



Malinda Martha and Her Skipping Stones

Activities and Games of the Month

Activity: **Song**

Skipping Stones Song & Jingle. *(Song and lyrics available as free download)*

Games: **Air Balloons** *(to Skipping Stones Song & Jingle)*

Balloon and Bubblegum Relay

Tongue Twisters

(adapted from Chinese Whispers/Message mix-up)

Skipping Stones.

(adapted from Cake Walk)

Skipping Stones Relay

(adapted from Bean Counter Relay)

Game: **Air Balloons**

Needed: Balloons. Skipping Stones Song & Jingle. *(Song and lyrics available as free downloads)*

Objective: Keep the balloons floating in the air for the time it takes to sing or listen to the Skipping Stones Song & Jingle.

Rules: Form two circles and start the balloon going around from player to player, keeping the balloon in the air at all times. The circle that keeps its balloon up the longest wins. Repeat as long as there is interest.

Activities and Games of the Month, continued

Game: **Balloon & Bubblegum Relay**

Needed: Balloons. Bubblegum (wrapped, individual pieces). An open space with a non-slip floor.

Rules: Blow up the balloons, with a wrapped piece of gum inside each one. Set the kids in lines of two or three teams. Place a balloon at the finish line for each team. When you say, "Go!" a player will skip to the finish line and pop the balloon, grab the folded piece of gum that was inside, unwrap it, and blow a full bubble. Once the player has blown the full bubble, he/she may skip back to the beginning of the line, touch the next player's hand, and it continues until the first team to finish wins. (As each player is skipping back to the beginning of the line, place another blown up balloon, with a wrapped piece of gum inside, at the finish line.)

Game: **Tongue Twisters** *(adapted from Chinese Whispers/Message mix-ups)*

Objective: Send messages around the circle and listen to the last message. Then have the starter tell the beginning message.

Needed: Cards with tongue twisters, to give to the "starters". Cut from attached sheet.

Players: 6 or more players

Rules: This game is intended for a group. The group sits in a circle. The groups should be spaced about arms length apart. Give the "starter" (could be the birthday child) a card with a tongue twister. (For example, a short tongue twister like, Skipping stones spin shapes that shimmer OR choose from the list of tongue twisters)The "starter" covers the card and whispers a tongue twister into the ear of the person sitting to the right of him/her (and so on until the message travels all the way around the circle). The tongue twister is whispered once. The new messenger then whispers the tongue twister into the ear to the one to his/her right, and so on. When the tongue twister has traveled all around the circle and reaches the person sitting to the left of the "starter", that player announces the tongue twister out loud. The "starter" then reads the original tongue twister from the card. Seldom does the message arrive in its original form. As you can imagine, there is going to be quite a difference between the two messages. The person to the right gets to be the next "starter". Variation: Start one tongue twister to the right, then start one tongue twister to the left and see what happens. Tongue twisters are fun messages to send.

Game: **Skipping Stones** *(adapted from Cake Walk)*

Objective: Be on the winning number when the music stops.

Needed: Skipping Stones Song & Jingle. *(song and lyrics are available as free download)*

continued

Activities and Games of the Month, continued

Skipping Stones, continued

Numbered papers to walk on. Tickets with corresponding numbers. A hat or jar. Prizes. *(optional)*

Rules: Mark off a circle in the walk area. Set up a pathway of numbered squares and have corresponding tickets numbered in a jar or hat. Usually you'll want to have at least 12 to 18 squares, players, and tickets. Have at least as many numbers on the ground as there are children (1-10) present. The children skip around stopping on each number and moving on around the numbers, skipping around some more until the music stops. Players are to start by standing on a square that is numbered, one person per square. Start playing music (Skipping Stones Song & Jingle) and each player should skip around the path of numbers. Stop the music after 10-30 seconds. When the music stops, players should end up on a numbered square. Once everyone has a number to stand on, pull out a numbered ticket randomly from the jar or hat. The player standing on the corresponding number wins. This a very popular game so make sure you have a lot of numbered squares. If no one is standing on one of the numbers pulled, pull out another number until someone wins. Continue as long as there is interest. (Note: If you want to give prizes, put numbers on some small prizes, and if a player is standing on the corresponding number of the prize when the music stops, he/she wins the prize. OR credit the player with the number and total the numbers at the end of the party and give prizes in order of biggest total first.)

Game: **Skipping Stones Relay** *(same as Bean Counter Relay)*

Objective: A relay race where you fill an egg carton with beans.
(Imagine the egg carton as a beach for collecting stones and the beans as stones to skip.)

Needed: Beans. Two bowls. Two egg cartons

Catagories: Groups. Relay Race. Birthdays. Kids.

Setup: Determine a starting line and a turn back line about 15 feet apart. Divide into two even teams and have them line up at the starting line. Place a bowl of beans at the turn back line for each team. Place an egg carton at the midway point between the two lines.

Rules: Players skip to the turn back line, pick up one bean and skip back to the egg carton and put it in. In one version, players simply fill the carton (usually 12 egg) with one bean per cup. In a second version, you write a number from 1 to 5 in the bottom of each cup and players must fill each cup with beans matching the number written in the cup. The team that fills up the carton first, wins.

Tongue Twisters Game Cards

Make cards by cutting along the trim lines.

Skippping stones
skim 'n skip 'n spin shapes
that shimmer

How much wood would a woodchuck chuck
if a woodchuck could chuck wood?
If a woodchuck could chuck wood,
a woodchuck would chuck
as much wood as a woodchuck could chuck.

A flea and a fly in a flue.
Said the fly "Oh what should we do?"
Said the flea, "Let us fly."
Said the fly, "Let us flee."
So they flew through a flaw in the flue.

Peter Piper picked a peck of pickled peppers.
A peck of pickled peppers Peter Piper picked.
If Peter Piper picked a peck of pickled peppers,
where's the peck of pickled peppers
Peter Piper picked?

Sally sells seashells by the seashore.
The shells Sally sells are surely from the sea.
She's sell more shells in a shell store.

A sailor went to sea To see, what he could see.
And all he could see Was sea, sea, sea.

Stu chews shoes,
should Stu choose the shoes he chews?

Bubble bobble, bubble bobble, bubble bobble.

Silly sheep weep and sleep.

Anoisy noise annoys an oyster.

The big beautiful blue balloon burst.

Bobby Blue blows big blue bubbles.

Buy blueberry biscuits before bedtime.

Books cook cupcakes quickly.