

# GAMES



**Games** should be fun! **Games** provide an opportunity to form team spirit and bonding.

**Games** teach about following rules, as no-one likes a cheat. **Games** are a social activity which may also help to increase a greater understanding of some physical attribute. **Games** can be organised and led by the Juniors and help them to achieve a **Quiz/ Games Master Certificate** for the **Scottish Junior Christian Endeavour Award Scheme**. **Games** are opportunities to improve social, physical and mental skills making the participants confident individuals, responsible citizens, successful learners and effective contributors. **Games are fun!**

## RELAY RACES:

Divide Juniors into teams of about 6 – 8 players. Line up in parallel lines at one end of the hall. First person moves to the touch line and returns to tag the second person who in turn completes the task. Repeat until all the team have had a turn, then they all sit down. Award points to the first, second, third team finished, etc.

**Jumping relay:** jump to the line and back to the team (with or without turning round)

**Running relay:** run to the line and back to the team.

**Hopping relay:** hop to the line and back to the team

**Straddle relay:** The team kneel down with head tucked into knees, all facing the same way, with no protruding elbows. The last team member straddles over the others to the front and then s/he crouches down at the front of the line. Signal to the end player to repeat.

**Tunnel relay:** The team stand with their feet wide apart. The end team member crawls or slides between the legs to the front and stands up astride. Signal to the end player to repeat.

**Collection relay:** The team leader runs to the touch line and then back to the team to collect the second player. They both hold hands and run together to the touch line and back to the team to collect the third player. The three now run together to the touch line. Repeat the process until all the team is running together. Be aware of the space being used.

**Throw-crouch Relay:** Equal teams line up one behind the other in parallel lines. The first person steps forward several paces to turn to face the team. S/he throws the ball to the first player who catches it and throws it back and then crouches down. The ball is then thrown to player three who catches, throws and crouches. When all the team are crouching, the end player brings the ball and stands in front of the team to be the new thrower. (The first thrower goes to the front of the line.) Repeat until all players have been throwers. The winner is the first team to be sitting quietly when completed.

## GROUP GAMES:

**Happy Families:** Make enough family cards for each Junior in your Group to have one each. Write on each card the name of an animal, its family position and sound. e.g. Mother duck, father duck, baby duck (quack); mother cat, father cat, baby cat (meow); similarly sheep - baa; cow - moo; dogs - woof; hen - cluck; pig - grunt; mice - squeak; horse – neigh. Jumble the cards up and place them face down on a space on the floor. On the signal, the Juniors pick up a card and make the noise of their animal while listening for another sound from their family group. When three of the one family are together, they sit down on the floor. Stop when all are in families. Points can be awarded to the first in a family group. **This game can also be used to get the Juniors into groups of three for another activity.**

**Person to person:** All Juniors choose a partner. The leader calls a command e.g. Ear to ear / hand to ankle / hip to knee. The last pair to perform the task with their partner is out, or, the first to perform the task get a point. At the call “Person to person”, all the players have to stand beside a new partner.

**Good News / Bad News:** Juniors sit in an inward facing circle. One begins a story with a good news sentence e.g. “The good news is it was my birthday.” The next player continues the story with the bad news. e.g. The bad news was that I had a very sore throat.” Continue until all have contributed. If the storyline is wearing thin, begin another story.

**What Would Jesus Do?/ Christian Endeavour:** One Junior, ‘A’, is chosen to stand with his /her back to the group. Leader silently delegates one player to walk up to ‘A’ and say “What would Jesus do?/ “Christian Endeavour” then return to his/ her own position. On the signal, ‘A’ faces the group and attempts to name the owner of the voice. This is not so easy if the voice has been disguised. Only three guesses are permitted. Repeat as required.

**Spot the Difference:** Sit opposite your chosen partner – player A and B. ‘A’ closes his/her eyes while ‘B’ makes three changes to his/ her appearance e.g. tucks hair behind ear, crosses legs in the opposite direction, removes a ring. On the signal, ‘A’ opens eyes and spots the differences within the given time. Praise the observant ones. Repeat in reverse roles.

**Shops:** One person is sent out of the room. The group chooses a shop (not a supermarket!) e.g. toy, sweet, hardware, baker. When the “outsider” returns, the group all say one item which can be bought in that shop all at the same time. S/he then has to guess the shop by trying to decipher a commodity. The “outsider” can ask for the items to be said in a loud, medium or soft voice. Only three guesses are allowed as to which shop it is.

**Hunt the What-nots:** Materials: a blindfold for each team and three items for each team e.g. spoons, books, oranges or pens. A volunteer from each team is blindfolded and lines up at base. The what-nots are placed in the playing area between the base and finishing line. On the word “Go”, all the teams guide their volunteers by shouting directions to help steer them towards the what-nots. Noisy! Listening for directions, the volunteers have to pick up one item at a time and return to base. The first team to return all the items is the winner. Award points or prizes.

**Who's missing?:** Bring a scarf to use as a blindfold for each group of 6-10 Juniors.

Sit the Juniors in circles of 6-10 Juniors. Blindfold one child for each group. Secretly select one child to leave the circle. The blindfolded child asks questions of each person in the circle to discover by their voice who is missing.

**Kim's Game:** Preparation: Select ten items e.g. pen, clothes peg, key, mobile phone, orange, spoon, comb, cup, toothbrush, book. Place these on a tray and cover with a tea towel.

Version 1: Place all items in full view of the children. Allow one minute to memorise items. Cover with the towel.\* Allow two minutes for each Junior/ pair/ team to write down what they can remember. To find the winner, bring out one item from under the cover one at a time and Juniors check their list. Award points/ praise.

Version 2: Repeat as above to \*. Remove one item secretly from the tray. Remove the towel and Juniors identify which item has been removed. Replace the item and repeat with other items.

**Obstacles:** Bring a blindfold and large objects e.g. table, chairs, waste paper basket, open umbrella, shopping bag

Lay out the large obstacles in the room to form an obstacle course. Select a Junior to be blindfolded and another to be the 'guide'. The blindfolded Junior has to travel the length of the course guided by the directions called out by the 'guide'. Repeat with other Juniors.

**Give them all:** Materials: enough clothes pegs to make an awkward handful (12-20) for each team. Teams line up in relay style. The first player has all the pegs for his team on the floor at his feet. On the starting signal, s/he gathers them all up and places them all at the feet of the next player. The second player picks them up and from a height above his/ her knees places them at the feet of the third player, etc. The end player picks them all up and takes them to the Leader. The first team to do so is the winning team.

**WATER GAMES:** These games are introduced in "Jesus is worth following" (1)

**Balloon Toss:** Preparation: half fill balloons with water (enough for one between two) and tie a knot in the neck. Everyone finds a partner. They then stand in two rows opposite their partner, about one metre apart. One side has a balloon. On the signal, they throw the half-filled-balloon to their partner who carefully tries to catch it. If successfully caught, that person takes a step back. Repeat throwing, catching and stepping back until the balloon bursts and then the pair are eliminated. The last two players remaining are the winners.

**Drink a cup:** Requirements: a paper or plastic cup for each player and a supply of water. Players, or, first of the team, stand at the starting line. The finishing line is marked. Each player is given a cup half filled with water. On the starting signal, players run, cup in hand, to the finishing line where they turn to face the starting line and kneel down. They put the cups between their teeth and their hands behind their backs. They drink the water then run back to the starting line. The first one to return to the starting line, wet or dry, is the winner.

**Water collection:** Requirements: a bucket of water, a sponge or egg cup and a measuring jug, for each team. Teams line up in relay style at the starting line where there is a bucket of water. In front of the teams, about three metres away, is a measuring jug. On the starting signal, the player soaks his sponge, or fills their egg cup with water, and runs to put as much water as they can in the measuring jug. The player runs back to give the sponge or egg cup to the next player and play continues. The winning team is the one with the most water in the measuring jug when all have competed.

## **‘IN CONTROL’ GAMES:** These games are introduced in “Jesus in control” (2)

**The Conductor:** One child is sent out of the room, the others sit in a circle. A ‘Conductor’ is chosen who mimes playing an instrument (e.g. piano). Everyone else copies but tries not to look too obviously at the Conductor. The ‘exile’ returns and stands in the centre of the circle and tries to guess who the Conductor is. The Conductor endeavours to change instruments frequently but not while the centre player is looking in his/ her direction! When the exile identifies the Conductor, he/ she joins the circle and a new Exile and Conductor is chosen. If the exile does not guess correctly after two or three minutes, the identity should be given and another Exile and Conductor chosen.

**Do this, do that:** The players space themselves out in front of the leader. Whenever the leader says “Do this” and performs some action, all the players must instantly copy him. If he says “Do that” and show another action, the players must ignore the command and continue doing what they were doing. Anyone who does copy sits down on the floor. The leader should change actions and commands frequently. The winner is the last person left standing.

**Jesus says:** This game is played as ‘Do this, do that’. The players imitate the actions when the prefix “Jesus says” is used e.g. Jesus says pray, hit your friend, Jesus says read the Bible, jump, stick your tongue out, Jesus says be happy, be grumpy, Jesus says shout ‘hallelujah’, etc.

**Opposite Attitudes:** Preparation: cut up the pairs of attitudes from the prepared list in “Jesus in control” (2)

If you have a lot of children, give one of the feelings (good or bad) to each child. On the starting signal, the Juniors move about and try to find their opposite- feeling partner. The first to do so are rewarded.

If the number of players is small, give each Junior a wrong attitude and mix up the good attitudes and put them face up all round the room. On the starting signal, the Juniors search for their good partner. When they have one correct pair, they show the leader and get another wrong attitude and try for more pairs. The Junior who has collected the most opposite attitude pairs, is the winner.

## **‘DONKEY’ GAMES:** These games are introduced in “Jesus is King” (4)

**Tail the Donkey:** Materials: A photocopied enlargement from the lesson materials of donkey and tail, glu-tack, pencil, blindfold.

Display the large picture of the donkey on a wall or board. A representative is chosen to be blindfolded. The tail, which has some glu-tack at the base of it, is given to the candidate who presses it on to the donkey. The blindfold is removed and the position where the tail was put is noted with the initials of that person. Repeat with other Juniors. The Junior who placed the tail nearest to the correct position is rewarded.

**Donkey Derby:** Preparation for each team: paste a copy of the donkey onto card. Punch a hole in the centre of the donkey. Thread a long piece of string through the hole in the donkey. One end of the string is tied to a chair on the opposite side of the room, and the Junior holds the other. By wiggling the strings to make the donkeys gallop, the Juniors race their donkeys to the end of the string. Heats can be run off.

**ee-aw:** One Junior is blindfolded. All the others scatter themselves around the room. The blindfolded player feels his way until he touches somebody. The contacted Junior must then make the noise of a donkey - ee-aw - repeating it three times if requested. The blindfolded person must guess the identity of the ‘donkey’ by the voice. Repeat as required.

## **'PARTS OF THE BODY' GAMES:**

These games are introduced in "Jesus the healer" (3)

**Shopping Lists:** Materials: a shopping list and pencil and paper for each pair playing.

Make each shopping list have eight items for each pair of children playing. The lists must have different items or at least have the items in a different order. Stand the pairs of players five metres apart and facing each other. Give one child the shopping list and the other a pencil and paper. On the starting signal, the child with the list shouts the items one at a time in the correct order to his partner who will write them down. Everyone does this at the same time! Noisy!! When one pair has transmitted his list successfully, the game is over. The Leader checks the list for accuracy. Replay the game again, after mixing up the lists, but in absolute silence. Communication is by miming, gesticulation and mouthing. *Talk about how frustrating it must be to be deaf or dumb.*

**Dressing relay:** Preparation: bring a jacket, trainers and scarf per team

Line up in relay style. Each team has a jacket, a pair of trainers and a scarf on a chair several metres in front of them. On the starting signal, number 1 runs to the chair and dresses in the clothes then runs back to the team to collect number 2. They return to the chair where '2' can then help take the items off and put them on him/herself. The first team who all have been dressed are the winners. Repeat the race but this time each pair may only **use one hand** to put the clothes on and off.

**Dumb Requests:** Preparation: write a phrase, such as those below, on individual pieces of paper so that the player can read a phrase secretly before s/he mimes. One player is selected to mime a phrase to the others. Everyone tries to guess the request. If there are many children, this could be played in groups at the same time.

1. Can I have a cup of tea?
2. Come and sit down over here.
3. Can you come to my house at 6 o'clock?
4. Is it time for bed?
5. Go to the shops and buy some bread.
6. Please telephone Granny.
7. I would like fish and chips for tea.
8. What is your telephone number?
9. Put on your hat and coat.
10. Did your football team win this week?

**Circle Cross:** All players sit on a chair in a large circle and are numbered alternately A. .B. A. .B.. right round the circle. The aim of the game is to get to a chair on the other side of the circle. The leader calls out e.g. A. The A players are allowed to move one arm or one leg. Each time your letter is called you move one part of your body. The Leader calls e.g. B, A, B, B, A, A, B, A. When everyone begins to meet in the middle, the players have to work out ways of climbing over, or round, or under other players! Remember, only one movement at a time.

**Peas on a knife relay:** Materials: 2 saucers and a blunt knife for each team, a dried pea for each child. Line up in relay style with one saucer three metres in front of the team and the other three metres further on. The peas are put in the first saucer with the knife beside it. On the starting signal, the first player runs to the saucer and **using one hand only** and the knife pick up a pea and carry it carefully to the second saucer. He runs and gives the knife to the next player to repeat the process.

**Jesus gave me** Sing to the tune of "Looby Loo". The children stand in a circle and sing the words of the chorus, walking forward and back out. Act out words for the verse, e.g. right hip, left leg

Verse: I put my right hand in  
I put my right hand out  
I give my right hand a  
Shake, shake, shake  
And turn myself about

chorus: Jesus gave me a foot  
Jesus gave me a hand  
Jesus gave me an eye  
So I can do all I do.

## **‘FEELINGS’ GAMES**

These games are introduced in “Jesus Is angry” (5)

**Feelings aim:** Preparation: Collect three shoe boxes or similar sized containers. Stick a face on the side of each. There are angry, happy and sad pictures in “Jesus is angry”. Bring a small ball or bean bag.

Place the boxes with faces side by side on the floor several metres in front of the players. The player rolls the ball aiming at one of the boxes. When the ball goes in the happy box, the player tells of something that makes him happy; in the sad box, something that makes him sad; in the angry box, something that makes him angry.

**Fruits of the Spirit:** Juniors are seated in a circle. An extra player stands in the centre. The Leader assigns an attitude to each Junior going round the circle, repeating as necessary. e.g. love, joy, peace, patience, kindness, humility, self control. The centre player calls out a Fruit of the Spirit and all Juniors with that attitude must change places, while the centre player tries to get one of the vacated seats. The child without a seat is the new caller. The caller may also call “Fruits of the Spirit’ and then **all** Juniors must move. (Not to an adjacent seat!)

**Aiming to please:** Preparation: bring a medium sized container, a ball and a copy of the ‘Pleasing to God’ and ‘Not pleasing to God’ slips (sheet in “Jesus Is angry” (5) cut up for each team playing. Mix up the slips and put in an other container/hat  
Divide the Juniors into teams relay style with a leader assigned to each team. Place a carton in front of each team. The first player aims to get the ball into the carton. If he does, he selects a slip which he reads. If it is pleasing to God, the team gets one point. At the end of the given time, the team with the most ‘pleasing’ slips is the winner.

## **‘DAVID THEME’ GAMES**

These games are incorporated in the topics on David.

David 1:

**Find my sheep:** Choose a Junior to be 'David'. The Group stand in a circle being the 'fold' with David in the centre. David says "Help me find my sheep." David describes several things about the clothing of one of the Juniors until he/she recognises him/herself. That 'sheep' then begins to run round the outside of the fold with David in pursuit. If David catches the sheep before it reaches the safety of its space, the sheep becomes the next David. If he does not catch the sheep, the Leader may choose a new David.

**Find a person:** Preparation: Photocopy a sheet for each Junior.  
Each Junior has a copy of the sheet and a pencil. They have to find someone to fit each criteria, in the given time limit, and have it signed by that person. The person with the most signed lines wins.

**Personal Trivia:** Bring paper and pencil for each Junior and a tub.  
In five or ten minutes, each Junior writes down three facts / events / experiences from his/her life which he/she hopes are unknown to anyone else in the Group. Fold the papers and put them in the tub. Now one Junior picks out a paper and the Leader reads through the facts twice. The first person to correctly guess the identity may pick the next paper

**Superlatives:** Divide the Juniors into teams. The Leader calls out a criteria which each team aims to meet and sends their delegate to the Leader. e.g. The person with the longest hair, smallest shoe size, most freckles, knobliest knees. The Leader decides which of all the delegates has the 'longest hair' etc. and awards a point to that team.

David 2

**Camp Base:** Bring chalk or string to mark middle of playing area. On one side of the line is the Philistine Camp and on the other is the Israelite Camp. Each has a place for prisoners. The Philistine army crosses the line and challenges the Israelites to catch them. The Israelites try to catch a Philistine but if they cross the line, they may be captured by the Philistines! Caught prisoners are put in the Base. A prisoner may be rescued by one of his own army touching him. This could be dangerous if the prisoners are guarded. The winning army is the largest one at the end of the playing time.

**Israelites and Philistines:** The two armies stand in two lines. One army turns its back on the other. The army "behind the backs" creep up towards the other but on the Leader's call "Attack!", they turnaround and chase them. Those caught before passing over the base line become one of that army and join in the chasing at the next round. Continue attacking until all are captured. Repeat with the other army being the attackers.

**Goliath Aim:** Photocopy 'Goliath' onto thin card. Cut out Goliath figure and 'Blu-tak' it to an empty 1 litre juice bottle, bring two small balls or rolled up pair of socks. Place the 'Goliath' skittle a distance in front of two teams. Halfway between him and the first team member place the two balls in a box. Number each member in both teams. When the leader calls a number, these two players run to get a ball and aim to knock down Goliath. Award a point to the first team to do so. Repeat with other numbered players.

David 4

**David and Saul:** Have available a number of 'unbreakable' chairs, music. Have one chair for each Junior and scatter these "safe zones" around the playing area. Appoint 'Saul' who is chasing everyone else who are 'Davids'! The Davids move around while music is played and the chase begins when it stops. Chasing stops when the music resumes. When someone is caught, s/he then remains seated. You may have several Sauls and replace him when tired.

**Clothes relay:** Bring for each team - a scarf, hat, jacket and gloves. Teams line up in relay style. Place the clothes a distance in front of each team. At the given signal, the first player runs to the clothes and puts them on in any order. S/he then runs to tag the second player who runs up to the changing spot with him/her. The first player removes clothes, with help of 2nd if needed, and 2nd puts them on. Repeat as required. Reward first completed team.

**Group Lap:** A game to build trust and unity! Form a circle all facing clockwise and fairly close together. On a signal, the Juniors all slowly bend to a sitting position to sit on the lap of the person behind, while the person in front sits on his lap. This may take several attempts. If the group has good balance, it may wish to attempt walking with everyone moving the same foot at the same time.

David 5

**Outlaws:** Designate one Junior to be 'Saul', one 'David' and the others are soldiers. The soldiers line up at one end of the playing area. David stands at the other end and Saul stands in the middle. Designate a den for David and Saul. David calls his soldiers, two or three at a time. They try to get to his den without being caught by Saul. When a soldier is caught, he is taken to Saul's den. David may try to rescue a soldier only if Saul is not at the den and vice versa. When the last soldier is in one den or an other, count up how many there are in each den to find out who is victorious.

**Cave Creep:** Choose one person, who is the listener, to crouch down with his / her back to the others at the far end of the playing area. All others stand quietly at the other end of the playing area. The Leader will point to a Junior who attempts to creep up to touch the listener without making a sound. If the listener hears a sound, s/he knocks on the floor and the creeper must stop.

The Leader points to another Junior to try. If the creeper reaches the listener without being detected, s/he is the next listener.

## **'PAUL THEME' GAMES**

These games are incorporated in the topics on Paul.

Paul 1

**Pairs:** Prepare a list of criteria e.g. same shoe size / goes to same doctor / trade mark on clothes / length of hair / writes with same hand / same number of grandparents alive, etc. Aim: Leader calls out one criteria and then each Junior aims to find a partner according to that criteria e.g. Find someone with the same colour of eyes. The first pair to run to the leader, gets a point, if they are correct. Repeat, as time permits, with different criteria. Juniors must be honest for this game as they score for themselves. (It does not work for twins!)

**Ankle guessing:** Bring a blanket. Three 'guessers' leave the room. Two adults hold up the blanket like a wall. Three Juniors remove their socks and shoes and stand behind the blanket exposing their ankles and feet. The 'guessers' return and try to identify whose ankles are showing below the blanket. Repeat with other Juniors.

**Name game:** (A name learning game) Bring a small/ medium ball. All stand in an inward facing circle. The person throwing the ball gives their own name and throws the ball to an other in the circle. When all are familiar with each other's names, throw the ball calling out the name of the person who it is for. Another variation, which needs good concentration, is to call the name of the person who threw the ball to you, as you throw the ball to the next player.

**Who was it? :** All sit on the floor in an inward facing circle. Everyone takes note of where everyone else is sitting. One person is selected to leave the room/ group. Now the leader selects two people to change places. The person is called back in and tries to identify and name the two who have swapped places.

Paul 2

**Guess the good deed:** A 'volunteer' is secretly told a good deed, or given a slip of paper with it written on. S/he then mimes the good deed for the group to guess. Repeat with different 'mimers'.  
1. Shopping 2. Posting a letter 3. Make a cup of tea 4. Washing kitchen floor 5. Ironing  
6. Washing the dishes 7. Peeling potatoes 8. Take out the wheelie-bin 9. Polish windows  
10. Take the dog a walk.

Paul 3

**Blind Elymas:** All the Juniors stand scattered around the playing area. 'Blind Elymas' (blindfolded player) feels his/her way around the playing area until s/he touches somebody and asks "Who speaks?" The player who is touched answers "Barnabas", "Sergius Paulus" or "Saul". Elymas must guess the name of the victim by the voice. If s/he is successful, the person named becomes the new Elymas; if unsuccessful, Elymas must release the victim and try again.

**Witness Wrappers:** Wrap a small prize in many layers but between each layer place one of the comments cut from the "Witness Wrappers" sheet. Music to play as you pass this parcel. Play in the manner of "Pass the Parcel" and when a layer of paper is taken off and a printed slip revealed, the Junior must read it out and say whether it is a good witness or whether we should not say it.

**Good News/ Bad News:** Juniors sit in an inward facing circle. One begins a story with a good news sentence e.g. 'The good news is it was my birthday'. The next player continues the story with the bad news. e.g. 'The bad news was that I had a very sore throat.' Continue until all have contributed.

Paul 4

**Stand Up Straight:** Juniors sit on the floor in an inward facing circle with a caller in the centre. The caller says “Stand up straight Craig and Emma”, naming two people from the circle. The named Juniors run in a clockwise direction around the outside of the circle to get back into a space BUT the caller tries to fill one of the spaces also. The Junior without a space is the new Caller. Aim to call each Junior at least once - this takes concentration!

Paul 5

**Scrambled Feelings:** Photocopy and cut up the ‘feelings’ slips. Bring safety-pins. Juniors sit on chairs in an inward facing circle. Every Junior pins a ‘feeling’ to their front. ( Examples are printed for use.) A Caller, standing in the centre, calls out two feelings and these two Juniors try to change places before the caller gets one of their chairs to sit on. When the caller calls “Jesus loves you” all the Juniors change places.

Paul 6

**Blow Balloons:** Bring a drinking straw for each Junior, or folded sheets of newspaper, and a balloon for each team. Juniors line up in teams one behind the other and play relay style. Denote start and finish lines. Each player fans the balloon with the folded newspaper, or blows the balloon with the straw, over the course. The balloon must be wafted and *not touched* with the newspaper or straw.

**Shipwreck:** On A4 sheets write an area of a ship on each. e.g. deck, bridge, hold, captain’s cabin, lifeboats. Denote corners of the room as parts of a ship e.g. Deck, lifeboats, captain’s cabin, hold. March about the room at random until caller shouts one of the areas. Players then rush to that area. The last to reach the area is out. Repeat until a winner is left.

Paul 7

**Route Racer:** Bring Glu-tak. Prepare the destination cards and route planner cards by copying and enlarging to A3 and then cut up. Stick **destination cards**, included in lesson 7, from Paul’s 2nd Journey, on walls randomly around playing area. Then stick **Route Planner cards** on the wall below the appropriate destination card. Juniors work in pairs or as individuals. Place the players at different starting places as appropriate. On starting signal, players run from destination to destination looking for his/ her place which was at the **top** of their route planner card. When it is found, it will tell them where to go next. The search begins again! The players are finished when they have completed their circular route. Reward winner with points or prize.

**Mailman:** Address envelopes with a place name on the front (see list in Paul :7) Juniors sit on chairs scattered around the room, except for the Mailman. Give an addressed envelope to each seated player. The Caller calls two place names from the list and they swap places and exchange the mail without being intercepted by the mailman. If the mailman does intercept an envelope, he changes places with the person who had it, and that person becomes the mail man.