

BP Service Association



OTTER GAMES

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GAMES FOR OTTERS

Squirrel and Fox

Pick one fox and one squirrel. The rest of the Otters pair off and become trees by facing each other, holding hands and putting their arms in the air. The fox chases the squirrel, who is holding a 'nut' in his hands, in and out of the trees. The squirrel is safe when he stands inside a tree. The squirrel passes the 'nut' to half of the tree, who becomes the squirrel, and the squirrel becomes half of the tree. The fox continues to chase the squirrel. If touched by the fox, the fox and the squirrel may change places or they may choose two new Otters.

Tail

Each Otter receives a 'tail', and puts it UNTIED in the back of his or her pants. Spread the Otters out and say go. Otters run around trying to grab and keep the other tails, but at the same time try to keep their own tail. If the Otter loses their tail, they may continue to collect other tails. "Winner" is either the Otter who is the only one with their tail, or the Otter who has collected the most tails.

Mousetrap

Two Otters make a mousetrap by joining hands. Otters go through the trap. When the Leader calls out 'Mousetrap', anyone inside the trap becomes part of the trap. Eventually, you will have a large circle mousetrap, and only a couple of Otters running through.

Balloon Game

Everyone blows up a balloon, ties a string around the balloon and their ankle leaving about a foot or so of string between their ankle and the balloon. When everyone is ready, Otters try to break each other's balloons, but also try to keep from losing their balloon - if their balloon breaks, they may try to break other Otters - but the "winner" is the one who has their balloon unbroken.

Sew the Seams

Otters form a circle. One Otter is the tailor, and another Otter is 'It'. 'It' tries to catch the tailor before they can sew all the seams. To sew the seams, the tailor runs between the Otters, who then join hands - the seam is then sewn. 'It' can only run around the outside of the circle while the tailor can run in and out.

Weasel

All Otters face inward in a circle, hands behind back, eyes closed. The Otter with the 'weasel' walks around circle and places it in another Otter's hands quietly. The Otter receiving the weasel bops the Otter on his right with the 'weasel'. The Otter being bopped runs around the outside of the circle while being bopped with the 'weasel' till they gets back to where they started. The Otter that was bopped now gets a turn to place the weasel into another Otters hands.

Super Otter

You need lots of inflated balloons plus several sets of men's long underwear (one per Den). Have one Otter put on the long underwear. The other Otters stuff balloons into the long underwear, trying to see how big they can make their Otter. They can change "wearers" and see if they can beat their own record. Why not add a tail, also ?

Otter, Otter, Come Out and Be Fed

Otters form a circle and face inwards. The leader breaks the circle and starts walking inside the circle, slowly while chanting the verse below. The leader, with the Otters following keeps walking in circles towards the center. Once they reach the middle, they change direction and begin to weave back out. When finished, everyone is in a large circle facing outwards. How did that happen?

Chant:

Otter, Otter, come out and be fed, First your tail and then your head. Bring your Mama and your Papa, We'll feed you fried bacon.

Pieces of Santa (or anything else for that matter)

Draw two identical outlines. Tape one to the floor. Fill the other in and cut up into pieces (one per Otter). Each Otter places his piece in the appropriate spot.

Balloon Badminton

Seat Otters in two lines facing each other. Put lots of balloons into play. The Otters must stay seated as they try to get the balloon over the heads of the opposite line. Multiple balloons eliminate any hope of keeping score. Change positions within the lines to equalize participation.

Scramble

Mark four areas on the floor and give each a name. Play music as Otters move around. When music stops, call a name of one of the areas and have all of the Otters try to get within it. If possible, make it smaller next go around. Carpet scraps or samples are possible markers. The game ends when the Otters no longer fit into any area.

Snake tag

The Otters form two teams in two lines, with the Otters holding onto the waist of the Otter in front. The Otter at the front of each team tries to tag the last Otter on the other team. When caught, the Otter joins the other 'snake'. The game ends when there is only one snake.

Musical Groups

Play music while the Otters skip or hop around. When the music stops, the leader calls a number. The Otters form groups of that size. Make sure other leaders are available to help complete groups if needed.

Leap frog

The Otters form a (several) line(s) and squat down to make themselves as small as possible. The last Otter in each line jumps over their squatting friends until they reaches the front. Then they squat and yells "Go". This helps the Otters get from Point A to Point B, i.e., circle to Den.

Back to Back Run

The Otters find partners, stand back to back and link elbows. Their challenge is to run to a spot and back, one frontward's, the other backwards. To return to the start point after reaching the given spot, they don't turn around but merely switch roles.

Ground Walk

Sit down, grab right ankle with left hand and left ankle with the right hand. Then, without letting go of ankles, the Otter tries to move from one point to another.

Falling snowflakes

The Otters sit in small tight circles with elbows touching. Hold a balloon over the center of the circle, and let it go. The Otters try to keep the 'snowflake' up in the air as long as possible without touching it. They could blow or flap their arms to keep the air moving.

Centipedes

Play in Dens. Otters get down on hands and knees and grab the ankles of the Otter ahead. Try to move to a given spot without breaking hold.

Clap-a-name

The Otters stand in a circle and one by one clap the syllables of their first names. Once Otters are secure with the rhythm of their own names, they can clap their names all at the same time. They then locate others who are clapping a similar pattern and form groups.

Clap-and slap-along

This game allows the Otters to become familiar with each other, and builds a ritualistic group rhythm. Otters should sit in a circle or in a random formation. The leader establishes a rhythm. For example, the Otters can slap their thighs twice, clap twice, and snap their fingers on one hand and then the other. Once the rhythm has been established, one Otter is chosen to begin. This Otter calls their own first name on the first snap of the fingers and another Otter's name on the second snap. That Otter continues the pattern. Each Otter joins in as their name is called.

Shake Hands With a Friend

This game is a quick way to introduce Otters to each other in a safe and unthreatening manner. The leader counts off the Otters by ones, twos, or threes. Everyone then walks around the room shaking hands with each other. An Otter whose number is one, shakes the other Otter's hand once. If the number is two, the Otter shakes a hand twice. If the number is three, the Otter shakes three times. One Otter will have to stop shaking while the other Otter continues because each Otter shakes a different number of times. Otters with identical numbers form a group looking for other Otters with the same number.

Fruit Basket

The Otters sit in a circle with one less chair (or space) than there are Otters. The leader goes around the circle and whispers the name of a different fruit to each Otter. One of the Otters is chosen to stand in the centre, and calls the names of two fruits. The two Otters immediately change places. The Otter standing in the center tries to get one of their places, and the one left without a chair goes to the center. At any time the Otter in the center may say, "The fruit basket is upset." Then all Otters change places. This gives the Otter in the center a better chance to find one of the places.

What comes next?

A leader starts this counting game by having the first Otter say one. The next Otter says two, and then, three, and so on. When an Otter comes to five or a number with five in it, they say, buzz. When an Otter comes to seven or a number with seven in it, they say, fizz. For example, 57 would be buzz-fizz. When an Otter who misses drops out and the next one starts over with one.

Red Handed

The Otters form a circle, and one Otter, chosen as 'It', stands in the center. While 'It' closes their eyes, the other Otters pass a small object (like a marble or a stone) from Otter to Otter. 'It' gives a signal and opens their eyes and decides who has the object. 'It' walks up and taps one fist of the Otter 'It' feels has the object. Meanwhile everyone has been passing the object around. Fake passes by Otters who don't have the object are allowed as decoys.

Pipe cleaner zoo

Each Otter is given two pipe cleaners and five minutes in which animals, or any living creature, can be made from these.

Have You Seen My Sheep?

The Otters stand in a circle. One Otter runs around the outside and stands behind any Otter saying, "Have you seen my sheep?" That Otter asks, "What does it look like?" The first Otter describes any one of the Otters who, as soon as they recognizes themselves as the Otter described, tries to tag the describer before they can run around the outside of the circle and get back to their own place in the circle. If 'It' is tagged they are 'It' again; if not, the tagger becomes 'It'.

Alligator

Two teams line up on opposite sides of a large open space called the river. The Otter playing the alligator points or calls to an Otter on one side to cross the river. This Otter calls or points to an Otter on the opposite side. They try to cross the river and change places without being tagged by the alligator. If an Otter is caught they become the new alligator.

Squirrel in the Tree

The leader divides the group into threes. In each group of three, two Otters join hands and form a tree for the third Otter (the squirrel), who will stand between them. The leader calls, "Squirrels change trees." Then all the trees raise their arms while the squirrels run to find a new tree. If there are extra squirrels the challenge is to get to a free tree.

Partner Tag

All of the Otters, except two, hook arms as partners. Of the two who are separate, one is 'It'; the other Otter is the runner. The runner may save themselves by locking arms with either member of any team they choose. When the runner has chosen a partner the third member becomes the new runner and the game carries on. For large groups have more than one runner and chaser.

Hug Tag

The only way to be safe in this game of tag is to be hugging someone else. Otters can try hugging two, three, or more Otters. If this gets too much for the Otter who is 'It', a few other Otters can be 'It' too.

Wink

An uneven number of Otters is required for the game. For example, there may be 21 Otters. Eleven chairs are placed in a circle with 11 Otters standing behind as guards. Ten Otters are seated in the chairs. The object of the game is to avoid being the guard of an empty chair. All the seated Otters look toward the Otter who is guarding the empty chair. They wink at someone who is seated. At once, that Otter jumps up and runs across to fill the empty chair. They may not escape if their guard lays their hands upon the Otter's shoulders. Each guard must keep their hands at their sides and must not touch the Otter they are guarding until the Otter is winked at.

Oranges under the chin

Two teams line up with their hands behind their backs. An orange is placed between the chin and shoulder of the first person in each team. At the word 'Go' the oranges are passed without using hands to the next person in the line. If the orange drops, it has to go back to the beginning of the line.

Rainstorm

Everyone sits quietly in a circle, with their eyes closed, waiting for the leader's first movement. The rain slowly starts as the leader rubs his palms together. When the Otter on the leader's left hears this sound, they makes it, too, and each Otter starts upon hearing the Otter to the right. Once everyone is rubbing palms, the leader increases the sound of the rain by snapping fingers, and that sound in turn is passed around the circle. Then the leader claps both hands together, and that sound is passed around the circle. The leader then switches to thigh slapping, and the storm comes with feet stomping as the rain becomes a hurricane. To indicate the storm will start to subside, the leader reverses the order, beginning with thigh slapping, then hand clapping, finger snapping, palm rubbing, and finally passes around silence as the storm dies away. During the game, Otters have their eyes closed.

Touch One, Touch All

Like touch tag, when 'It' touches someone, that one joins 'It', then two try to touch others, until all are caught and there is nobody left to chase. The first one touched becomes 'It' for the next game.

Ball Tag

'It' must throw the ball to hit one of the runners. If no one is hit, 'It' must run after the ball while the others get as far away as possible.

Dragon tag

Four Otters link their arms together, forming a chain. They are the Dragon and must remain linked at all times, even when running. The aim of the game is for the Dragon to run and catch as many Otters as possible by forming a circle around them. An Otter who is captured must link arms with the others forming the Dragon and help to capture the remaining Otters. The game goes until everyone has been tagged and is part of one long Dragon.

Hit the Penny

This is a game for two Otters. They stand facing each other about five feet apart. In the middle a penny is placed on the ground. The Otters take turns throwing a ball at the penny. A hit counts one point; if the penny is turned over (heads becomes tails or vice versa), score two points. The penny stays wherever the ball moves it throughout the game. Eleven points wins.

Follow chase

The Otters stand in a circle with arms extended sideways, resting on each other's shoulders. The runner starts in one of the spaces between Otters; the chaser does likewise, but on the opposite side of the circle. At a given signal they both start, the runner weaving in, out, and across, and the chaser trying to catch him. The chaser must follow the route set by the runner. If a runner is caught, they join the circle, the chaser takes their place, and a new chaser is chosen. If the chase becomes too long, you can set a time limit, after which a new runner and chaser are chosen.

Knee-bend race

Each Otter crouches in a knee-bend position, with hands on hips, and jumps or walks along.

Hot Potato

The Otters stand in a circle and pass around a ball or some other suitable object. One Otter stands outside and faces away from the circle. Suddenly they cries 'Stop!', and whoever has the ball may not pass it. The idea, of course, is not to be caught with the hot potato when the passing stops. Each time the passing stops, whoever is caught is out and must step out of the circle. Last one in becomes the caller for the next game.

Cat and Mouse

The Otters join hands to form a circle. One Otter inside the circle is the mouse; one Otter outside is the cat. At a given signal the cat tries to catch the mouse by getting into the circle, but the Otters should help the mouse by raising their hands to let them under, and by trying to prevent the cat from getting through. When the mouse is caught, they become part of the circle, the cat becomes the mouse, and a new cat is chosen.

Nut race

This is a relay race in which the Otters must transfer nuts (in shells) from one bowl to another by carrying them on the back of the hand. Only one hand may be used. Each Otter, in turn, scoops up - on the back of their hand - as many nuts as they think he can safely carry, runs to the far bowl and deposits the nuts. Any nuts dropped or thrown outside the bowl may not be retrieved; they are lost. Each returning Otter taps the next Otter in line to start them off. As soon as the first team is finished, the game ends, and the team with the most nuts deposited in the bowl wins.

Spot tag

The Otter who is 'It' tries to tag one of the others, the Otter tagged then becoming 'It'. This new chaser, however, must place either hand on the spot where they were tagged and must do all their running and chasing in that position until they have tagged someone else with their free hand. This game is a lot of fun, especially when 'It' aims for a spot that will be particularly awkward for the new chaser (the foot, for example).

Bell Catch

All the Otters are blindfolded except one, who carries a bell so that it will ring on every step. The others try to catch the bell carrier, and the first one to do so changes places with them, giving up the blindfold and taking the bell.

Blast Off

Have Otters in a squatting position. Begin by counting with ten down to one, then 'Blast Off'.

Four-way pull

Four ropes are tied together at one end. Each Otter takes one end. About two feet behind each Otter is an Indian club or similar object. The idea is to pull the other three Otters in your direction, enabling you to pick up your club. First one to pick up their club, of course, wins. This game may be played with any number, provided each Otter has a rope.

Tug of war

Each team takes hold of one end of a sturdy rope. A line is drawn in between them and at a given signal each team tries to pull the other over the line. You can rule that a team must pull the entire opposing team over the line to win, or you can mark the middle of the rope (with paint or a rag tied around it), set a time limit on the pulling (one minute, for example), and the rule that the team with the middle of the rope on its side of the line when the pulling stops is the winner.

Animal Blindfold

One Otter is blindfolded and given a stick. The others move around, staying fairly close to the blindfolded Otter, until they tap the stick three times on the ground. Everyone then stops moving, and the blindfolded Otter points their stick. The Otter pointed at must take the other end of the stick and imitate, with sounds, an animal specified by the blindfolded Otter. The latter then tries to guess who is making the noise. If they are right they change place; if wrong, the game starts again with the same Otter wearing the blindfold.

Follow the Leader

One Otter is the leader. The others must follow them wherever they go and do everything they do. If they hop on their left foot, all must hop on the left foot. If they hit a tree with their hand, every other Otter must do likewise when passing the tree. Any one failing to follow exactly is out.

Hand Slap

Two Otters stand facing each other. One Otter puts their open hands under the hands of the opposite Otter. The Otter with their hands on the bottom then tries to slap the hands of the other Otter. If the other Otter is able to move their hands before they can be slapped, then they will take up the position on the bottom. If the bottom Otter manages to slap the other Otter's hand before they can remove them, then the slapper will continue in the bottom position.

Triangle Tag

To start the game, have three of the Otters join hands forming a triangle. One Otter on the triangle is then chosen to be the chasee and faces into the middle of the triangle. The other two Otters will face outwards and use their bodies as a shield to protect the chasee from the fourth Otter, the chaser. When the chaser tags the chasee, then the chaser will join the triangle and the chasee will become the chaser. Another Otter on the triangle is chosen to be the chasee and the game continues until the four Otters decide to end it.

Bum push

To start, the Otters get into partner groups and stand back to back. The partners should be approximately the same height and weight for the best results. On the count of three both Otters try to push each other off balance by only using their bum. The first Otter to move their feet loses. The loser can challenge the winner again, or find another partner if they wish to continue with this game.

Broken Telephone

Played in a circle. It starts by having one Otter whisper a message to the Otter next to them. The message must be whispered and only said once. The message is passed from Otter to Otter until it comes to the last Otter. The last Otter then says out loud what they have heard. The first Otter says what they started with. It is always fun to see how mixed up the message can get by the time it is received by the last Otter.

Hot Potato Gift (Variation of Hot Potato)

The game starts with everyone sitting or standing in a circle. The wrapped present is then given to one individual in the group.

The leader starts a rhythm by either clapping hands or by singing a simple short song. The present is then passed around the circle as one might pass a hot potato. When the rhythm or song stops (whenever the leader chooses) the Otter who ends up with the parcel at that moment must take off one layer of wrapping. That individual then leaves the game to join the leader in keeping up the rhythm and the game starts up again. This goes on until there is only one Otter left to unwrap the present.

Tic Tic BOOM

This game is started with everyone standing in a circle. One Otter is then chosen to go around the circle tapping Otters as they go, saying tic, tic, tic, etc. When the chosen Otter decides he/she yells Boom! He/she runs off in one direction around the circle and the Otter who was tapped runs in the other direction. The two race each other back to the original starting point on the circle. The first one back joins the circle. The last one back becomes the Otter to go around the circle saying tic, tic, tic, etc. Also known under a number of other names, such as Duck Duck Goose.

Circle of Good Cheer

The game starts with everyone sitting in a circle. One Otter is then chosen to go into the middle and do some-thing silly. Everyone sitting around the circle gives that Otter a huge round of applause after they have finished doing their silly act. The act itself should only take two or three seconds. Once that Otter has sat down the Otter to their left gets up and does his/her sill act, and the game continues until everyone has had a turn.

Gluepots

A game for as many Otters as possible. One Otter is chosen to be 'it' and has to chase the other Otters. Before the games starts, 'it' picks a number of special places to put the people he catches. These are the Otters gluepots and any Otter who is put there cannot move. They can be released, however, only if a free player touches their hand - but if the free player makes a mistake and puts a foot into the gluepot, then he is stuck there also.

Elbow Tag

All of the participants, except for one chaser and chasee, are arranged in groups with their elbows locked together and their free arms on their hips. The chasee can join any of these pairs at any time by linking their arm, at the elbow, with their free arm of a partner group. On having joined a pair of Otters, the Otter on the opposite side of the partner pair must leave and become the new chasee. If the chaser tags the chasee, then the two change roles and the old chaser can link on to a partner group. This game ends when you, as the play leader, decide to end it.

The Secret Handshake

The Otters are divided into groups of three or four and asked to make up their own version of a secret handshake. Once each group has chosen their signal for handshake and can recognize it with their eyes closed, they will be ready to begin. The groups are intermingled and everyone closes their eyes. Without talking, each group will now intermingle in an attempt to find their group members. The first group to find all its members, by using the secret handshake, will have won the game. The winners must be together and sitting on the ground.

Skin the Snake

Otters are divided into two lines, with about ten Otters to a line. Everyone spreads their legs and passes one hand through their legs to the Otter behind them. Each Otter then grabs hold of the hand in front of them and the hand behind them. When everyone has joined their hands in their fashion only the front and last Otters will have a free hand. The two snakes are now ready to be skinned. To skin the snake, the back Otter starts the process by sitting down. The whole line of Otters then shuffles backwards. The back Otter lies right down as the group continues to move over top of him. As the line moves backwards, each Otter in turn will sit down and then lie down, spreading their legs to either side of the Otter lying in front of them. The line keeps moving backwards until everyone is lying down.

The snake is now ready to grow a new skin. To grow the skin back, the last Otter to lie down will stand back up. Once standing, this Otter then shuffles forward over the other Otters pulling up others as he/she moves. Everyone will now rise in turn, as the line moves forward overhead. When everyone has risen and is back in their original places, the activity ends. The first group to complete this task without letting go of any hands wins the game.

Shoe Mix-up

The Otters are divided into two equal teams. The team members will take off one of their shoes and put them into a pile; with one pile per team. The Otters will stand about eight feet from their pile waiting for the leader to give the signal to start. On the word 'go', team Otters will put on a shoe that belongs to another team member. Once the shoes are on, the Otters must then match up their left and right feet with the other team members wearing similar shoes. The feet of each Otter must be pressed against the same shoe to be matched. The first team to match all of their feet wins the game.

Zero gravity

Select one Otter to be the earthbound mortal who cannot fly into space. Other Otters, with their magic zero gravity shoes, are safe as long as they can balance on a stone, hang from a tree, hug a lighthouse - anything to stay off the ground. The earthbound 'It' may guard closely any Otter who is losing their grip and is soon to fall back to earth. Anyone tagged while on the ground loses their magic shoes and becomes 'It'.

Racket Squad

Mark start and finish lines about 10 yards apart. Each Otter takes a balloon, blows it up, and ties a knot in it. Otters line up at the start line with balloons balanced on their wire rackets. When the leader says 'Go', Otters begin to walk quickly toward the finish line, balancing their balloons without letting them blow off. Otters may not use hands to touch balloons; however, if a balloon falls off, the Otter stops, picks up the balloon, counts to three, and continues.

Overall Understanding

Otters are divided into two teams. Teams line up in parallel rows with Otters standing behind one another. The first Otter on each team is given a basketball, beach ball or balloon. When the leader says 'Go', the first Otter on each line passes the ball backward over his head to the second Otter. The second Otter passes the ball under his/her legs to the next Otter behind, and so forth. The ball continues to be passed backward down the line, alternately over and under, until it reaches the last Otter. The last Otter, receiving the ball, runs to the front of his/her line and begins to pass the ball backward again. This continues until every Otter on the line has a chance to be at the beginning. The team whose first Otter gets to the front of the line again first is the winner.

Overall Understanding variation

At one end of the Meeting Place, form a single line with the entire Pack. Four or five balls or balloons will be needed to play. One by one, the first Otter takes each ball or balloon and passes it backward overhead to the next Otter. The next Otter passes it under his/her legs to the next Otter, and this continues alternately down the line. When the last Otter receives a ball, he/she runs to the front of the line and starts again. With four or five balls moving down the line, and Otters running to the front of the line, the line will move slowly across the Meeting Place.

Line switch (Outside game)

Divide the Pack into two teams. On a sidewalk or paved area, draw a line of squares with a piece of chalk. Allow one space for each Otter. Leave an empty square in the center between the two teams. The object of the game is for all the Otters on one side of the blank space to switch places with the Otters on the other side. Have Otters stand in the squares. One team will be on one side of the empty square, one team on the other. To begin, the leader yells 'Line Switch'. One at a time, Otters may move forward into the free spot or jump over an occupied space to a free one. Only one Otter is allowed per space. When both teams have successfully maneuvered to the opposite side of the empty center square, everyone wins.

Lean in, Lean Out

All Otters join hands and form a circle. The circle must be large enough so that everyone can hold their arms at shoulder height. It is also important that everyone is around the same height and weight for best results. Before starting, each Otter is given either the number one or two. As the leader, either include or exclude yourself so that there is an even number of Otters in the circle. You are now ready to begin. On the count of three all the number ones will lean in and all the number twos will lean out. It is important to encourage the Otters to move slowly, so that their weight is evenly distributed at a constant rate. Ask the Otters to speak up if they need the participants on either side of them to either increase, or decrease their weight by moving their bodies accordingly. It will most likely take a few practice trials before Otters will feel comfortable trusting the others. With encouragement and co-operation they will soon be able to master the techniques. Once the Otters feel comfortable with this exercise, see how many times the ones and twos can switch positions without letting go of each other. Help the Otters change positions by orally guiding them through the switch.

Food for Thought

The game begins with a statement such as 'I saw a candy bar; I one it.' In turn, Otters reply 'I two it,' 'I three it,' 'I four it,' etc., until one Otter says "I eight it.' Older Otters may want to use such objects as rocks, dead horses, skunks, etc., but perhaps it is best to use more desirable objects with younger Otters.

Laughing

All Otters except one who is 'It' form a circle. 'It' stands inside the circle and tosses a handkerchief into the air. Everyone, including 'It' must laugh until the handkerchief touches the floor. Then there must be perfect silence. Anyone laughing after the handkerchief touches the floor becomes 'It', and the previous 'It' joins the circle.

Pass it On

Otters line up in two equal teams. One filled container is placed at the front end of each team and an empty container at the back. At a signal, the first Otter takes one object at a time out of the front container and passes them down the line to be deposited into the empty container at the back of the line. If an item is dropped, it must be passed back to the head of the line and started again. The first team to transfer all the items wins.

Poor Pussy

One Otter is the pussy. The other Otters form a circle, sitting around pussy. Pussy moves on hands and knees to a Otter who must pet Pussy's head three times and say "poor Pussy, poor Pussy, poor Pussy" without smiling. Pussy meows and tries to make the Otter smile. If pussy is successful, the Otter must take Pussy's place.

Squat tag

One Otter is designated 'It'; the other Otters scatter over the game area. The only way to avoid being tagged is to squat down and call out 'Squat'. "It" tries to tag one of the Otters in order to exchange places.

Animal Walks

Otters imitate animal walks around the Meeting Place. An Otter can be leader and pick the animals (giraffe, elephant, caterpillar, etc.)

Coin Drop

Preparation: Large wide-mouth container full of water with a small jar or glass sunk in the middle; five small coins for each Otter; a few additional coins for play-offs. How: The container is set on the floor, and one at a time the Otters try to drop their coins from a standing position into the sunken jar or glass. Each Otter's score is kept, and a tie for first is decided with a sudden death play-off. The winner keeps the coins outside the small jar or glass; the runner-up gets to keep the coins in the small jar or glass.

Colours

One Otter is selected to start the game. The Otter says "I am thinking of something that is in this room that is (names the colour of the object.)" The rest of the Otters try to guess the correct object. The first Otter to guess correctly becomes the new selector of the object to be guessed.

Row Race

Divide Otters into pairs. Mark a short course with the start and finish lines about 15 or 20 feet apart. Pairs line up. Partner "A" sits on the starting line with knees together and legs extended straight out. Partner "B" sits facing Partner "A" with soles of shoes together, knees bent, and hands clasped. To move, Partner "B" pulls Partner "A" into a bent-knee position. Partner "B" then pushes back to straighten his/her legs. Next, Partner "A" straightens his/her legs and pushes Partner "B" legs into a bent position. This pushing and pulling motion resembles rowing and moves Otters along at about a yard at a time.

Peanut butter and jelly

All of the Otters stand in a circle. Otters pass one of the balls, "Peanut Butter," around the circle. To make things sticky, the second ball, "Jelly," is tossed from Otter to Otter in any direction. Otters must keep both balls moving without stopping. The object of the game is for the Jelly to catch up with the Peanut Butter. When one Otter catches both balls, everyone shouts "Peanut butter and jelly!" Then everyone starts again.

Airplane race

Preparation: One cone-shaped paper cup with a hole cut in the bottom and 15 feet of string or twine for each team. Pass the string through the hole in the cup. How: Otters are divided into teams of three. Two Otters on each team hold either end of the twine and line up side-by-side with the other teams. The third member of each team stands at one end of the twine with the paper cup and, at a given signal, blows into the cup to move it the length of the twine. The first team to get the cup moved the length of the twine wins the game.

Bang relay

A pile of paper bags for each team should be on chairs at the end of the room. Every team member, in turn, races up to this pile; inflates and bursts a bag; runs back and touches off the next Otter.

Thirsty Race

Requires jugs of water, tumblers and straws. Each runner pours out a tumblerful of water and drinks it through a straw, before returning to the starting point.

Pea Relay

Each Otter carries a pea in a teaspoon from one point to another. Place an equal number of peas in a container for each lodge, and an empty container in another point in the room.

William Tell race

Each Otter runs with an apple (or other object) balanced on his head. The event may be either for individuals or relay teams.

Balloon Overhead

All Otters stand for this, the teams being in two straight lines, facing inwards. The end Otter of each line holds a balloon, and at the starting signal they pat them over their heads to their neighbours. The second Otters pass similarly to the third, and so the balloons travel down the lines. The first to reach the end marks the winning team.

Floor balloon

Played with all Otters sitting on the floor, in two straight lines. Each Otter should sit with legs straight forward, so that his/her feet are pressed against the feet of the opposite opponent. Then the balloon is patted by hand, and a goal scored each time it is made to fall to the floor behind the back of either team.

Balloon football

Two teams line up facing each other. A string down the middle marks the line each team may not cross. Each team has a balloon. It is important that two balloons are in play all the time, as this makes the game more exciting. At the word 'Go', each team has to try to get their balloon over the heads of the other team, and onto the floor behind them. Each time they do this, they score a goal. The teams must not divide into front and back rows for attack and defence.

Fly swat

One Otter is blindfolded, and stands at the middle of the room. He/she holds a baton of rolled-up newspaper. Whenever he/she hears a buzz at his/her ear he/she swipes at the one who is making the sound. He/she must never swipe except when there is a buzzing. No Otter should buzz except by the ear of the blindfolded one.

Checker golf

A smooth floor is needed for this. Mark chalk rings for 'holes' at convenient points, numbering them from 1 to 9 in proper golf fashion. The balls are checkers or wood circles instead of golf balls, and are driven along by being flicked by finger and thumb.

Musical Bumps

Everyone jumps up and down in time to the music. Each time it stops, they all sit down. Pick out the last one to sit down, but don't make them sit out for the rest of the game. The winners can be the ones who have never been last.

Perpetual Motion

Otters sit in a circle on the floor and count off so that each Otter has a number. Place a frisbee or a metal plate on the floor in the center of the circle. The first Otter gets up, turns the disc on edge and spins it as you would a coin. As the Otter sits down, he/she calls out the number of another Otter. The Otter whose number is called jumps up, gets the disc before it stops, give it another spin, and calls out another Otter's number before sitting down. Otters continue calling each other's numbers and keeping the disc spinning. If the disc completely stops spinning, an Otter starts it again. The object of the game is to co-operate in keeping the disc spinning, not to trick other Otters.

Kangaroo relay

Divide the group into two teams and have Otters line up, one behind the other. Place a chair about ten feet in front of each team. The first Otters place a ball between their knees, hop around the chair, and return to tag the next Otters in line. Otters may touch the ball with their hands to pass it to the next Otter or to pick it up when dropped, but they cannot move while touching the ball with their hands. The first team to send every member around the chair and back is the winner.

Water Brigade (Outside game)

Divide the Otters into two teams. Teams stand in two parallel lines. Place a bucket at either end of each team. Fill the buckets at one end of each team with water while the buckets on the opposite end remain empty. Give each Otter a disposable cup. The object of the game is for each team to transfer the water from the filled bucket - cup by cup - to the empty buckets. When the leader says "go", the first Otters on each team dip their cups into their buckets. The water is passed from Otter to Otter on each team by pouring it into the next cup. The last Otters pour their cups into the empty bucket.

Stringing along

Cut 75 to 100 pieces of string of varying lengths - from 2 inches to several feet. Hide each piece of string someplace in the room before Otters arrive. Have Otters stand in the middle of the room. Divide the groups into two teams and explain that you've hidden pieces of string, pointing out the more obvious ones. The object of the game is for each team to find and tie together as many strings as possible.

Since the strings are not the same length, the winning team will not necessarily be the one with the largest number of strings, but the one with the longest line. When it seems that most strings have been found and tied, have teams stretch their lines of string next to each other to compare. The team with the longest string is the winner.

Icicle Tag

Choose one Otter to be the 'sun', the rest of the Otters are 'icicles'. The sun must run around and touch as many icicles as possible. When an icicle is touched, he he/she must 'melt' and fall down. This continues until all the icicles are melted.

Pencil Game

A pencil is passed around to each Otter, who is to mime an action with it, e.g., eating a cob of corn, hitting a ball, etc. The other Otters have to guess what the action the Otter is doing.

Feather Puff

The Otters sit in a ring, which should not be too large. One of them throws up a small feather, and immediately all begin to blow it. No one must move any part of his/her body but the head. Should the feather fall on any Otter that one is out of the game - thus the aim of each is to make the feather touch someone else, and to protect oneself. As fewer Otters remain, they should draw into a smaller ring.

Handkerchief tag

The amount of running about in this game can be determined by the number of Otters and the size of the room. It does not even matter if most of those taking part stand still all through. One Otter is 'It', and remains so until he succeeds in tagging, or touching, some other Otter. But the others toss a handkerchief about between them, and 'It' can only touch another Otter who is holding the handkerchief.

Bean-bag golf

The holes can be tins or boxes, scattered about the floor, and numbered so that they can be played in proper order. No clubs or balls are needed. Instead, each Otter has a bean-bag which he tosses into the hole. When a bean-bag falls on the floor, outside a hole, it must be tossed again from the point where it is picked up.

Charades

A casual game where Otters are asked to act out certain actions for other Otters to guess. They can think them up on their own, or the leaders can give ideas, e.g., doing dishes, cutting the hedge, going to the store, driving a bus, etc.

Lemon golf

This is played as nearly as possible in the manner of ordinary golf - but with lemons and walking-sticks. For holes you may have chalked rings on the floor, or circular pieces of paper, cloth or cardboard, laid about. Until you have tried to knock a lemon about the floor, and make it go in a straight course, you have no idea of what an awkward fruit it can be.

Simon Says

One Otter is Simon. He/she stands facing the others and shouts out instructions, such as 'Simon says, "touch your toes"'. Everyone has to obey. But if he/she leaves out the 'Simon says', anyone who obeys the instruction is 'out'.

Squeak, piggy, squeak

Everyone sits on the floor except for one Otter, who is blindfolded. He/she tries to catch hold of the others. Each time he/she does, he/she says "Squeak, piggy, squeak" and the Otter has to squeak. If he/she guesses who it is, the squeaker is blindfolded.

Sneaky Peter

One Otter is blindfolded and sits on a chair with a teddy underneath it. The others try to sneak the teddy away without him/her catching hold of them. When someone is caught, he/she becomes 'It'.

Pipe Line

Give each Otter a piece of construction paper and two paper clips. Have Otters roll their papers into 12-inch cylinders with a 1-inch overlap. Fasten ends with paper clips. Separate the group into two teams and have them stand in two parallel lines. Tell teams to hold their paper cylinders end to end to create a long pipe. Crush two pieces of paper into balls small enough to fit through the cylinders. Say 'go' and drop the paper balls into the ends of the first two cylinders. Team members must jiggle the paper balls from one cylinder to the next.

If a paper ball drops on the floor, the last Otter must pick it up and try again. Passes can only be made from cylinder to cylinder. When the paper ball gets to the last Otter's cylinder, teams must reverse the passing. The first team to get the paper ball back to the beginning is the winner.

Hot Stuff

Gather everyone in a circle. Leader starts as the Caller, selecting a number from 1 to 50 (or less). As the Otters stand in the circle, passing the ball from Otter to Otter, the caller counts aloud to the pre-selected number, then yells 'Hot Stuff'. Meanwhile, the Otters in the circle must keep the ball moving from Otter to Otter. When the Caller yells 'Hot stuff', the Otter with the ball, (or if the ball is between Otters, the Otter just about to catch the ball) leaves the circle and joins the Caller. As more and more Otters leave the circle, the Caller group becomes larger and larger, and the counting becomes louder and louder. The original Caller tells the new Callers the number to which the group will count. As the game dwindles to two Otters passing the ball back and forth, the last Otter left without the ball when the callers yell 'Hot Stuff' will be the winner.

Partner Pull-up

Partners sit down facing each other with the soles of their feet on the floor, toes touching. Partners reach forward, bending their knees if they must, and grasp hands. By pulling together, both come up to a stand and then try to return to a sitting position.

Partner Back-up

Two Otters sit back to back, knees bent. From this position they try to stand up by pushing against each other's backs without moving their feet. Sitting down again can also be attempted. If the Otters are successful, propose that from a halfway position they try to move like a spider.

Mile of Yarn

This is an interesting way to knit Otters together. One Otter starts with a bright ball of thick yarn, or a strip of material, wraps the end of the yarn around his/her waist, and passes the ball to another Otter. He/she wraps it around his/her waist, and passes it to another child, and so on. Once the whole group has been intertwined in yarn, the whole process is reversed. The last Otter begins to rewind the ball, passes it to the next Otter, and so on until the fully wound ball reaches the first Otter.

Shoe twister

Each Otter removes one shoe and places it in a pile. Everyone then picks up someone else's shoe, and while holding the shoe (method left up to Otter's ingenuity) everyone joins hands, forming a large circle. Each Otter then locates the owner of the shoe that he/she is holding, and all Otters exchange shoes without breaking their joined hands. Once all shoes have been returned to their owners, the circle is reformed and Otters make another pile of shoes to start the game again.

Sticky Popcorn

The Otters begin this game by 'popping' - jumping or hopping -about the Meeting Place as individual pieces of sticky popcorn, searching for other pieces of popcorn. When one piece of popcorn comes into contact with another piece, they stick together. Once stuck, they continue to pop around together, sticking to other pieces, until they all end up in a big popcorn ball.

Fish Gobbler

Select a caller, known as the Fish Gobbler. The caller shouts 'ship', and all of the Otters run toward the wall to which he/she points. On the shout 'shore' they quickly change directions and run toward the opposite wall. On the signal 'Fish Gobbler', the Otters quickly drop to the floor on their stomachs and link arms, legs, or bodies together with one or more friends.

The Fish

Gobbler moves around the room with arms outstretched like a big bird swimming toward the other Otters but not touching any of them. The Otters are all 'safe' as long as they are all physically linked together. Once the Fish Gobbler sees that everyone is linked to someone else, the signal 'Rescue' is called. At his/her moment all the Otters jump to their feet, join hands, and yell 'Yah', raising their joined hands over their heads. Various other calls could be added, such as 'Sardines' -everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a massive standing hug; 'Fishermen All' - everyone sits on someone else's knee or knees; 'Crabs' - everyone backs up to a partner, bends over, and reaches under their own legs to hold hands.

Toesies

Partners simply lie stretched out on the floor, feet to feet, and attempt to roll across the floor keeping their toes touching throughout. Toesies can also be attempted with only the toes of the right feet connected, with legs crisscrossed, or in a sitting position, rolling toe to toe.

Group pull-ups

Group pull-ups add fun to exercise and introduce an element of creative challenge. Players begin in a seated circle of four. Grasping hands or arms, they try pulling up to stand as a unit. If successful, they can try a circle of six or eight Otters. The more Otters added, the more difficult the challenge becomes. Group members can experiment and discover workable ways to get up.

Jiggle and Swiggle

A stick about 24 inches long and 1 inch thick is held parallel to the ground, supported between the waist of two partners. A string about 24 inches long hangs down from the center of the stick, with a small rubber ball at the loose end. Adjust the length of the string so that the ball hangs free a few inches above the ground. The two Otters work in unison to wind the string and ball around the stick and then to unwind it.

Rump Bump

Partners stand back-to-back, bend down, and place their hands on the floor in front of them, with or without bending their knees. They then place a balloon (or ball) between their behinds and try to move around without dropping it. To end the game with a bang, the partners can press their behinds together until the balloon pops.

Touch Blue

The game begins with six to eight Otters standing in a circle. A leader calls out instructions: First, all Otters must use their right hand to touch something that is blue on another Otter, and hold on. It could be a bit of blue trim on a shoe or blue jeans or a blue shirt. Next, the left hand has to touch something yellow and hold on. Have the left foot touch something black and the right foot something brown, the head can touch something red, and if the group hasn't fallen into a crumpled mass, the shoulder can touch something green.

Rubber Band Toss

Each Otter begins with a wrist full of rubber bands. One Otter tosses or shoots a rubber band onto the ground, and the Otters then take turns throwing one rubber band at a time, trying to make it hit any other rubber band on the ground. If an Otter is successful, he/she immediately picks up all the rubber bands on the ground and redistributes them among all the players. They then begin tossing again, with the winner each time being given the privilege of redistributing the rubber bands for the next game.

Crab Race

The Otters crawl on all fours backward to a goal.

Tightrope walking

Use existing lines on the floor of the Meeting Place, or use a clothesline stretched along the ground. To walk the 'tightrope', place the heel of one foot on the start line and begin to walk - placing the heel of one foot directly to the toe of the other foot - all the way to the finish line. Divide the Pack into two teams. When the leader says "Go", members of each team begin on their tightropes. Each Otter waits until the Otter ahead is finished 'walking the rope' before beginning.

Rope Ring

You will need approximately 50 feet of clothesline rope with the ends tied together to make a circle. Otters stand outside the rope in a circle, holding it with both hands. One Otter is selected to be the Ringmaster and to stand in the middle. The Ringmaster tries to tap the hand of a ringside Otter holding the rope. Otters can drop the rope to avoid being tapped. The Ringmaster may try to trick Otters by pretending to tap one Otter and then tap another. When an Otter is tapped while holding the rope, he/she becomes the next Ringmaster, and the thrills and chills continue.

Dangling Doughnut Eating contest

Ensure that you have enough doughnuts for each Otter. Powdered sugar doughnuts are fun because the Otters get white noses. Tie a rope, one for each Otter, to the branches of a tree or jungle gym. Keep ropes long enough so that they are only 2 or 3 feet off the ground. Slip the other end of the rope through the doughnut hole and knot it so that the doughnut doesn't slip off. The object of the game is to be the first Otter to eat an entire doughnut without using any hands. Otters stand next to their doughnuts with their hands behind their backs. When the leader says "Go", Otters begin to gobble.

Passed over

Otters form two lines about four feet apart and face each other. The Otter at the start of one line tosses a ball across to the Otter at the start of the other line. After the Otter tosses the ball, he/she runs to the end of the opposite line. The Otter catches the ball, throws it to the next Otter on the other line, then runs to the end of the opposite line. This continues until the Otters on both lines are reversed. The game may continue with both lines taking a giant step backward to increase the space between them.

Laughing matter

A single Otter is selected to the Laugh Igniter. He/she lies down on the grass. The rest of the Pack is divided into two groups. An Otter from each lodge lies down on either side of the Laugh Igniter with his/her head on the Laugh Igniter's stomach. One by one Otters lie down, placing their heads on the stomach of the last Otter. This makes two branches of Otters with the Laugh Igniter at the center connecting them both. This is useful when shy boys or girls prefer separate groups. After everyone is arranged, the Laugh Igniter takes a deep breath and yells "Ha!" The two Otters resting on his/her stomach yell "Ha Ha!" The Otters resting on their stomachs yell "Ha ha ha" and so forth. The idea, of course, is that each Otter adds to the number of "ha's" at each turn.

Yellow Jello

Gather Otters into a close group. Tell them that they have been changed into a bowl of banana Jello (or any flavour you like). Pretend you are shaking the bowl. Begin slowly waving your hands as if you were conducting an orchestra. Jiggle quickly and vibrate the Jello more. Otters are encouraged to act exactly the way Jello would. Stop shaking the Jello. Usually Jello will shake for awhile until it slows down to a stop. Naturally, if you leave your Jello out in the sun, it will begin to melt away all over the ground.

Paper Pat-a-cake

To add an interesting variation and challenge to Pat-a-cake, two Otters can attempt to support a sheet of paper between their two hands as they go through the clapping actions. Each Otter extends one hand and the sheet of paper is slipped between them; they then try to separate their hands and connect them again without dropping the sheet of paper. If successful, they can switch hands or go through a variety of other Pat-a-cake hand sequences.

Toesie Roll with Control

Partners lie stretched out on the floor feet to feet with soles touching. Once you decide in which direction you would like to roll, hook your foot on your rolling side over your partner's foot. The top of your toes on that foot will be hooked over the top of your partner's toes. Roll in one direction and then try reversing the direction of your roll, but first unhook your toes on one side and hook them on the other side.

Dog Bone

Otters remain seated except for one Otter selected to be the dog. The Dog sits with eyes closed, facing away from the group. A "bone" is placed behind the Dog and in front of the group. Select one Otter at a time to try to slip up quietly and get the bone. If the Dog hears a sound, he/she barks like a dog and the would-be bone thief returns to his/her seat. If an Otter is able to take the bone without being heard, the Otter returns to his/her seat and hides it. The rest of the group then chants "Dog, Dog, where's your bone." The Dog then turns around and has three chances to guess who has the bone. If the Dog guesses incorrectly, the group says 'No!' If the guess is correct, the group applauds. In both cases, the one who stole the bone becomes the next Dog.

Balloon Soccer

All players sit in rows evenly spaced throughout the room. Two goalies sit at opposite corners of the room. Both goalies have pushpins, safety pins, or other instruments that will break balloons. The rest of the group is divided into two teams by counting off. To begin, the leader drops an inflated balloon in the center of the room. Each team tries to hit the balloon to its goalie, who remains in a corner. The goalie who gets the balloon and pops it scores a point for the team. This game is also fun without keeping score.

Who's There?

One Otter is chosen to be 'It'. He/she covers his/her eyes or is blindfolded. The other Otters tiptoe around him/her and one of them taps the chair. 'It' calls "Who's there?". The Otter who tapped then replies with some Mother Goose character trying to disguise his/her voice, then 'It' tries to guess who tapped and the game continues.

Wool Gathering

Scatter about the meeting place 3" lengths of coloured wool, and allow your Otters to collect them. You can either assign a point value to each individual colour and the team with the most points wins.

Newspaper relay

Divide the group into two teams. Fold several sheets of newspaper into quarters to create a solid pad on which to step. Each team will need two pads. Give the first Otter on each team two folded newspaper pads. Define the starting line behind which teams must stand, and select a goal across the room. When the leader signals, the first player on each team must put down a newspaper pad and step on it, then put down the other newspaper pad and step on that one, then pick up the first and put it farther ahead to step on, and so on, until the player reaches the goal. The process is repeated while returning. On returning, the first player touches the next player in line. The next player continues in the same fashion.

Last Detail

Place several simple objects in a box. Let the Otters study the box for several minutes. Turn away and remove an object, then see who can guess what is missing.

Tails

Otters are divided into groups of 5 or 6 and form lines holding on to the waists of the Otters in front of them. The last Otter has a cloth or paper 'tail' tucked on the back. The object of the game is to travel as a group and try to get the other group's tail before they get yours.

Chain Tag

Like tag, a chaser tries to catch others. Once he/she has touched somebody, they join hands and become the chasers linked together. Each Otter touched joins the chasers, taking the hand of the Otter who touched him/her so that there is a long 'chain' of chasers.

Farmer, Farmer, May we cross your Golden River?

One Otter is named the farmer and stands at some distance away from the lined-up Otters. The lined-up Otters call out "Farmer, Farmer, may we cross your golden river?" and choosing a colour, the farmer replies, "you may cross if you are wearing (colour)." The Otters who have this colour on can cross without being harmed, but the others have to dash across without being caught by the farmer. If an Otter is caught, he/she helps the farmer catch the rest of the Otters. This is usually repeated several times with different colours.

Letters

An Otter is chosen to stand in front and he/she then calls out a letter from the alphabet. The lined-up Otters then jump forward according to the number of times that the letter is in their name. Sometimes the Otter in the front turns his/her back to the rest and when he/she thinks that another Otter is nearby, he/she screams out a certain word and the dash for the starting line.

Co-operative Tale

The leader begins the first line of a story, e.g., 'Once upon a time, there was a giant frog.'. The next Otter is to continue the story, and then it is the next Otter's turn and so on until the story is finished or when you would like to finish it.

Numbers Change

The Otters are seated in a circle and each Otter is given a number. One Otter stands in the centre. He/She calls two or three numbers. The Otters whose numbers are called must change places quickly while the Otter in the centre must try to get one of their seats. Whoever is left without a seat must stand in the center and be 'It' for the next round.

Bean Bag

The Otters form a line with the Leader a short distance away facing the line. The Leader then throws the bean-bag to each Otter in the line who, in turn, throws it back to the Leader. Any Otter failing to catch the bag goes to the end of the line. If the Leader misses, he/she goes to the foot and the first Otter in line becomes the Leader. The distance of the Leader from the line may be varied as the game progresses.

Blind Cat

The Otters form a circle with one blindfolded Otter, The Cat, standing or sitting in the centre. The Otters circle around to music and as the music stops, The Cat points to any part of the circle. The Otter pointed to must meow like a cat. If The Cat guesses correctly who is making the sound, that Otter becomes The Cat.

Catch the Handkerchief

The Otters stand in a circle with each Otter having been given a number. (The Otters' names could be used instead of numbers.) The Otter who is 'It' stands in the centre holding a large handkerchief. As he/she throws it into the air, he/she calls a number. The Otter whose number is called must catch the handkerchief before it falls to the ground. If he/she fails to catch it, he/she becomes 'It'.

Green

The Otters form a circle. One holds a utility ball. As the ball is tossed to someone else in the circle, the thrower calls out a colour such as sky blue or fire engine red. The receiver must catch the ball and then take a turn calling out a colour and throwing the ball to another Otter. However, if the colour is green, the receiver must be careful not to catch the ball but let it fall to the ground. If he/she does catch the ball when green was called, they must run twice around the outside circle before being allowed to participate again.

Keep It Out

The Otters stand in a circle with legs apart so that a utility ball could fit through. One Otter outside the circle runs around with the utility ball and tries to surprise the Otters by tossing it through their legs. The Otter in the circle may not kneel down etc., but can stop it with their hands. The ball can only be tossed between the legs. When one gets a ball through, he/she changes with the one who let it through.

Fishing for paper clips

Preparation: Empty a box of paper clips into a cardboard box with high sides; a magnet on a string. How: the cardboard box of paper clips is placed in the center of a table. The first Otter is given the magnet on the string and tries to get as many paper clips as he can.

Sun and Moon

Two Otters are chosen to be the sun and the moon. The other Otters bend over and make an arch. The sun must pass under all the arches but when he/she has been through an arch that Otter can run off within the agreed boundaries. The Moon has to try and catch them. When the Sun has passed under every arch, the Moon tries to catch the Sun. The game ends when everyone is caught. The two last Otter caught get to be the Moon and the Sun next time.

Vegetable Soup (Fruit Basket)

Everyone is seated in a large circle and given a name of a vegetable (or fruit). Other Otters will also have this same name. When their vegetable name is called, they must switch places with someone of their own kind. The last one to be seated is out and can help call the names. When you call 'vegetable soup', everyone must get up and switch seats with someone.

P.I.G. Game

Get two objects that are the same (two for each Otter, i.e., baby food jar lids, painting the inside of the lid). Have the Otters sit in a circle and handout the lids to the Otters (two each). When you say 'go', they pass their one lid to the Otter on the left until an Otter gets a pair of colours that match. The Otter then puts finger on their nose and the rest of the Otter will do the same. The last Otter will get a 'P' until it spells P.I.G. and they are out of the game.

Mr. Muffet and The Spider

One Otter is chosen to be Mr. Muffet. He sits in the centre on a low bench while the other Otters stand in a circle around him/her. Mr. Muffet covers his/her eyes and another Otter is chosen to be the spider. The spider creeps up towards Mr. Muffet. When Mr. Muffet hears the spider, he/she chases him/her away. If he/she can catch him/her before he/she reaches his/her place in the circle, he/she must become the new Mr. Muffet and he/she joins the circle but if he/she cannot catch him/her, he/she must return to his/her bench and try to catch the next spider.

Wet Sponge Relay

Two or more teams are needed with at least four members (the longer the better). The first Otter sticks a sponge in a pail of water and soaks the sponge. When they say 'go', the first Otter passes the sponge over her head to the second Otter in the row. The second Otter passes the wet sponge through their legs to the third Otter and so on alternating the passing over and under. The last Otter runs to the front and drops the sponge in the pail and they all sit down.

Fruity-Tooty Game

Have each Otter pick a fruit, only one per Otter. One Otter sits 'It' or stands in the middle of the circle with a magazine or something soft to hold on to. One Otter starts by calling out their fruit first, and another fruit from the circle, i.e., apple then orange. The 'It' will try to touch that Otter whose fruit was called before that Otter calls out another fruit.

Frozen Bean Bag

All Otters move around at their own pace with a bean-bag on their head. The leader can instruct them to skip, hop, go slower or faster, etc. If the bean-bag falls off a Otter's head, he/she is frozen. Another Otter must then pick up the bean-bag and place it back on the frozen Otter's head to free him/her without losing his/her own bean bag.

Reverse Hide 'n' Seek

One Otter hides while all the others close their eyes. Everybody looks for the one Otter that is hiding and when someone finds the one hiding, he/she hides with him/her. Eventually, all the Otters are hiding together in the same spot.

Big Snake

The Otters stretch out on their stomachs and hold the ankles of the Otter in front of them to make a two-Otter snake. They soon connect for a four-Otter snake, and eight-Otter snake, etc. The Otters can try making the snake roll over, go over the 'mountain', through 'holes' or curl up and go to sleep.

Chinese wall

Two parallel lines are drawn about a yard apart. One or two Otters stand between the lines and can't go beyond the lines. The others try to run from one line to the other line without being touched by Otters in the middle. If they are touched, they join the Otter in the middle. It continues until everyone has been caught. A leader calls out when Otters should try to cross from side to side.

Aunts and Uncles

One Otter stands alone on one side of the Meeting Place. The rest line up facing him/her on the other side to try and get across. The Otter on his/her own calls out an aunt or uncle name e.g., Uncle Henry, and any Otter who has an Uncle by that name moves a step forward. The same applies for aunts. If you have two uncles by that name, then you move two steps forward. You can include mothers and fathers, grandparents, etc. The game continues until someone passes the one Otter.

Frozen Tag

One or two Otters are 'It' and run around touching others. Once an Otter is touched, they are frozen and can't move until someone goes under their legs or arms. The game goes on until the Otters grow tired.

The Train Name Game

All the Otters should be standing in a circle. Five Otters make a train, and they move around the circle. Each train should approach a Otter and say, 'Do you want to be part of my train?' Once the Otter says 'yes', you then ask their name. Once you know their name, you repeat it five times jumping right to left, swinging their arms and legs in a jumping jack fashion. After yelling their name five times, you yell reverse and you turn around so the Otter can grab on. Once you've found someone, you move on to the next Otter and repeat the procedure.

Red Light, Green Light

Green means Go and red means Stop. One Otter at one end with the others at the other end. The one Otter faces away from the other Otters. He/she yells green light and the other Otters start moving up until the Otter yells red light and turns around. The other Otters have to immediately stop and stay still. The Otter turning around checks to see if he/she can see anyone moving. If he/she does, he/she can tell that Otter to go back to the start. The game continues until someone crosses past the one Otter. The Otter at the head can turn around yelling red light as many times as he wants.

Breakaway

Otters form tight circles in groups of eight to ten. One Otter is designated as 'It' and stands alone in the centre. On a signal, 'It' tries to escape from the circle in any way they can, such as jumping over, crawling under, pushing through, etc. When he/she breaks out, the circle disperses and 'It' must tag a new 'It'.

Shoes (hoops are needed)

One hoop in the centre and one hoop for each of the teams. Several shoes should be piled in the centre hoop. Teams sit in single file behind their team hoop. On a given signal, the first Otter in line steals a shoe from the centre and puts it in the team hoop. The next in line steals a shoe from the centre hoop or the other team's hoops. The game continues until one team collects three shoes in their hoop.

Circle Game

"I sent a letter to my love and on the way I dropped it."- Otter stands up and walks around the circle. "A little doggie picked it up and put it in his/her pocket."- walks around until he/she finds someone to give the letter to while this is sung: "Now I won't stop here, and I won't stop here (sung three times) but I will stop here." Each Otter (letter bearer and receiver) runs around the circle to race for the spot. The winner sits down and the other repeats the game.

Balloon Duo

Divide Otters into pairs. Give each pair a balloon to inflate and tie. Mark start and finish lines about 30 or 40 feet apart. Partners stand side to side at the start line, linking their inside arms and holding the balloon in their free hands. When the leader says "Go" partners work together hitting their balloon to keep it in the air and making their way their way across the playing field. If a balloon lands on the ground, partners may stop and pick it up but may not unlink arms.

Passing the bean bag

With the Otters in a circle, you start to pass one bean-bag around. After a couple of rounds, you add another and then another until you have all the bean-bags in the circle. The more that are in the circle, the faster they go and the more Otters will love it. They love to see all the confusion with the bean-bags.

The A.B.C. Game

An Otter is chosen to start. He/she must name a letter of the alphabet. The next Otter must think of a word beginning with that letter within 15 seconds (or any time period). The above steps are continued until each Otter has a turn, then a new Otter is chosen to start the game. If an Otter can't think of something, then he or she is out. The last remaining is the winner. No Otter can use the same word twice. Variations: Not only could they think of a word beginning with that letter but also it must be a city, or an animal or something relating to the theme of the week.

Copy Cat

Otters stand in a circle. Without letting anyone else know, every Otter secretly picks another Otter to watch. Each Otter copies the movements of the watched Otter, exaggerating them very slightly. If no one seems to be moving, have Otters spin around once. While the group is still moving a bit, Otters should begin to mimic. The movements of the group will eventually become larger and larger and usually everyone will end up doing the same thing without ever knowing who started it.

Spud

Assign each Otter a number that he/she is to remember. Gather in a circle with one Otter in the middle with a ball. (A leader should start the game.) The Otter in the middle is to shout out a number as he/she bounces the ball once on the ground. While this is happening, all the Otters are supposed to run away from the circle, but the one whose number is called must run to catch the ball. Once he/she has it, no Otter can move. If the ball holder sees anyone moving, he takes two giant steps toward them. The object of the game is to get close enough to an Otter so that the ball holder can roll the ball toward a Otter so he/she can be tagged by it. If the Otter is tagged, then he/she is to call the next number and the game continues. If an Otter is not tagged, then the ball holder must continue to try to tag someone else.

Bear Watch

Explain to all the Otters that you are going on a bear hunt. Tell them there is one thing they should do if they should meet a bear, and that is to pretend you are dead. You have to be as still as you can, and not move a muscle because if the bear thinks you are dead, he cannot capture you. Appoint someone to be a bear who will hide (e.g., behind a tree) and when the bear jumps out, everyone plays dead. The last one left lying without moving will become the next bear to watch and look for any movements in Otters lying down.

The Chocolate Game

You will need: a large bar of chocolate, a plate, a knife, a fork, gloves, hat scarf, and a dice. All the Otters sit in a circle. Put the knife and fork, hat, gloves, scarf, and the chocolate on the plate in the middle of the circle. Dice and shaker are passed round. Each Otter throws the dice in turn. When an Otter throws a six, he/she goes into the middle of the circle and puts on the hat, scarf and gloves. He/she then starts to eat the chocolate using the knife and fork. He/she is not allowed to touch the chocolate with his/her hands, or put his/her face down to the plate. Meanwhile, the other Otters go on passing and throwing the dice. Whoever throws the next six goes into the middle of the circle and the first Otter goes out, after handing over the hat, scarf, gloves, knife and fork. Some Otters will have time to eat several squares of chocolate, others may only have time to put on the hat and scarf before another Otter throws a six and they have to leave the middle of the circle. The game continues until the bar of chocolate is finished.

Button, Button

Have all the Otters sit in a circle, except one Otter who is 'It'. Have 'It' sit in the centre of the circle. The Otters in the circle have a button, which they keep passing from hand to hand. They keep their hands in constant motion so that it looks as if they all are passing the button at the same time. The Otter in the centre tries to guess who has the button. When he/she guesses correctly, that Otter trades places with him/her and guesses who has the button.

Just in passing

Have Otters stand in a circle. Begin by passing a ball around the circle in one direction. Try passing the ball overhead, through legs, and around backs. Get a rhythm going. Otters may want to chant "Pass, pass, pass" so that the ball keeps moving as fast as possible. As Otters master a one-way pass, heighten the challenge by passing another ball in the opposite direction. This will cause some silly confusion but insist that balls keep moving no matter what. You can also yell "Switch!" and have Otters reverse the directions in which they are passing the two balls. To keep things exciting, keep adding more balls so that Otters haven't time to think. Eventually, the game will end in one free-for-all ball.