk)

**Starboard** (Run to the other side)

**Captains Coming Aboard** (Stand to attention and Salute)

**Submarines** (Lie on the floor)

**Hoist the Mainsail** (Run on the spot - like climbing the rigging)

**Mess Deck** (Sit cross legged on the floor - ready for lunch)

**Sharks Ahoy** (jump, jump, jump - try to stay off the floor)

**Up Periscope** (Stand up straight and hold hands to eyes as though looking through binoculars)