

SANDMAN

How to play:

This is a game best played in a large group. It works especially well with lower elementary kids. Sit all of the children in a circle with their legs crossed. Have all the children put their heads down. A staff walks around the circle and chooses one child to be the "Sandman" by tapping them on the head. The Sandman puts the other children asleep by winking at them. If you are winked at, silently count to 10, then you must lie down and pretend to sleep. If the Sandman puts everyone to sleep, then he/she wins. If you think you know who the Sandman is (before you get winked at), you can say you have a suspect, such as, "I suspect Sally is the Sandman". If the monitoring staff confirms, Sally is through being the Sandman, and the game is over. If Sally is not the Sandman, then the accusers are put to sleep too.

Variation:

Iceman

How to play:

First sit everyone down and have them all close their eyes tight. Tell them that you are going to tap one person on the head and they are the Iceman. The Iceman's role is to stick their tongue out at people. When they do this, it will "freeze" that person. There will also be a Detective chosen before the Iceman. They will leave the circle before the Iceman is chosen, and then come back and try to guess who the frogger is. The Detective should be given 3 guesses. If one of the players sees that the Iceman has stuck their tongue out at them, they should wait ten seconds before they freeze. Once frozen, the player should make a funny face and hold it. The game continues until the Iceman is discovered or the Detective runs out of guesses.