Rules for Three Group Games

Blind Man's Bluff
For three or more players Ages 5 and up Materials: one blindfold

How to play:

1. Decide who will be IT first.
2. The IT is blindfolded and spun around a few times and then stopped.
3. The others gather around IT and make funny noises or call the ITs name.
4. IT tries to tag another player.
5. First person tagged is now IT and game starts again.

SPUD

Best with a large group Ages 5 and up Materials: one playground ball

How to play:

1. All players are assigned a number which they must remember.
2. One player is chosen to be IT first.
3. IT throws the ball high up into the air and calls out another player's number. Everybody runs away except for the player with that number who must run to catch the ball.
4. When s/he gets the ball, s/he calls, "Spud" very loudly and everybody freezes where they are.
5. The player with the ball may take four big steps towards any player and throw the ball at him/her (below the waist). A player that is hit by the ball becomes the new IT. If no one is hit, the player who called "Spud" is IT again. Repeat steps 3-5.
Heads up, Seven Up

Best with a large group Great indoors on a rainy day

How to play:

1. Choose seven students to stand in front of the class.

2. The rest of the students put their heads down on their desks with their thumbs up. No peeking allowed!

3. Each of the seven standing students pushes down the thumb of one sitting student.
   (This student keeps his/her thumb down so no one else pushes it.)

4. When all seven students have touched a thumb and have returned to the front of the class, they call out "heads up, seven up."

5. The seven tagged students stand up. They each get one chance to guess who touched their thumb.

6. If a student guesses correctly, he/she gets to stand up for the next round. The person who touched his/her thumb sits down. Repeat steps 2-6.