

Steff and Nonsense Party Game Ideas

If you are having face painting or glitter tattoos at your party, it is a good idea to organise some games during this time, because otherwise the children will all just wait in line to be painted. I will give each child a number so they can go and play without worrying about losing their place.

Suggested games:

Simon Says: the play leader says "Simon says" followed by an action, ie. Simon says jump up and down, Simon says poke out your tongue etc. and the children all do the action. If the leader says the action WITHOUT "Simon says" at the beginning, the children must not do it. The sillier the actions and the faster you call out instructions the funnier it is! Here are some fun ones: Jump up and down, shake your head, laugh out loud, hop like a frog, be a dog, crawl like a snake, stand on your head, dance in place, act like a chicken, do jumping jacks.

Blindman's Buff: Blindfold the birthday child. They are called the "blindman". The blindman is spun around three times while the other players find a place to stand in the room. Once positioned, these players are not allowed to move their feet. However, they can move their bodies to avoid being touched. The blindman moves around until they touch someone. Then the blindman, by feeling the face of the person they touched, has to guess who the person is. If the blindman guesses correctly, the tagged player becomes the blindman.

Squeak Piggy Squeak: Similar to Blindman's Buff, but when the blindfolded person touches someone, they tell them to "Squeak Piggy Squeak". The captured person must squeak, helping the blindman to guess who it is.

Limbo Game: Two older kids or adults hold a pole or broomstick at child's height. Start the music and have the children bend backwards and walk under the pole without touching it. After each round lower the pole an inch or two. If a player touches the pole, they are out.

Musical Chairs: The children dance round some chairs, then when the music stops they all try to sit down. Any child who is without a chair has to sit the rest of the game out. Gradually chairs are removed until there's only one left.

Pass the Parcel: A many-layered parcel is passed around. Whoever has it when the music stops gets to remove one layer. In the middle is a prize. If you don't want anyone to lose, put a prize in each layer and rig it to ensure everyone wins at least once. Alternatively, put some forfeits in as well.