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INTRODUCTION

Indoor play can be varied, surprising, active, engaging, stimulating, creative, and plenty of fun. These projects, games, and activities are all designed for indoor group play. Some are variations of traditional games; some are brand new; all are simple enough to learn quickly and yet substantial enough to invite repeated playings and any number of revisions and variations. Most are appropriate for use with kids from age six to sixteen, with slight adjustments for the skill levels of players.

Each of the games and activities falls into one of three categories— Spur of the Moment, A Little Preparation, and Plan Ahead—according to the preparation necessary.

SPUR OF THE MOMENT

Spur of the Moment games and activities are ones you'll be able to insert into a timetable at the last minute—when a surprise storm makes outdoor play impossible or tension and energy levels strongly suggest an *ad hoc* diversion. None of them uses any materials; most take ten to twenty minutes to play; a few require some room rearrangement.

A LITTLE PREPARATION

A little preparation is all it will take to prepare for these games and activities. They use materials readily available in schools, homes, and offices—paper, pencils, felt-tipped markers, and string. Again, most do not take up too much time—twenty to thirty minutes at most—and can be done without rearranging a classroom or an activities room.

PLAN AHEAD

Cardboard boxes, long bolts of fabric, and video equipment are some of the materials you'll need for games and activities in the Plan Ahead section. These materials must be gathered beforehand, so you will have to do some planning as well as a little scrounging. (After a Plan Ahead activity has been done once, however, materials can stay near at hand and be used again at a moment's notice.) In most cases, the materials will define activities as players investigate possible uses and effect transformations. Most of the Plan Ahead games and activities are more complicated than those in the other two parts of the book and require more play time—usually thirty to sixty minutes.

THE VALUE OF PLAY

Although the spirit of play is impossible to define, the value of play is clear. The opportunities for play in this book serve a number of important purposes beyond just plain fun.

PART ONE

Spur of the Moment

At the last minute you find that the plans you made won't work. Now's the time for one of the following spur-of-the-moment games and activities. The fun can start almost instantly because the games need very few materials and call for few or no special room arrangements. Some space may be needed for players to stand in a circle or to sit on the floor. Most of these activities are short—many less than ten minutes—and can be fun without any planning.

Theatre Games



PROUDLY PRESENTING

What could be more perfect than having someone tell everyone how wonderful you are? Why just dream about it?

MATERIALS

None

ROOM ARRANGEMENT

Open space

TIME

15 minutes

DIRECTIONS

1. Players find partners. Preferably, people who don't know each other very well should pair up.
2. Partners have five minutes to tell things that they would like the other to know about their lives — hobbies; accomplishments; favorite foods, places, and things; plans for the future; and so forth.
3. Players sit in a circle, but partners do not sit next to each other. In turn, players stand and introduce their partners. For example, "I am very happy to say that we have an expert guitar player with us today. He likes to fish, swim, and eat chocolate-chip ice cream sundaes. May I present to you Dennis Myers!" The person introduced stands up and bows as the group applauds and cheers.

