Games Ideas

Activity 1 – Jeopardy!
- Obtain USPC D and C level flashcards from Shop Pony Club to create a fun game of Jeopardy

Activity 2 – Scavenger Hunt
- Items needed: scavenger hunt description, pens, members cell phones or cameras
- Split members into groups of 3-4. Give a time limit, send them on their scavenger hunt, have them take pictures or answer questions on the paper handout to prove they went to a certain place. First team back wins

Activity 3 – Bobbing for Apples/Carrots
- Items needed: Apples and/or carrots, large “tub”, water, towels
- Fill tub with water, dump apples and carrots in tub
- Have members put hands behind their back and “bob” for apples or carrots.
- Optional to give to horses when game is over or for a healthy member snack

Activity 4 – Horseless Horse show
- Create “classes” for the kids to be the horse in!
- Some class ideas are Barrel race class (timed around the barrels), jumping (small jumps), trail class (over small obstacles)

Activity 5 – The Bridle Game
- Items needed: Bridles with bits attached
- Pair members together. Have one hold the bit while the rest of the bridle hangs over their hands (or their head if they want). Have the other hold the reins
- The pair has to navigate through an obstacle course or through a pattern
- As an alternative- straws (the bit) can have pieces of yarn (reins) tied to them and can play the same game
Activity 6 – Percherons, Quarter Horses, Minis

- Teach everyone the following three characters:
  - Percherons - Tip-toes, raise hands above head, make themselves as large as possible
  - Quarter Horses - Throw arms out to the sides, make themselves as wide as possible
  - Minis - Crouch down, make themselves as small as possible
- Give people plenty of practice by calling out the characters and having them instantly become that character - offer lots of positive encouragement for dramatic effort
- Form two teams - each team convenes to decide on a character
- Teams then line up facing each other (use a rope on the ground to separate teams). Have ~ 4 feet between teams.
- Facilitator dramatically announces "1....2.....3.....", then teams adopt their poses, revealing their identity
- Immediately, the winning characters (team) must chase the losing team and try to capture (tag) as many as possible
  - Percherons win by 'squishing' the minis
  - Minis wins by tripping the Quarter Horses
  - Quarter Horses win by outrunning a Percheron
  - Identical characters are a draw
- The losing characters try to reach a "safe zone" (e.g., over another rope) about 30-60 feet away without being captured
- Teams then reconvene and decide on their next character
- Continue until one team entirely consumes the other

Activity 7 – Whoa and Go

- Teach the members how to pretend they are moving at each of the horse’s gaits
- Treat this game similar to Red Light, Green Light.
- Stand at one end of the ring and have the members stand at the other
- Shout out a gait for them to move at and yell “whoa” when you want them to stop
- The winner is the first person to make it past the director of the game