

Night Games

Flashlight Tag:

One person is “it”. They have a flashlight. Everyone runs away from “it” while “it” counts to 10. Then “it” runs around and tries to find everyone. Once you are caught in the light of the flashlight, you are caught. The last person to be “tagged” by the light wins and the person that was tagged first is “it” next.

Ghost in the Graveyard:

Basically this is a game of reverse hide-and-go-seek. Select a pair of players to be ghosts. They go and hide somewhere in the playing area (they should hide together for safety reasons; however, if you have older kids, they can hide on their own). While they are hiding, the rest of the group gathers at the “home” or “safe” area, closes their eyes and counts (loudly), “One, o’clock, two o’clock, three o’clock...” all the way up to “Midnight!”. Then the kids fan out through the playing area, looking for the ghosts. If a player spots one of the ghosts, she yells “Ghost in the graveyard, run, run, RUN!” This warns all the kids to race back to the safe area. At the cry of “ghosts in the graveyard”, the ghosts, too, are free to move and chase the players. Anyone they tag becomes a ghost in the next round. So in the first round of the game you only have one or two ghosts, but as the game progresses, you may have many ghosts all at the same time. Regardless of which ghost is spotted first, once a player yells “Ghost in the graveyard, run, run, RUN!”, ALL the ghosts are free to run. This is one of the elements that makes this game scary, since a player could be concentrating on a ghost she can see, only to turn around and find another ghost emerging from a hiding spot! I prefer to play it right at dusk. The changing light makes for a suitably creepy ambiance, but it’s still possible to see tripping hazards in the playing area.

Sardines:

If you are playing with young kids, it is best for this game to make sure all the players have a buddy, especially when playing in an unfamiliar area. Send one pair of kids out to hide, while the rest count to 50. Then the pairs must hunt around to find the ones who are hiding. When a pair comes across the hidden kids, they hide right along with them. Once again, there is the possibility of ending up with ten to twenty people all hiding in the same place! When everyone has found the group start over again. The pair that found the hiding pair first gets to hide next time.

Firefly:

This game should be played with a small pocket flashlight so that the beam is not too easy to spot. One person is selected to be the firefly and hides outside in the dark, away from the rest of the players. After counting to 20 everyone goes in search of the firefly, who is constantly moving around from hiding spot to hiding spot. Every 60 seconds, the firefly must quickly flick her flashlight on and off. When she is caught the game is over and a new firefly is appointed.

Glow Stick Volleyball:

Everyone gets 4 glow stick bracelets. One for each wrist and one for each ankle. Using a beach ball, break some glow sticks and break them to make them glow. Insert the glow sticks into the blow hole of the ball. They should slide in easily. Blow up the ball and have fun keeping the ball off the ground by passing it back and forth to each other. Kids are not allowed to catch and throw the ball, it has to be hit, like they are playing volleyball. You can also play it like a real volleyball game if you have a net. I would suggest getting at least 2 or 3 balls since sometimes the kids try to kick the ball and it pops.

Wave:

This game is better played at dusk when you can still see each other. One person is it and everyone goes off to hide. "It" counts to 50 and then goes and tries to find the hiding kids. The hiding kids can move spots as they sneak away from the person who's "it". If "it" finds someone he calls out their name. The person whose name was called has to follow the person who's "it". While they are walking around looking for other kids, if the person who following "it" secretly gets waved to by another hiding child, they can sneak away from the person who's "it" and go and hide again. Once someone's name is called 3 times, they are "it" and the game continues.

Night Time Reflector Hunt:

Think of an Easter egg hunt but way more fun! Buy some cheap reflectors from your local hardware store and glue them to index cards with a hole punched in them. Hang them on outside in various places. Separate the players into teams and let them go searching for them. Whoever finds the most, wins! This works best for wooded areas, but can be adapted to most any environment.

Glow Stick River Jump:

This game is simple, but a river of fun! Simply connect your glow sticks together in a straight line. Place two rows parallel about 4-6 inches apart and have the kids jump across the "river." With each jump, scoot the lines a little farther apart. If their feet take a dip in the river, they are out. The last child standing is the winner!