

G - Rated Dad Humor (Games on side 2)

Funster Rick, 952-220-8153 rick.gravrok@gmail.com StandUpDaily.org VENMO: Rick-Gravrok updated July 2025

“The human race has only one really effective weapon and that is laughter.” – Mark Twain

What do you call a Lazy Baby Kangaroo? A Pouch Potato
What did the mother Buffalo say when her son went off to play? Bi-son!
How do you know when a joke is a Dad joke? When it becomes a-parent.
How do you make a Kleenex dance? Add a little boogie.
Where do bad rainbows go? To Prism. with a light sentence; and time to refract or reflect.
Knock, knock. Who's there? Tyrannosaurus Rex. T- rex who? Tyrannosaurus wrex everything
Why did the booger cross the road? Because the kids kept picking on it.
Why did the guy, or the gal or the they get a job at the bakery? They kneaded the dough.
Why do polite people NOT like the number 288? It's 'two' gross [144 = 1 gross = a dozen dozen]
The theatrical performance about puns was a play on words.
A baby motto: If at first you don't succeed, cry, cry, cry again.
What happens if you do not pay your exorcist? You get repossessed!
Why did the bald man want to keep his comb? He couldn't part with it.
What is an astronaut's favorite part on a computer? The space bar
My partner kept bugging me to stop impersonating a flamingo, *so finally*, I had to put my foot down!
What did the judge say when the judge sat down in a dentist chair? She looked up at the dentist
and she said: Do you promise to pull the tooth, the whole tooth, and nothing but the tooth?
Why do gorillas have big nostrils? Because they have big fingers.
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 I turned myself around.
Why aren't dogs or horses good dancers? Because they have two left feet.
To play a joke on John Glenn after he was first to orbit the Earth, everybody put on gorilla costumes.
What do you call a fly that doesn't have any wings? A walk
How do you know when an adult is see-through? When they are trans-parent.
I know a guy who's addicted to drinking brake fluid, but he says he can stop anytime.
The following all have the same answer: What do Kindergartners think is better than candy?
What do rich people need? What is it that poor people have? What is greater than God?
What is worse than the devil? 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
How do you keep someone in suspense? I'll tell you later...
What goes around the world - but always stays in the corner? A stamp.
What runs around the yard but never moves? A Fence.
What did Shakespeare call a tiny pig? a Hamlet
What do you call a cow with no legs? Ground Beef
What did the Zen Buddhist monk say to the hotdog vendor? Please make me one with everything.
What happened when they tried to clone Yogi Bear? They had a little trouble, they made a Boo Boo.
I stayed up all night wondering where the sun went, then it dawned on me. ☺



Rick Gravrok – Funster, provides Big Bubble fun and collaborative play. His Dad Joke & Games list, Bubble Juice recipe and other free resources are at <https://standupdaily.org/> with Bubble Wands, customizable yard signs, etc. for sale and at his St. Louis Park, MN home. rick.gravrok@gmail.com 952-220-8153 Venmo: rick-gravrok

Instead of asking kids “How was school today?” Ask: “How were you helpful today?”

Play for precious Laughter and Collaborative Fun

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 him/herself/ze 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, he/she/ze calls 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 sometime.

Blanket Ball: Equipment: 1 or 2 large balls (e.g. large exercise balls) and 2 blankets, one for each team (at least 4' x 4' round or square). Each blanket is held around the edges by the players. Each team will take turns tossing the ball to the other team. Try tossing 2 balls at the same time and/or use water balloons. <https://tinyurl.com/2BlanketBalls>

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

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, that cougar goes back to the beginning and starts over. The first cougar to touch the deer is the next deer.

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 pairs. One unpaired person is chased, another person is "it" and the game of tag is on. When it tags someone, it becomes the chased player. If the chased person hooks elbows with anyone, they are safe, and the partner on the other side of the pair is now chased. You can also make a new it in the same fashion. <https://tinyurl.com/ElbowTag>

"An enemy is someone whose story you have not heard" - <https://paulkchappell.com>

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 him/her. 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 5 and up) A circle of players sits 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 into the game.

"Am I not destroying my enemies when I make friends of them?" - Abraham Lincoln

Sardines. (5 years & older) Play indoors or outdoors like a game of Hide 'n' Go Seek, except that when any seeker finds the person who is hiding, instead of giving away the hiding spot, quietly snuggle down in with others in that hiding spot, 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.

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, tennis ball, etc. 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.

Woodtick or Counting Coup - A Wilderness Awareness Game. (6 years +) This game can be played for a while, or it can be an ongoing challenge throughout the event whether it's for an hour or more. Use clothes pins to sneak up on each other, and try to clip one onto someone else without being noticed. If someone doesn't want to play, respect them.

"Be Curious, not judgmental" – wonderful Ted Lasso TV series (quote from Walt Whitman)