

# Backwards Party Games

## Games To Play:

- Jenga! as kids arrive
- Get Dressed Backwards Relay
- Toothpick Balance
- Bug!
- Board games, such as Candy Land, played backwards, so that you go DOWN the ladders and UP the chutes.

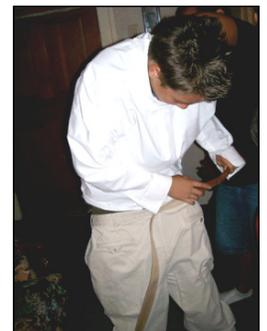


## Backwards Dressing Relay

### What's Needed?

- Adult size clothing with an obvious back and front, such as:
- Man's dress shirt
- Man's pants and belt
- Man's shoes with laces

Ask the kids to get together in pairs to work as a team. Provide two piles of similar adult size clothes and select two teams to start. One member of each team will be the one putting on the clothes, and the other member of the team is the helper. They'll see who can get the whole outfit on first; shirt completely buttoned, pants on and zipped, belt on and buckled, shoes on and tied. You could add other articles of clothing as well, such as a necktie, hat, etc. The team that finishes first gets 10 points per member. The team that finishes second gets 7 points each. Now move to the next 2 teams, and continue until all have had a chance to play.



# Backwards Party Games

It's fun to play Rotative Games, and they're perfect for ages 9-11.

## What's Needed?

- Card table(s) and chairs
- 3x5 cards for scoring (each person keeps their own score)
- Prize or Prizes
- Note: Additional items are listed under each game.

Set up a table for each game you plan to have the guests play. The games remain in the same positions throughout the game period. The players rotate from table to table. Each game takes about 10 minutes to play, plus an additional three minutes to score each game and change to the next. Groups of three or four people play one game at a time. The same players move as a group to the next game.

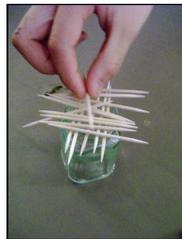
Prepare a score card for each player. Have them keep it with them and record their own personal score throughout the party. Explain the rules and scoring systems for all the games before the children begin to play. Then you will only need to arbitrate disputes and call the time. At the end of the game period, have each player add up their points. Normally the one with the most points would be the winner, but in the backwards party the winner should really be the one with the least points! But don't tell anyone until the final moment! Let the winner be the first to choose out of your 99 cent store "treat box."



## Toothpick Balance

### What's Needed?

- Round toothpicks
- Small bottle(s)



### Presentation

1. Ask each player to take 10 toothpicks. The first player balances one toothpick across the open neck of the bottle. The next player balances one of his toothpicks alongside or on top of the first.
2. The third player adds one of his to the pile. The game continues around the table until one player causes his own toothpick or any others to fall. He must then add all the fallen toothpicks to his pile. The next player begins again
3. The game is over when one player succeeds in getting rid of all of his toothpicks. Score 10 points for this player. The player with the next highest number of toothpicks receives 7 points. The others get 5 points each. If the other tables haven't finished their games yet, tell the players to divide up the toothpicks and play again. The more games they can fit in, the higher their scores.

# Backwards Party Games

## Bug

When you roll:	Draw:
6	Body
3	Head
1	Eyes
5	Feelers
2	Tail
4	One set of 4 legs (Two sets are needed)

## What's Needed?

- Pair of Dice (use only one)
- Paper and Pencil for Each Player
- Index Cards

## Preparation

Using index cards, make a picture of a finished bug (above) for each player and make sheets of paper with 4 sets of the rules and space to draw, as in the photos.

## Presentation

1. The object of this game is to draw as many Bugs as possible, according to the rules. No player may start a second bug until the first one is completed.
2. Each player in turn rolls the dice, trying first for a 6. Once a player rolls a 6, he may draw the body. After he has drawn a body, he may add the other parts of the bug, depending on what he rolls.
3. When you call time, the player with the most Bugs scores 10; the player with the next most finished Bug(s) scores 7. The other players score 5. In the case of a tie, parts of bugs may be counted in scoring.

