

Aloha Party Games

Games to Play

We have listed several games that would be fun to play at your Aloha party. You may not end up needing to use all of them, but it's good to be prepared, so the party doesn't lag. If you want to award prizes, before you start, give each guest a 3 x 5 card and ask them to put their name at the top. Then at the end of each game ask them to record their own personal points for that game. When it's time to award prizes, have each player add up their points, with a little help if needed. Provide a basket full of Dollar Store items and let the winner choose first. Make sure there are more than enough so that everyone feels they've had a "good" choice! Finish the last game about 10 or 15 minutes before the party is over so you'll have time to award the prizes.

Stringing Straws (for leis)

Ages: 5-11

of Players: 6-18

What's Needed?

- Shoelaces, 1 for each player
- Colored Construction paper
- Scissors
- Box of plastic drinking straws



Preparation

Cut the straws into pieces less than $\frac{1}{2}$ inch in length. Cut 1-inch squares of colored construction paper, about 50 for each child. Poke a tiny hole in the center of each square. Tie a knot at one end of each shoelace.

Presentation

1. Seat the children in a circle. Give each child one shoelace. Also place a small pile of cut straws and squares in front of each child.
2. Show the children how to alternate straws and squares by stringing a few on an extra shoelace.
3. Explain that when you say "Go!" each child is to begin stringing straws and squares on his shoelace. When you say "Stop!" each one must hold his lace high in the air.
4. Push the straws and squares down on each shoelace and see whose is the longest. You may decide not to say stop until one of the children claims to have finished the entire shoelace. Children may keep theirs to wear as necklaces.
5. Give the winner 10 points, the next closest 7 points and everyone else 5 points.

Aloha Party Games, continued

String Maze

Ages 7-11

of Players: 6-15



What's Needed?

For each player:

- Different colored ball of string or yarn
- Pencil
- Prize

Preparation

Tie a prize to the end of one ball of string or yarn. Hide the prize somewhere in the room - under a chair, a cushion, in a wastebasket. Unwind the ball of string completely, passing it around table legs, under furniture, and in and out of objects as you unwind.

Tie a pencil to the remaining end of the string. Repeat this procedure for each of the players. Don't worry about crisscrossing the strings; that only makes the game more fun!

Presentation

1. Hand each child a pencil with the string attached. Explain that each string leads to a separate prize.
2. Ask the children to wind the strings on the pencils until they reach the prizes.
3. No points need to be awarded for this game.

Water Carrying Relay

What's Needed?

For each Team:

- Large Paper cup filled with water
- Chair

This game should really be limited to the outdoors! Give the first player on each team one of the paper cups. He may run or walk around the chair and back to the second player. When the first player is back at the head of the line, see which team has the most water left in its cup. Each person on the winning team receives 10 points. Each member of the other team gets 7 points. Play again if interest is high.

Aloha Party Games, *continued*

Rope Relay

What's Needed?

For each Team:

- 45" circle of rope

Place the rope circles at the turning point for each team. The players run up to the circles and put them on over their heads. They step out of the circles and return to tag the next players, who run up and repeat the process. Continue playing until the first player is at the head of the line again. The team that finishes first is the winning team and each member gets 10 points. Each member of the other team gets 7 points.

Under the Broom Relay

What's Needed?

For each team;

- Broom
- 2 chairs

At the turning point for each team, place a broom across two chairs. The players, in turn, must run up to the turning point and slither under the broom before returning to tag the next player. Continue the game until the first player is at the head of the line again. The team that finishes first is the winning team and each member gets 10 points. Each member of the other team gets 7 points

