

# Parachute Games

## Ball games with Parachutes

1. One team tries to get a small ball down the middle of the canopy while the other tries to keep it out. Using two different coloured balls each team tries to get their colour into the centre first. If you have a large inflatable ball, have one team keeping it on the canopy while the other tries to toss it out.
2. Make the ball travel in a circle round the outside edge of the canopy by lifting and dropping the edges.
3. With a fairly small canopy (or a big one with the edges rolled so that it is smaller) bounce the air ball high into the air, catch it when it drops, and count how many times you can do this without the ball touching the ground.
4. Place three of the four balls on top of a canopy, put two or three people underneath trying to knock the balls off whilst the people on the outside keep the balls bouncing. Change the people in the middle quite often.

## Canopy Volleyball

Should two canopies be available you can divide your group into two teams, one for each canopy and toss a ball from one canopy to the other or alternately toss the ball over a net or rope.

## Mushroom

All players stand around the edge of the canopy and hold it at waist level. The leader shouts 'Mushroom' and everyone lifts the canopy until it mushrooms up in the air, then the leader shouts a category that selects those who have to run underneath to the other side. i.e. people with blue eyes.



## Tent

Best played just after the 'Mushroom' - all the players raise the canopy and without letting go, sit down tucking the edge of the canopy under their bottoms. Someone is elected to hold the tent up in the middle (the tent pole), when they get tired arms they shout out someone else's name who takes over while they sit down in his/her place.



## Chase the Mountain

Squat down on the floor in a circle as if playing Mushroom. Choose two children to be the mountain chasers. On the count of three 'Mushroom' the canopy and quickly put the edge down on the floor and kneel on it trapping as much air as possible under the canopy. Those around the outside can shout out the time taken.

### For Safety

The chasers shoes and jewellery must be removed before the start of play. This game should be played on grass or play mats.

## Turtle

Imagine the canopy is the shell of a turtle. Everybody gets underneath the canopy and moves in one direction, making sure the shell never loses its shape. Try putting obstacles in the way to get around and climb over; making sure the shell never loses its shape.

## Upside down Tent

Everyone lies down in a circle on the ground with their heads towards the middle of the circle and with their feet in the air pulls the canopy over their feet tucking it tightly under their bottoms. Everyone then moves their legs in a circular motion or passes around a large ball under the canopy.

## Pancake Toss (on Shrove Tuesday)

Cut a large circle of card with 'downside' written on one side and 'upside' written on the other. Two teams - one the 'downside' and the other the 'upside', try to toss the pancake their way.

## Desert Island

(a relaxation and surprise game)

The leader advises everyone to lie down and sunbath on the canopy, with their eyes closed, and talks the players into a trance like state, surf breaking on the shore, palms waving in the breeze, sun beating down, everything calm....but there is an Ugli Bolgi on the island and occasionally he pounces on someone and they scream loudly and become the monster themselves.

## Sharks

Players hold the canopy and create waves like a gentle sea. The leader starts off with one hand over his/her head like a sharks fin, under the canopy. The shark swims for a while before grabbing someone and pulling them under; that person becomes a shark. Nylon can cause friction burns, use a bat for the fin as an alternative to your hand.

### Important Warning

Please do not use the canopy for games involving tossing the children in the air as the canopy is not designed for this type of activity.