



FAMILY Backyard Barnyard Games

Choose a game from the list below and play it! Make the game and the rules work for your family and the area you have available to play in.

Take a pic of yourself playing one or more of these games and send it in!

If playing any of these games gives you an idea for your own Barnyard game, make a video and send that in!

EGG ON A SPOON RACE

Balance a plastic egg (or a real one!) on a spoon and see which family member can carry it across the yard without dropping it!

POOP THE POTATO

Two Teams line up parallel to each other at one side of a room, and on the other side of the room you place an empty Waste Can, or Bucket. Each member of both teams is given a Potato to carry between their legs. Then, in Relay Fashion, the object of the game is to drop the Potato, while walking with it between your legs, from one side of the room to the other, and "Poop" it, errrrrr, rather, "Drop" it into the Waste Can. The team that disposes of their Potatoes first, is declared The Winner!

FARM ANIMAL RELAY I

Have names of or pictures of farm animals in a bag. Divide into two teams. Players run to the bag, take a paper from the container, and run back acting and sounding like the animal. Before a player reaches the team, the rest of the team must guess the name of the animal.

SUN UP GAME

Farmers are up with the sun. All crouch down and have to try to pop up at the same time as the scout or leader designated "Sun". See which den can work together as a team to "pop up." at the same time as the Sun.

FARM ANIMAL RELAY II

Race while you do one of these:

- Hop like a Bunny
- Waddle like a Duck
- Leap like a Frog
- Strut like a Rooster
- Wander like a Cow
- Charge like a Bull
- Flap like a Chicken
- Wiggle like a Pig
- Crab walk
- Bear walk
- Jump like a kangaroo
- Scamper like a Mouse

SCARECROW

Cub Scouts walk around until the leader gives a signal such as blowing a whistle. At the signal everyone pretends to be a scarecrow and stands on one leg with arms stretched out wide. Those who lose their balance before the leader gives the signal again have to sit down. Make the duration of standing longer as the game progresses. The game continues until only one scarecrow is standing.

VEGETABLE STEW

Cub Scouts sit in chairs in a circle with one Cub Scout in the center. The leader assigns the name of a vegetable to each of two Cub Scouts in the circle. When the name of their vegetable is called, the two “corns” or “potatoes” run to change places, while the Cub Scout in the center tries to get one of the vacant places. When the leader calls “vegetable stew,” every one scrambles to get a different seat. The one left standing is “It” for the next round.

VEGGIE HARVEST

Hide either real vegetables or pictures of vegetables around your camp location. Give each Cub Scout a bucket. On a signal, they race to find as many veggies as they can before you say, “Stop.” To make the game a little harder, give each Cub Scout a list of vegetables they must harvest.

SEED PLANTING RELAY

Materials: 6 cups or jars per team, One bag of seeds, pasta shells, or dried peas
Team members follow a line, or rope on the ground, and walk heel to toe. Each team member must stop (about every 3 feet) and drop a seed in a small mouthed jar set near the line. When he/she reaches the end, he/she runs back and taps the next scout on the team.

FARMYARD

Each team or den chooses the name of a farm animal that is easy and amusing to imitate. All are blindfolded and scattered around the room/outdoor area. At a signal, the animals start making their own noises to attract other members of their own team. For

instance, the “ducks” start quacking as they wander around. If they hear other quacks, they go in that direction. When two ducks meet, they take hands and seek other quackers. The first team to fully assemble wins the game.

A SCARECROW AND RUN

Grab some oversized plaid shirts, goofy pants, rope belt, floppy hats and any other clothing that a scarecrow might wear. Make piles containing one of each item. The number of piles is determined either by the number of players or teams participating. Line up players and let the game begin! The players run to the pile, put on the outfit, and dart back to the starting line. If doing it as a team game, they would then switch the outfit with their teammate-who run out and back. First team with their last team member DRESSED AS A SCARECROW wins.

PIN THE TAIL ON THE COW I

Create a simple cow costume - a paper or plastic tablecloth, folded in half, cut a hole for the head poncho style. Make some simple tails out of strips of paper. One Scout is the cow. Other scouts have the tails. Scouts try to chase down the cow and stick the tail to their back.

PIN THE TAIL ON THE COW II

Or just draw a cow on a piece of paper and play the regular way