

## Indoor games for kids ages 9-12 (Gr4 - 7)

### 10. Indoor Bowling

**Equipment:** empty water bottles or plastic cups and a ball

**Number of players:** as many as you like

**Instructions:**

1. Line up the empty water bottles or plastic cups in a V - formation.
2. One by one each kid gets a chance to bowl (mark down a line that they need to stand behind)
3. You can create a point system - e.g. 20 points for a strike and 2 points per bottle knocked over.
4. Each player can have 10 chances to bowl.
5. Player or team with the highest points at the end of 10 rounds wins!

*Variations* – Make a bulls-eye on the ground out of masking tape or one on a piece of paper. With each section worth different amounts of points, the kids can take aim and challenge each other. (i.e. they must roll the ball and try to get it on the bulls-eye or piece of paper - a heavier ball would be ideal for this variation)

### 11. Broken Telephone

**Equipment:** none

**Number of players:** the more kids the better

**Instructions:**

Line the kids up, think of a sentence of sufficient length, and see what that sentence becomes by the time each kid whispers it into the next kid's ear. Lots of laughs to follow!

### 12. Basketball

**Equipment:** socks or old newspaper and cellotape

**Number of players:** the more kids the better

**Instructions:**

1. Make a few "snowballs" out of pairs of socks (or use crumbled up newspaper and tape), get a laundry basket (or smaller containers for more challenge), and you're all set.
2. Kids can take turns shooting to score, and they could even take the risk of a longer shot worth more points!
3. The first one to score a certain amount of points wins.

*Variations* – Each kid shoots the ball, and if they score they take a step back. The one to score from the furthest distance wins.

### **13. Marbles**

**Equipment:** marbles (make sure to get 1 bigger marble for each kid that is going to play), masking tape or string

**Number of players:** as many as you like

**Instructions:**

1. Make a circle about a meter wide out of masking tape or string.
2. Place 3-5 marbles near the center of the circle for each kid playing, so for 3 kids playing you might have 9 marbles near the center.
3. Then each child takes a turn, with their hands outside the circle, flicking their big marble out of their fist with their thumb at other marbles.
4. If they knock any marbles out of the ring then they get to keep them and shoot again.
5. If they miss, then they leave their big marble there until it is their turn again.
6. The winner is the kid with the most marbles when all marbles are knocked out of the ring.

### **14. Dominoes**

**Equipment:** \*dominoes or printed domino cut-outs (see CD)

**Number of players:** 4

**Instructions:**

## **Basic Dominoes Game Rules**

### **Starting the game**

Place the dominoes face-down on the table and mix them up  
Each player selects 7 dominoes. Keep your dominoes in front of you but hidden from your opponents.

The player with the highest double (six-six) places that double on the table to start the game. After the first round, the person who won the previous round starts first.

### **Playing the Game**

The next player to the left must then place a matching domino next to the first domino. For example, if the first player started the game with the double six, the next player must play a domino that has a six on it. Doubles are placed perpendicular to other dominoes when being played.

The first double played is called the “spinner”. The spinner may be played off of either end as well as its regular sides. The spinner is the only place where it can be played off of 4 ways.

If the player doesn't have a domino of matching value, they must pick a domino from the “boneyard”. They keep picking up dominoes from the “boneyard” until they get a playable domino. If there is no playable domino then the player must “knock” or pass their turn onto the next player.

### **Scoring**

Points may be awarded during the play of the hand by making the exposed ends of the chain total to a multiple of five.

The winner at the end of each hand also scores points for all the remaining unplayed dominoes in the other player's hands added and rounded to the nearest multiple of five.

### **End**

The first player to reach 150 points wins.

**For More Dominoes Info & Rules visit:**

**<http://www.domino-games.com/domino-rules/domino-basics.html>**

