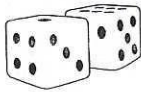


Loco Motion Games

PLEASE CHOOSE A FEW GAMES A DAY TO PLAY WITH YOUR FAMILY

How to Play Buddy Tracks



Roll a pair of dice. Put your Buddy on the spot with the matching number. Follow the instructions on the spot. Make tracks to all the spots you can!

- 2—Choo Choo Chew** You have 10 seconds to name as many foods as you can that start with the first letter of your name. Then point to someone to go next.
- 3—Laugh Track** Have everyone put on their most serious face. Now see if you can get anyone to crack a smile. The first person who does takes the next turn.
- 4—Rocky Mountain Five** Come up with a unique way to give a high-five, such as down way low, front of hand to back of hand, a “finger five,” or “foot fives.” The last person you high-five will go next.
- 5—Loco Motion!** Everyone get up and change places. The last one to sit down takes the next turn.
- 6—Train Whistle** Whistle a popular tune, TV theme song, or movie soundtrack. The first person to identify what you’re whistling goes next. (If you can’t whistle, it’s okay to hum.)
- 7—Hawk Eye Spy** Describe something in the room and see if anyone can correctly guess it with just 5 clues. The first person to correctly guess can decide who takes the next turn.
- 8—Story Connectors** Start a story that begins with “Once upon a time...” The person to your right will add a sentence to the story, ending with “...and then...” Continue around the circle until the last person ends with “And they all lived happily ever after!” That person can take the next turn.
- 9—Whoo Whoo!** Sing “She’ll Be Coming Round the Mountain.” The person to your left will come up with a different sound effect for “whoo whoo” and perform it during the song. That person can take the next turn.
- 10—Rocky Top** Lawrence Elk has antlers, and Ramsey has horns. Tell what should grow out of your head! (Forks? A lightning rod? Faucets that produce soda pop?) The person across from you will go next.
- 11—All Aboard!** Everyone puts a hand in the middle. Shout out a “team cheer” as your friends raise their hands. Someone wearing the same color as you will take the next turn.
- 12—Full Scream Ahead** Come up with an ending to the cheer “Two, four, six, eight...” and cheer it as loud as you can. The last person who rolled an uneven number can go next.

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