

Obviously, you get to a point where there are several children on each sitter's lap, see **Fig 5.3**. **Fig 5.4** shows a side-on view. I stop at the part of the game where there are two chairs each with loads of kids all trying to sit on one person's lap! Believe me, there is much hilarity at this stage.

At this part of the game, play it in reverse. Just gradually add chairs until you are back to, say, 25 chairs and everyone is sitting down on a chair. No one is ever 'out' of the game.

So who gets the prize? Unbeknown to the children, you have previously stuck a gold star, marked 'Prize', under one of the chairs. Get the kids to look

under their chair. The winner is the one who was sitting on that particular chair, **Fig 5.5**. You then have the choice of giving a suitable prize to either the boy or girl winner.

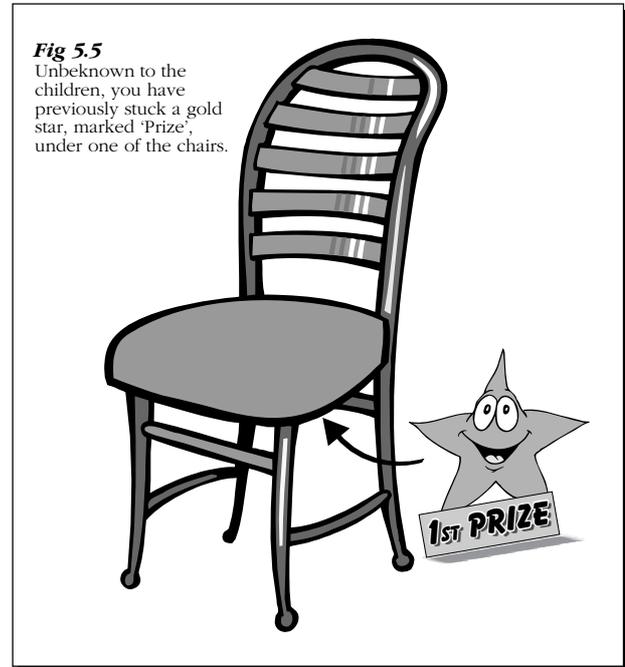


Fig 5.3 (left)
Obviously, you get to a point where there are several children on each sitter's lap. Believe me, there is much hilarity when the children are all trying to sit on each others' laps.

Fig 5.4 (below)
This photo shows a side-on view. I stop at this part of the game and play the game in reverse. Just gradually add chairs until you are back to 25 and everyone is sitting down on a chair.





Fig 5.6
Space Ships is really based on the old game, called 'Corners'.

Space Ships

Space Ships is really based on the old game, called Corners, **Fig 5.6**. Again, there is no elimination and it gives everyone a chance to race around, using their imagination to fly around in their spaceships!

Firstly, obtain four mats, coloured Red, Green, Yellow and Blue. I use the same mats mentioned for 'grouping the audience' during the magic show, as explained earlier. Secondly, obtain some space ship music, with effects such as space ships flying, lasers shooting, and explosions, etc. Position the mats in the outer four parts of a large circle. The centre area represents outer space. Each mat becomes a planet,

i.e. red planet, green planet, blue planet and yellow planet, **see Fig 5.7**.

When the outer-space music plays the children have to hold their arms out, as though they are flying, and run around in an anti-clockwise circle, as though they are flying in outer space. When the music stops, they have to fly back to the planet of their choice, that is, to one of the coloured mats.

On my music effects channel I announce in a deep Darth Vader voice that one of the planets is about to blow up. If the group of kids are on the chosen planet their spaceship will become damaged; consequently they will have to fly their space ships more slowly. This stops the more boisterous boys from racing around and crashing into each other. The next time I announce that I am Darth Vader's brother, and will be chasing them as they fly around. I hold up my arms as though flying and run around with the children.

For some reason, kids enjoy being chased (when they know there's no real threat); the girls love to scream and the boys laugh their socks off, especially when I can't catch them. When you feel the game is exhausted, just announce that they are all winners and will get a prize at the end of the party. So, this game is really Corners with just a simple modification to the game. It is now very fast paced, all are involved all of the time, with no elimination and all are winners!

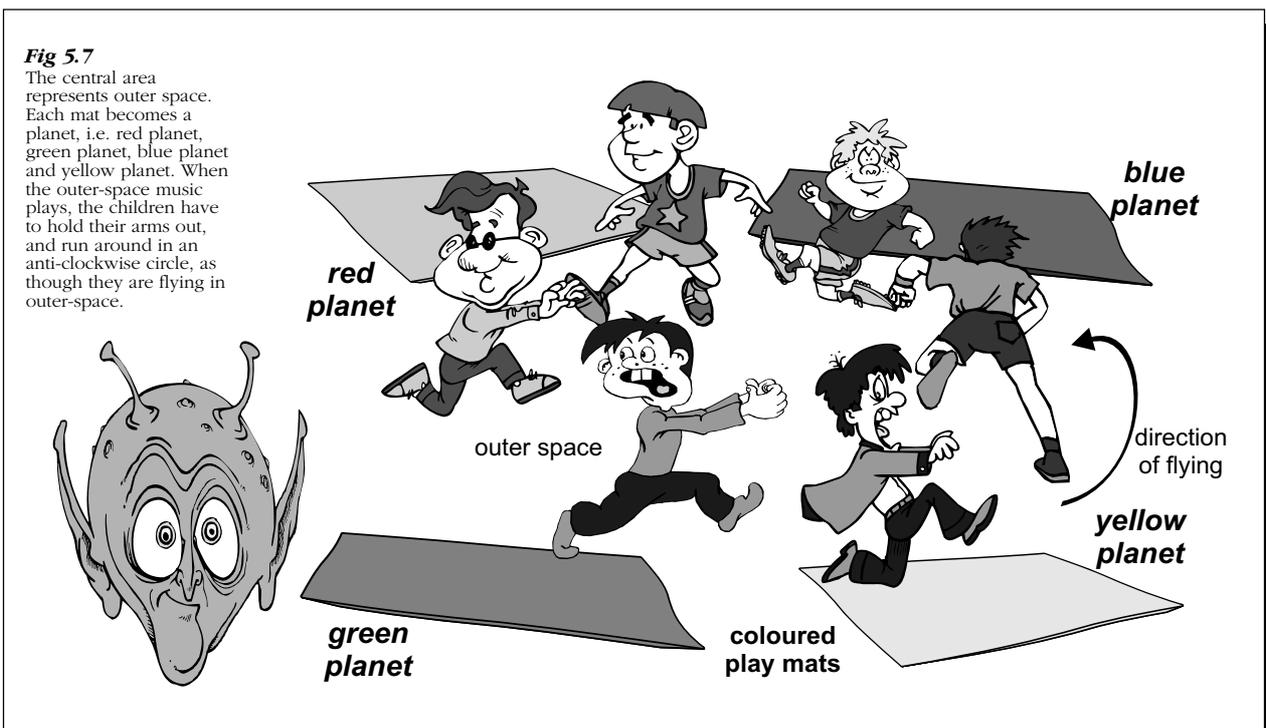


Fig 5.7
The central area represents outer space. Each mat becomes a planet, i.e. red planet, green planet, blue planet and yellow planet. When the outer-space music plays, the children have to hold their arms out, and run around in an anti-clockwise circle, as though they are flying in outer-space.



Fig 5.17 (left)

The Mushroom. On the count of three, they raise their arms straight up, and hold them aloft. The parachute billows up to form the shape of a mushroom.



Fig 5.18 (below left)

Popcorn. Throw an inflated beach ball into the parachute while the kids are making waves. Explain there's a prize each time the ball touches the net in the centre. The kids go crazy trying to make the ball bounce to the chute's centre.

Afterwards, the kids have to make waves so that the ball jumps out of the chute.

2) State how dangerous parachutes can be – especially if you jump out of an aeroplane without one! Explain that it is very important that no child must try to sneak under the parachute without my permission, otherwise I shall show them the red card and they will be sent off the play area. I've never had to do this yet, but I like to lay down some rules, even if it's to cover myself!

3) **Make Waves.** Encourage the children to distribute themselves evenly around the chute's perimeter. They will soon discover how to make waves!

4) **Make a Mushroom.** Get them to stand to attention, arms straight like soldiers holding the parachute's edge. On the count of three, they raise their arms straight up, and hold them aloft. The parachute billows up to form the shape of a mushroom, see **Fig 5.17**. There are usually many oohs and aahs from children and parents.

5) **Popcorn Ball In.** Obtain an inflated beach ball. Throw this into the parachute while the kids are making waves. Explain there's a prize each time the ball touches the net in the centre, shown in **Fig 5.18**. The kids will go crazy trying to make the ball bounce to the chute's centre.

6) **Popcorn Ball Out.** This time change the rules. They now have to make such big waves that the ball bounces out of the parachute. They will earn a prize each time the ball pops over the edge. Of course, it never does!



Fig 5.19

Get the children to sit down with their legs tucked under the parachute. Ask them to imagine that they are all little teddy bears bathing their feet in this lovely pond of warm water. It's so nice! The only problem is... there is a crocodile in the pond!