

Game: Ships & Sailors



Purpose: a great mixer and active game

This game works with all the young people trying to follow the commands to stay in the game, similar to Simon Says. The main leader calls out commands from the front.

COMMANDS

Captain's Coming - standing still, hand saluting, you can't move until the leader says: "At Ease"! You can't do any other command unless you have been told At Ease, otherwise you are out!

Ships - go to the left

Sailors - go to the right

Hit the Deck - drop to lying on the floor

Seasick - go to the back and pretend to throw up

Person Overboard - in pairs, with one lying on the ground, second young person standing but holding their pairs hand & their other hand reaching up

Rowing - in threes, row in a line of three together

Eating - four people eating together

If young people don't have a partner or aren't in the groups (person overboard, rowing and eating) or don't complete an action quickly enough, they are put out!