BIRTHDAY GAME IDEAS



MYSTERY BAG

Prep Time: 8 - 10 minutes

- 1. Gather some brown paper lunch bags and place a different object into each one the more creative the better!
- 2. Let each child stick their hand in each bag and try to guess what it is without looking.
- 3. The child with the most correct guesses wins. The older the group, the more difficult you can make the game.

Tip: Use half an apple, peeled grapes, spoon, Q-tips and cotton balls, tube of toothpaste, action figure, tissues, remote control, corn on the cob, socks folded into a ball, plastic Easter eggs.



BALLOON BURST CHALLENGE

Prep Time: 10 - 15 minutes

- 1. Prep pieces of paper with challenges or trivia questions written on them. Place inside a blown-up balloon.
- 2. Have kids bop the balloons into the air while dancing to music.
- 3. When the music stops, the last child to touch the balloon must pop it and complete the challenge inside.

Tip: Require the child to pick up the popped balloon piece before the rest of the kids get another balloon for the next round. This will minimize your clean up later!



MATCH HUNTING

Prep Time: 5 - 15 minutes

- 1. You can either use a memory game you already have or print and cut out matching pictures from the Internet.
- 2. Hide half of the cards around your playing area and divide the other half among the players.
- 3. The object of the game is for the children to find all the matches to their cards. Reward them with a small prize.

Tip: Perfect for the 8 and under crowd.



FREEZE DANCE

Prep Time: None

- 1. Get out your iPod or CD collection and turn up the music!
- 2. Have the kids dance and show off their moves, but when the music stops, everyone has to FREEZE.
- 3. Anyone who gets caught moving when the music is off is out until the next game.
- 4. The last one standing wins!

Tip: Make sure it is age appropriate music.



ABC SCAVENCER HUNT

Prep Time: 10 minutes

- 1. Divide the kids into teams and provide the team with a bag to collect their items in.
- 2. Put 20-30 minutes on the clock and let the teams race around to find items that begin with each letter of the alphabet.
- 3. One item for each letter counts and an item can only be used to represent one letter, for example, a spoon can count for S or for the letter U (utensil) but not both.

