

Games & Resources & G-Rated Humor

From Rick Gravrok for: children, adults, nature, peace & healthy community. Updated August 2022
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AS WITH ALL GAMES, be sure that all players understand that everyone is to **have fun & be safe**. Nobody gets hurt and everyone is responsible for safety, their own & others.

- Establish your GAME RULES and SAFETY AGREEMENTS before starting. Have players help to create the rules so that they will own them as their own and be more committed to them. Or if the rules are already established, at least get an agreement from everyone that they will abide by and support them. Players unwilling to abide by the group's rules can be asked to play some other game.

- **Affirm that PEOPLE are the MOST IMPORTANT part of any play and that people and HAVING FUN are more important than winning, scores or rigid rules.**

- If the rules aren't safe, fun or challenging enough, EMPOWER THE PLAYERS to change them.

CAUTION: Some of these are "soft war" games which are more physical - people can get hurt more easily - therefore extra care is required. A referee or ANYONE can call "safety" or "stop" to halt the action whenever play gets too rough. Then review or modify your rules as needed, recommit to them & continue playing.

Because there is risk - and if people are kept safe - players can come to trust each other more.

Check out www.nifplay.org and the work of Stuart Brown, M.D. to learn the necessity of play (including rough and tumble play) for the development of empathy, trust, etc. – the skills required for being a healthy person.

Here's the public radio interview of Stuart Brown: <http://www.onbeing.org/program/play-spirit-and-character/143>

----- games in alphabetical order • play at your own risk -----

Big Wind Blows: (Ten years old and up) One person is "it", everyone else sits in a chair** in a circle around "it". It calls out a category of people (e.g. : "Big Wind blows for everyone who ... likes to fish"). Everyone who fits the category runs to a new chair, but not the chairs next to themselves and you can't go back to your former chair. "It" also tries to get a chair. The one who ends up without a chair is the next "it". When "it" wants everyone to run, they call out "HURRICANE". ** If you don't have chairs, split the group into two, one group forms the circle and they become the "chairs" - not for the other players to sit on, but to stand in front of. Switch the two circles occasionally.

Blanket Ball: Equipment: 1 or 2 (or more*) large balls (volleyball, large exercise or beach balls) and a strong blanket or towel for each team (approximately 4' x 4' but they don't need to be square). Each blanket is held around the edges by 4 to 12 players. Each team will take turns tossing the ball to the other team. Try tossing two balls at one time. See how many times teams can catch it without dropping it. Play on opposite sides of a net if you'd like. *Or try a circle of 3, 4 or more blanket teams, and all toss to the next team all at the same time. Or use water balloons for outdoor fun.

Boomer Ball: (in the tradition of the Mark Deziel families) **This is like kickball with some fun changes.**

1) Use a big fat plastic bat and a large light-weight plastic ball 12" or so. Anyone can bat or play any field position at any time in collaboration with other players. There are no teams, be a fielder or line up to take your turn at batting. The batter keeps batting until they hit the ball (no strike outs). Runners are out when tagged, or hit by thrown ball (no head-shots), or if their fly ball is caught. The runner can hold onto the bat for protection but only as far as first base. If a child under seven is running and the batter's fly ball is caught, they do not need to tag up. Stealing bases is OK anytime after a ball is pitched (watch out for fake pitches) but if the ball is fouled the stealer must go back and there's no stealing if there's no catcher. There is no limit on the number of bases run on overthrows. **Alternatives:** 1) A child too small or young to bat can kick the ball. Let the least experienced kids stay at the nearest base after they are tagged out so they can eventually get to home base. 2) "Pitcher's Ammo" is a version where the pitcher has 2 or 3 extra balls which can be thrown at runners but only after the ball has been fielded. Pitcher's Ammo can also be used if you decide to allow stealing when there is no catcher. Play this version only with older kids and adults.

Chair Challenge (All ages - this challenge works best when players are approximately the same size.): This is like regular Musical Chairs except that teamwork is required and there are only winners and no losers. When the music stops and someone finds themselves without a chair to sit on, find a lap to sit on instead. By the end of the game, there will be one chair and everyone sitting on someone's lap. To keep this from putting too much weight on each other, teach players to sit with their legs together so people can sit with their weight on each other's knees.

Cougar Stalking Deer Game - A Wilderness Awareness Game. (6 years & older) One person becomes a deer out in a field eating grass. Everyone else is a cougar starting from behind a line. Cougars sneak up on the deer from behind. Occasionally the deer turns around to look for danger, if it sees any cougar moving, they go back to the beginning and start over. The first cougar to touch the deer without being seen, is the next deer.

“Play games that build intimacy” – Craig McClain, co-founder of the Boys To Men Mentoring Network

Counting Coup (or Woodtick) with clothespins - A Wilderness Awareness Game. (6 years & older) This game can be played for a certain amount of time, or it can be an ongoing challenge throughout the entire event whether it's for an hour or for a whole weekend. Use clothes pins, sneak up on each other, and try to clip one onto someone else without being noticed. And be careful to not let someone else count coup on you! **ALTERNATIVE:** Make the game more challenging by eliminating the option of clipping onto someone's back side.

SOME HISTORY: Coup was counted among native peoples in battle to establish a higher position in the tribal honor system. Status mattered, and competition to count the greatest coup was intense. Personal exploits of exceptional bravery and daring counted most. Killing an enemy at long range counted no coup; winning by overwhelming numbers counted no coup. But the solitary warrior in a headlong battle charge climaxed by harmlessly touching an enemy scored a coup; honors were given for the daring required of close contact.

Dodge Ball & Trench (great for teens & older) These are "soft war" games. A 10 to 12-inch playground ball is thrown at other players, the thrower's goal is to hit someone with the ball such that the ball is not caught, then the person who got hit is out. The receiver's goal is to catch the ball and avoid being hit. If a player's throw is caught, then the thrower is out.

TRENCH: Two teams play in a gym, field or on a court where each team plays from their side of the dividing line. There is also a zone (the trench) behind each team. Players go into trench behind the other team when they are out. If you get someone out while in the trench, you return to your team's main playing area.

DODGE BALL: In this version, it's everyone for themselves. Players move about freely, choosing boundaries is optional. When someone is out, they can keep playing, or you can make a rule: where you can't play again until the person who got you out gets out.

Eagle Eye - A Wilderness Awareness Game. (1st grade and older) Played outdoors usually. One person is selected to be "Eagle Eye" who will stand in one spot, with eyes and ears covered and count slowly to 40. Everyone else (besides the facilitator) hides within forty feet. The catch is that they have to be able to see Eagle Eye with at least one of their eyes at all times. Eagle Eye will then open their eyes and look around *without moving* from the spot. They can turn around. If someone is spotted then that person is captured and comes to stay quietly near Eagle Eye until the start of round two. It is important for those captured to not point out others or give any hints. After Eagle Eye has spotted everyone they can, that round ends, and all of the captured people become additional Eagle Eyes. This time the Eagle Eyes only count to thirty and everyone must move to a hiding place within thirty feet. After counting, all of the Eagle Eyes look for people hiding. The game ends when only one person is left out hiding. That person can then be the new Eagle Eye.

Elbow Tag: (1st grade & older) Form pairs by finding one partner to hook elbows together with. The hand of the unhooked arm goes on your waist so your elbow sticks out - forming a handle ready to be hooked onto. Spread pairs around the space with room to run between the pairs. One unpaired person is chased, another person is "it" and the game of tag is on. If the "chased" person hooks elbows with anyone, they are safe, and the partner on the other side of the pair is now the "chased". If runners are taking too long to hook up with someone, start counting to 10 and the "chased" must hook up to someone by the count of 10 or they become it. The chaser can change chasers in a similar fashion.

Hat Game (2 - 4 young children per adult) Adult(s) wear a hat, play on grass or another soft surface. Kids goal is to get the hat off the adult. Adult will only stand up if appropriate for the ages/sizes of the kids

I Spy! I Spy! One player hides a small object while all others are out of sight counting to thirty. Then as they look for it, the hider advises them when they're "warm" (close) or "cold" (far away). The person who finds it yells out "I Spy!" and becomes the next hider, or chooses someone else if they've already had chances.

Knock Your Socks Off (Ages 6 & up): from pg. 117 of MORE NEW GAMES - CAUTION This is a "soft war" game*. All players are to have only socks on their feet. Object of the game is to pull the socks off of each other without having yours taken off by someone else. This is a good game to **use consensus decision making** to create the rules and the safety guidelines. This can take 10 to 20 minutes and it will help create a greater sense of trust and community if done properly. **As a minimum for safety:** anyone who stands up on their feet or kicks is out of the game (at least for a while).

Knots : (8 years & older) Divide into groups (8 or more per group). Have each group stand in a circle. Everyone then reaches out with both hands and grabs the hands of someone not next to themselves. Make sure that you do not take the hands of the same person. When all players have grabbed hands, they have now become a "human knot". The challenge is for each group to cooperatively untangle themselves by weaving and crawling through or around each other's arms and/or legs, **WITHOUT** letting go of hands. The result should be circle(s) of untangled humans, but it doesn't always work out. Practice once or twice, and then time your group(s), or just see which group can get done first.

Alternatives for Knots: Start out as one complete circle with everyone holding hands. Then, without letting go, get yourselves tied up into one big knot. If folks prefer to not play or if someone has a handicap, they can have the job of directing the group in how to unknot themselves.

You can discover more about a person in an hour of play than in a year of conversation. – Plato

Pattern Toss (a.k.a. **Group Juggling**) : (3rd Grade & older): Eight or more players stand in a circle. A leader will toss a catchable object (soft shoe, beanbag, whatever) to someone across the circle. That player will then toss the object to someone else. Keep doing this and remember whom you tossed to and whom you are catching from as you create the group's juggling pattern. Call out the name of the person to whom you are tossing the object to just before tossing to them. Once everyone has become a part of the pattern, keep the object going in the same pattern and gradually add in more objects. Soon the air will be full of flying objects and fun.

Red Handed. (Ages 4 and up) Circle of players sit on the floor (or stands) around someone who is "it". A 'red' penny is secretly passed around the circle while "it" tries to guess who has the penny. If you're caught red-handed, you become the next "it". To start the game, "it" counts to ten with eyes closed while the penny starts to get passed around the circle. To fool "it", everyone is to pretend that they are passing the penny even when they don't have it. To spice up the game, the leader can secretly add another penny or two to the game.

Sardines. (5 years & older) Played indoors or outdoors like a game of Hide 'n' Seek, except that when you find the person who is hiding, you are quiet and instead of giving away their hiding spot, you snuggle down in with them, like a sardine in a can and wait for the other seekers to do the same. The last one can be the next one to hide.

Slap Happy : (All ages) A circle of players stands with one hand held out, around the "happy slapper", ready to have their hands slapped. Someone calls out the name of a player who is a part of the circle. Slapper will then try to slap that person's hand. If your name was called, you try to call out the name of someone else in the circle before you get your hand slapped. Slapper will then try to slap that person's hand instead of yours. If you get your hand slapped, or pull your hand away, or call a wrong name, you become the next "happy slapper" in the middle. When there is a new slapper, the person who was last it, calls out a name to start the next round.

Smaug's Jewels : Smaug is the dragon in the Tolkein (Hobbit) Trilogy who guarded the treasure under the mountain. One person plays Smaug and stands over (no kneeling) a beanbag or tennis ball. This is Smaug's treasure to protect. The circle of Hobbits stand around Smaug and try to snatch the treasure without being tagged. If tagged, they're out. If a hobbit grabs the treasure without dropping it, the crafty Hobbit is the next Smaug.

Speed Ball (Super Silent): (5 years & older) A group of players spread out across the play area, in or outdoors, even in a classroom works (if breakable items are first set on the floor). A Ball is tossed quickly from one player to another. If a person drops a well-thrown ball, s/he sits down. If a person talks they must sit down. (This is the Super silent version). If a person takes too long to get rid of the ball, they sit down. If person throws a ball poorly, e.g. below the knees, and the intended receiver does not catch it - the thrower sits down - in other words it needs to be a catchable throw. The person throwing the ball can move one foot to pivot. When a ball is tossed to someone who's sitting and if they catch it, they get to stand up again. **The goals are to: keep all players standing (cooperation); be silent if you choose that version; go fast; and have fun.** You can choose someone to be the referee who points to people who must sit down because they took too long, made a poor throw, or talked. This is a good wind down/ transition game.

RESOURCE LIST

For Fun, Wisdom and for Safe, Healthy Children, Schools & Community:

"**LAST CHILD IN THE WOODS - Saving our Children from Nature-Deficit Disorder**" by Richard Louv

"**EMOTIONAL INTELLIGENCE - Why it can matter more than IQ**" – book by Daniel Goleman

"**JOURNEYMAN**" – an award-winning documentary film that explores mentoring, rites of passage, and male culture in America. It highlights 2 boys & their experience in a unique mentoring program www.mirrormanfilms.org

"**COYOTE'S GUIDE to Connecting with Nature For Kids of all Ages and their Mentors**" www.coyotesguide.com

"**CoHousing, A Contemporary Approach to Housing Ourselves**" by Durrett & McCamant. www.cohousing.org/
The CoHousing Company is at: www.cohousingco.com The CoHousing magazine is at www.cohousing.org/magazine

"**Play**" a book by Dr. Stuart Brown, MD and Christopher Vaughan www.nifplay.org/

Playing by Heart: The Vision & Practice of Belonging O. Fred Donaldson, Health Communications

GETTING TO YES, Negotiating Agreement Without Giving In - by Fisher & Ury, of the Harvard Negotiation Project

"**Manual for the Peacemaker – An Iroquois Legend to Heal Self & Society**" - Jean Houston with Margaret Rubin

PEACEMAKING CIRCLES - From Crime to Community, book by Kay Pranis, Judges Stuart & Wedge

Peaceful Parents, Peaceful Kids - Practical Ways to Create a Calm and Happy Home, by Naomi Drew

"**THAT'S ENOUGH!**" A 12-minute film about bullying & school shootings. www.angeresources.com/ Locally produced by Dr. Michael Obsatz, In the film, some of us from the Boys To Men Mentoring Network played some of the roles. At the end of the film there is a short interview with Michael.

Raising Nonviolent Children in a Violent World, Michael Obsatz Augsburg Fortress

Bang, Bang, You're Dead. A GREAT full-length movie to get kids talking about bullying, school violence, etc. http://en.wikipedia.org/wiki/Bang_Bang_You're_Dead Get the script and do it at your school like so many others have.

"**TOP 20 TEENS** - Discovering the Best-Kept Thinking, Learning & Communicating Secrets of Successful Teenagers" They provide trainings in the Twin Cities and around the country www.top20training.com/

GROWING UP AGAIN - Parenting Ourselves, Parenting Our Children by Jean Illsley Clarke & Connie Dawson, Jean Illsley Clarke is the author of: **SELF-ESTEEM - A Family Affair**

Reviving Ophelia : Saving the Selves of Adolescent Girls by Mary Pipher

"**MAN MAKING - Men Helping Boys on their Journey to Manhood**" book by Earl Hipp www.Man-Making.com

Raising Cain : Protecting the Emotional Life of Boys - by Dan Kindlon & Michael Thompson

"**THE DANGEROUS BOOK FOR BOYS**" by Conn & Hal Iggulden, 2007

HELP - For Parents of Children from Birth to Five - by Jean Illsley Clarke, solutions for practical problems.

Dr. James Comer, the nation's foremost school reformer, goes to the heart of the matter in his book: "**Waiting for a Miracle**" and "**Rallying The Whole Village**" <http://info.med.yale.edu/comer/>

"**Happiness Is A Choice**" & "**To Love Is To Be Happy With**" - books by Barry Neil Kaufman [ask for free CD]

"**New Games**" and "**More New Games**" books by the New Games Foundation (try used book stores, eBay, etc.)

"**Silver Bullets - A Guide to Initiative Problems, Adventure Games and Trust Activities**" and

"**QuickSilver** - Adventure Games, Initiative Problems, Trust Activities and a Guide To Effective Leadership" by Karl Rohnke & Steve Butler www.pa.org Project Adventure info@pa.org

The Wonder of Boys, by Michael Gurian (great for Mentors, teachers & parents)

Reviving the Wonder - 76 Activities that Touch the Inner Spirit of Youth, by Ric Stuecker & Frank Dilallo

Alfie Kohn has several great books: **“What to Look for in Classrooms”**, **“Punished by Rewards”**, **“Beyond Discipline”**, and **“The Schools Our Children Deserve”**. If you believe that competition is "natural" or better than cooperation, check out his book: **“No Contest - The Case Against Competition”**

I'd Rather Teach Peace - Colman McCarthy ISBN: 1570754306

LIES MY TEACHER TOLD ME - Everything Your American History Book Got Wrong, James Loewen

A People's History of the United States, by Howard Zinn Some colleges use it as a text book

Nonviolent Communication - A Language of Compassion, by Marshall Rosenberg, Ph.D.

Puddle Dancer Press www.puddledancer.com cnvc@compuserve.com 1-818-957-9393 www.cnvc.org

The Chalice and the Blade , by Riane Eisler (A look at partnership cultures and dominator cultures)

----- **INDIGENOUS WISDOM & WILDERNESS AWARENESS** * -----

My 3 favorite TOM BROWN JR. BOOKS are: "THE TRACKER" (Start w/ it) ; "THE SEARCH";

"THE WAY OF THE SCOUT ": He has over a dozen more books including: "TOM BROWN'S FIELD GUIDE TO NATURE AND SURVIVAL FOR CHILDREN". www.trackerschool.com

** I have recorded a collection of stories by Jon Young (Tom Brown Jr.'s first student) which are great fun, full of adventure and contain the native wisdom of: Grandfather Stalking Wolf (an Apache elder) - Ask for a FREE CD.*

Jon Young's **WILDERNESS AWARENESS SCHOOL**: www.wildernessawareness.org/

"Secrets of the Talking Jaguar" - by Martín Prechtel, www.floweringmountain.com

"Of Water and the Spirit" & "The Healing Wisdom Of Africa" - Malidoma Somé www.malidoma.com

----- **See how Democracy came to our founding fathers from the Native Americans !** -----

WHITE ROOTS OF PEACE, Paul Wallace Santa Fe: Clear Light '94 [[with the PEACEMAKER story](#)]

"EXILED IN THE LAND OF THE FREE: Democracy, Indian Nations and the US Constitution" Oren Lyons, John Mohawk, Clear Light Publishing, Santa Fe, NM 1992

FORGOTTEN FOUNDERS: How American Indians Helped Shape Democracy - by Bruce E. Johansen, 1992

----- **TRUE STORIES OF ANIMALS AT PLAY** -----

“Buffalo Games” story, pg. 225 of “Chicken Soup For The Pet Lover’s Soul”

"Animals At Play", pages 2-35 of NATIONAL GEOGRAPHIC, Vol. 186, No. .6, Dec. 1994

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G - RATED HUMOR

By Funmaster Rick Gravrok rick.gravrok@gmail.com StandUpDaily.org Venmo: Rick-Gravrok updated Aug. 2022

What do you call a Lazy Baby Kangaroo? A Pouch Potato
I went to buy some camouflage trousers the other day but I couldn't find any.
How do you know when a joke is a Dad joke? When it becomes a-parent
Why did the woman get a job at the bakery? She kneaded the dough.
Why do gorillas have big nostrils? Because they have big fingers.
Knock, knock. Who's here? Tyrannosaurus Rex. T- rex who? Tyrannosaurus wrex everything
What do you call a fly that doesn't have any wings? a walk
Why did the booger cross the road? Because the kids kept picking on him.
Why do polite people NOT like the number 288? It's 'two' gross [144 = 1 gross = a dozen dozen]
I did a theatrical performance about puns. It was a play on words.
I changed my iPod's name to Titanic. It's syncing now.
What happens if you do not pay your exorcist? You get repossessed!
Why did the bald man want to keep his comb? Because he couldn't part with it.
Why did the mushroom get invited to all the parties? Because he was a fun-guy (fungi)
My partner told me to stop impersonating a flamingo. So, I had to put my foot down.
What does a ghost call an owie? A boo-boo
How do you make a Kleenex dance? Add a little boogie
What did the mother buffalo say when her son went off to play? Bi-son !
What did the judge say when she sat down in a dentist chair? Do you promise to pull the tooth, the whole tooth, and nothing but the tooth?
A boy asked his father, can you please explain to me what an eclipse is? Father's reply: No son
What do you call a pig that does karate? A pork chop !
I used to be addicted to the 'Hokey Pokey'. But then I turned myself around.
To play a joke on John Glenn after he was first to orbit the Earth, everybody put on gorilla costumes.
Did you hear about the kidnapping? Oh no... He woke up.
When playing games, what kind of animal do you NOT want to play with? A Cheetah!
Why did the spider cross the electronic highway? To get to his website.
I know a guy who's addicted to brake fluid, but he says he can stop anytime.
The following all have the same answer: What is greater than God? What is worse than Satan? What is that rich people need? What is it that poor people have? What is it that Kindergartners think is better than candy? If you eat it - you'll die. the answer to all is: "Nothing!"
Why was Tigger looking in the toilet? He was looking for Pooh
Why did the rooster cross the road? To prove he wasn't chicken
RIDDLE: What goes around the world - but always stays in the corner? A stamp.
RIDDLE: What runs around the yard but never moves? The Fence.
What did Shakespeare call a tiny pig? a Hamlet
What do you call a cow w/ no legs? Ground Beef
What do you call a dog w/ no legs? It doesn't matter what you call it - it won't come anyhow!
What did the Zen Buddhist monk say to the hotdog vendor? Please make me one with everything.
When he got no change for \$20 bill, Vendor explained that "change comes from within".
What happened when they tried to clone Yogi Bear? They had a little trouble, they made a Boo Boo.
Why do bears not wear shoes? Because they have bear-feet.
I stayed up all night wondering where the sun went, then it dawned on me. ☺

• Check out my website where my joke list, bubble recipe, fun and more are available: StandUpDaily.org

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