

## DAY 3 ALTERANTE GAMES

### The Great Grape Race

**Supplies Needed:** Grapes (could use cotton balls instead)

**Directions:** Have everyone take off their socks and shoes. Select 2 (or more) players to line up at the starting line and have them place one grape between their toes on each foot. On “go,” the players must carefully race to a turnaround point and back without losing their grapes. If they lose a grape, they can stop and put it back. The first player to return with all of their grapes wins. For each additional round, add another grape to each foot, i.e. 2 grapes per foot, then 3 grapes, etc.

### Q-Tip Cannons

**Supplies Needed:** q-tips, straws (1 per person), paper or plastic cup (1 per team)

**Directions:** Give each player a straw. For each team, place a paper or plastic cup near the edge of a table. On “go,” each team must blow q-tips out of their straw like a blow dart at their team’s cup from the other side of the table. The first team to knock their cup off the table wins the round. If necessary, you can move younger kids closer and older kids further back.

## DAY 3 ALTERNATIVE “NO SUPPLY” GAME

### Alpha Blast

**Directions:** Have everyone gather around you, then call out a letter. Players must scramble to find and bring back anything that begins with that letter. (For younger kids, you can use sounds instead of letters.) The first person or team to bring something back wins a point. Tell the players that if they bring back anything that you deem as valuable or breakable, they could lose a point. Play for as long as interest allows, then count up the points and declare a winner.