

Art Rod Games are traditional games played by children for thousands of years. These games are still exciting and still very fun, but are not played anymore in the classrooms seems like they've just vanished but there's still so much fun. When you add an Art Rod to the games, the fun increases even more.

Touch Game in Pairs

One player turns around with his hands behind his back. Another player shapes the letter of the alphabet with an Art Rod. Another player places his hands behind his back and is given the Art Rod. That other player guesses the name of the letter just by touching it and not looking at it. After they guess they can turn around and check. If he guesses the letter correctly, then he wins and the players switch roles.

Another version of this game is to also try to guess if the letter is lowercase or uppercase.

Alphabet

Alphabet letters are formed from Art Rods to create two sets of alphabet letters of contrasting colors. The players stand in two lines facing each other on opposite sides of the room. A set of Art Rod letters is given to each team and distributed among the players. The leaders stand at one end of the room and calls out a word. For instance, "cat".

Immediately the players from each team who have the letters required to spell the word 'cat' run to form the word. They stand in line holding up the letter in the correct order so that they spell the word correctly. The side that first completes the word wins.

It is well to prepare a list of words in advance in which the letters of the word are part of the letters set that are being passed out.

Variation: Each player starts with a straight art rod and is required to shape the letters they need in order to form the word.

Finishing Words

Players are divided into two sides. Standing or sitting, each line faces each other. The first player holds a rod and spells the first three letters of a word he has in mind. He does not disclose the word he intended, but points the Art Rod to the player opposite him. This player takes the other end of the rod, and must finish the word that begins with those three letters. Although it does not have to be the same word that the first player had in mind. Should the second player be unable to finish the word, he passes the rod back across to the next player on the other line. That player tries to finish the word. Thus the rod is passed from one line to the other back and forth in succession until the word is finished. Then the next player begins new word. The player who fails to complete a word, is out of the game for the next round, but still remain in the line.

Rhyming Game

Players sit in a circle with one player in the center. Each player has an Art Rod shaped like a consonant letter of the alphabet. The center player says a word with one syllable that starts with a consonant. For example 'cat.'

Each player in the circle holds up their letter only if that letter begins a word which rhymes with the word 'cat.' If the word does not rhyme, they keep their letter down. They do not raise their rod unless it can rhyme. Each player with a raised letter then

says the word that rhymes with the original word, 'cat'. If it is indeed a rhyming word, they win a point. The word does not need to be spelled correctly. The players who did not raise their rod also receive a point if their letter does not begin a rhyming word. Anyone who makes an error will replace the center player, and start a new rhyming word.

Variation: All players start with a straight rod and each player must form their own letter that begins the rhyme given by the center player.

Jumping over the Brook

Long rods are placed on the floor around the room to represent brooks or streams. The players run around the room one behind the other and try to jump over the brooks, If they fall, or touch the rods, their feet are wet and must go to the end of the line and try again.

Jumping Hurdles

The players gallop around the room playing as if they are horses and jump over all the red rods that are held up lower enough so players can safely jump over, but they must duck under blue colored rods. Blue rods are held up high enough so players can duck under them without touching them. If a player touches a rod they'll need to go to the end of the line and try again.

Unicorn Hoops

Each player wears a unicorn hat with a rod that sticks out from the back of their head. When 'begin' is called, players try to toss some hoops unto a rod from any player on the opposite team. If successful, the team gets two points than the other team starts with the hoop. The team who reaches 12 points, or any number you choose, wins.

Option: Each player can have their own hoop and everyone can play simultaneously.

Version for younger children: Instead of teams have just two players at a time play tossing to each other.

Basketball Hats

Each player wears an Art Rod basketball hat with a hoop that sticks out from the back of the head. A small foam ball is used as a basketball. But it is thrown, not bounced. When 'begin' is called, each player tried to toss the ball through any hoop from a player on the opposite team. If successful, the team gets two points and whoever retrieves the ball must look for another hoop to shoot. The team who reaches 12 points, or any number you choose, wins. The game is played continuously until the winning team has 12 points.

A variation of this game is each player can have their own foam ball and everyone can play simultaneously.

Giant Pick Up Sticks

This is a version of pick-up sticks with Art Rods, played like regular -pick-up sticks. Using any number of rods, one person grabs a group of rods and let them fall freely. All the rods then come to a rest. Players take turns trying not to touch or move another rod. They try to pick up a rod, one at a time, without disturbing the others. if you move another rod, you must let go of that rod and your turn has now ended. The next person may try to pick up as many rods as they can. The object of the game is to pick up the most rods. Keep playing until all the rods have been picked up.

Sword in the Stone

A sword made out of an Art Rod is placed in a 'stone', a container made by an Art Rod. One player guards the sword in the stone. The player cannot touch the container. Players stand in a circle three or four steps away from the container. The player in the middle counts to three and any player can move forward to pull the sword from the stone. The guard may tag anyone who is approaching the stone. Any player tagged is automatically frozen until the end of the game. The guard continues tagging players that approach the sword. Anyone who retrieves the sword without being tagged wins. If the guard tags everyone in the circle, he wins.

Becken, or Silent Circle

The Players stand in the circle with one player in the center who shuts his eyes. Someone in the circle will be a caller who beckons silently to a player. That player will then go on tiptoe and try to touch the center player without being heard by him. The central player listens carefully and points the short rod in the direction of any sound that he hears. If he points in the direction of an approaching player, that player must return to his place. The caller must silently pick someone else to try and tap the player in the middle. The player wins if he is successful in touching the center player. The two exchange places. That player becomes the new center player.

Knots

Players stand in a circle each person holding an Art Rod toward the center of the circle. Now with eyes closed each player reaches out with their free hand and take the end of someone else's rod. Players open their eyes and make sure that they are holds rods from players not next to them. Now without letting go of the rods players try to untangle themselves into one or two big circles. They can do this any way that you want, use any strategy or any collaboration as long as they don't let go of their rods. It is allowable for any player to be left standing backwards at the end of the game. When everyone is untangled the game is over.

Fish Hats

Each player wears a hat shaped like a fish made out of an Art Rod and then holds up a fishing pole also made out of an Art Rod with a hook at the end of it.

When begin is called, each player tries to hook and pull off another player's fish hat.

Players who lose their fish hats must sit out for the rest of that round. If a hat accidentally falls to the ground, any player can steal it and put it on their own head. If a hat is accidentally knocked off, that player is allowed to put it back on their own head.

Version for younger children: when their fish is caught they can put it back on their head and just keep playing.

Sorting Rods

Start by using small or large Art Rods of the color red, yellow, blue, purple, and pink.

They are passed out to eight students. Each student is to work by themselves, and decides whether they want to make a circle or a triangle. (Other shapes can be used for this game.) They formed that shape with their rod. Next, a caller calls out an attribute. For example, sort by shape or color or large or small size. Then all the players must form groups that have the same attribute. Now after you've done two or three attributes,

somebody else may take a turn as the color.

French Blind Man's Bluff with Animals

The players stand in a circle with one player in the middle. The players in the circle join hands and move around until the center player who has his eyes shut taps on the floor with a rod. The circle stops moving. The center player, who has his eyes shut, then points the stick at a random player and names an animal. The player closest to the rod takes the end of the rod in his hand and repeats the sound of that animal three times. The center player has three guesses to identify the name of the player by his voice. If successful, the players change places.

Note: if the animal that usually does not make sounds the player must invent a sound.

Three-Dimensional Drawing

Team's line up at opposite ends of the room. A player from the each team go to the caller who is standing equal distance from each team. The caller whispers the name of an object or animal to both players. The players return to their teammates and begin silently shaping the Art Rod into the animal or object. The other players start calling out what they see. When the animal or object is named, that team wins the point. The players return to the end of the line and the next two players take their turn. No clues may be given. The players must form the object completely.

Variation. Use objects that require the player to create the object in three-dimensions. 3-d objects may be pyramid, cube, ball, planets, ice cream cone, etc.

Lummi Sticks

Lummi Sticks are hardwood cylindrical sticks. Usually roughly seven inches long and three quarters of an inch in diameter used as percussive musical instruments. They are generally struck against one another and use frequently in musical education to teach Rhythm. This is from Wikipedia.

In a circle each player holds long Art Rods in each hand, pointing down. They begin tapping a beat or slow rhythm. The Rhythm or patterns may keep changing. They can start tapping the rods next to them or raise at the same time. They may go slower or faster, add sounds or music or find ways to be creative with the movements, With eyes closed, begin moving the rods up and down, trying not to touch anyone else's rod.

Airport

This is a good game to practice oral language.

A player stands at one end of the runway or path and is blindfolded or has eyes closed. Any number of rods are spread out along the path. The rods can be bent or twisted or shapes so that the players would need to lift their leg high in order to step over them. To win the game the player needs to go across the runway without touching or stepping on any of the rods. The player has their own air traffic controller helping them. This player stands next to them and gives them directions on how to go to the other end of the runway without touching any of the rods. The partner tells them how to move, how high to lift their right leg or their left leg, what direction to go, how to turn their rod, how big their steps should be, how many steps they need, or how slow or fast they should go. They can say anything to help their partners not to will not step on a rod. If the player

steps on the rod, they have to start over at the starting line again and trade places. If the player does reach the end without touching a rod, they win.

Horseshoe Pitching

You need to have two Art Rods horseshoes for each player and to Art Rods unicorn hats tape firmly or attached to the ground at each end of the field. Now the simple version is taking turns players with two rods. Take turns trying to get there. The simple version is two players take turns trying to throw their horseshoe as close as it can to the unicorn hat. The player who gets closest wins.

Aardvark/ Schmu

Make two funny animals out of Art Rods. Name one of the animals "aardvark" and the other animal "schmu." The players sit in a circle with one of the players being the caller, who starts with both animals. The caller says makes the following statement. He says to the person on his left, " I give you an aardvark," and hands the aardvark to that person. The person on his left responds by asking "A what?" The caller responds back saying, "An aardvark." The second person, who is now holding the aardvark says to the third person in line " I give you an aardvark ," and the process repeats. The third person in line looks at the second player and asks, "A what?" The second player looks at the caller and also asks "A what?" The caller responds to the first player, "An aardvark." The first player passes the message to the second player and says, "An aardvark." The second player passes the message to the third player and says, "An aardvark." The third player repeat the process with the fourth player and says "I give you an aardvark." At the same time, the caller turns to the person on his right hand says, "I give you a shmoo" and hands that player the animal shaped like a shmoo. Now the schmu is relayed simultaneously in the opposite direction. The players involved must send them along and quick succession continuing the around the circle. Both animals travel from one person to another until both are back where they started. This is a very difficult game and may take many weeks or even months before you're able to complete it. But that's okay. It's just a lot of fun trying.

Transformation

Three or four players each holding an Art Rod line up in the front of the room. They're given a word and work together to shape the rods to spell out the word. Before starting the game , the group decides on a beginning word and a final word to end the game. For example, the goal may be to change to word "work" to the word "play", by changing one letter at a time.

If the word is "work," the first players shapes a letter 'W,' the next "o", the third player forms an "r", and the last a "k." Taking turns, any player from the audience my come up to replace any letter to make a new word. A player who formed the letter "d" can replace the last player who is holding up the letter "k." Now the word has transformed into the word, "Word". Players keep transforming until the final word is formed.

Line Order

Between Four and tem players stand in line shoulder-to-shoulder facing forward in front of the class the first player in line holds up an Art Rod shaped like their positions in line.

The first player holds up the number 1, the second player holds up the number 2, and so on. All file out of the classroom acting and making the sound of a train, rowboat or animal. Outside the classroom, they quickly change their line order, but hide their original number behind their back. And now that they're in a new line order and reenter the room and return to the room. The line up front of the room in their new line order with their number hidden. Any player who was watching from the audience is allowed to come up and move each person to their original line order. They must gently taking the arm of anyone they want to move, and guide them to their original place. Verbal instructions are not allowed. If that person is correctly moves all the players to their original places, the game is over. If that player was incorrect, other players from the audience may take turns coming up and trying to put the students in the correct order. If the line order is correct, the players may reveal the number behind their backs.

Spelling game/Ghost

Players sit in a circle each with a straight Art Rod. One player in the circle begins the game by forming the first letter of a word he or she has in mind but does not disclose. For example, if the word is "witch" the first player shows a rod shaped like the letter "W". The next player shapes their rod to any letter which can come after the letter "W", to form any word. It does not have to be the same word the first player thought of. For example, the second player might hold up the letter "o" to be part of the word "work". The third player shapes their rod to any letter which can extend the word formed by the first two letters. All completed words must be at least 4 letters long to be considered complete. Should any player complete a word, they win a point, and the next player starts a new word. If the next player believes the previous player added a letter that cannot make a real word, that player may call out "I challenge you!" Now the previous player has to call out complete word using those letters. If the previous player is able to complete the word, that player wins a point. If the previous player is unable to complete the word, the next player wins a point. The next player in line can start a new word. The game is over when any player wins 3 points.

Swat Tag

Players are seated in a circle. One of them who we shall call 'it' is given an Art Rod. That player starts the game by moving around the circle. Eventually 'it' taps a player sitting in the circle, who must immediately get up. Then 'it' places the rod on a stool that has been placed in the center of the circle. The other player tries to remove the rod that was placed on the stool, and tap 'it' before it can sit down. 'It' tries to take the seat of the player who was tapped. If the second player taps 'it' before 'it' sits, the second player replaces the rod on the stool and runs for his original seat before 'it' gets the rods and tries to tap the second player again. This process keeps repeating until one of the players can sit. The standing player starts again and taps a new player. Should the rod fall from the stool at any time, the player who placed it there must replace it before that player may sit.

Magic Music

One player is sent from the room while the others decide on one or more activities that will require a player to use an Art Rod. For example, they may ask the player to tap the rod on the floor four times or play it like a flute. This player is then asked to return to the

space in the center of the room. That player moves the rod in a variety of ways in order to discover the secret requirements from the audience. The audience sings the familiar tune and claps continuously loudly or softly when the center player gets close to fulfilling the requirements. The audience will sing and clap louder when the center player gets close to the required action, and the audience will become quieter when the player starts an action that does not get closer to fulfilling the requirements. After many times playing, the number of tasks may increase.

Dollar, Dollar

A large ring is slipped onto a long Art Rod long enough to extend completely around the circle of players. A rope can be used instead. The player closest to the ring passes it loosely in from the left hand to the right hand to the next person in the circle, trying to hide the ring from the center player's view. The center player stands with eyes closed and counts to ten while the players start passing the ring. No one is allowed to hold onto the ring. The ring must continually be moving.

After counting to 10, the center player looks around the circles and has many 3 guesses to discover who has the ring. If the center player succeeds, the player with the ring exchanges places with the center player, and the game starts over. The following song is sung while there is a continuous movement with the hands. The song goes, "Dollar, dollar, how you wander, from the one hand to the other. Is it fair? Is it fair, to leave poor Mary standing there. "

Snatch the Handkerchief

The players divided into two equal groups and stand in lines facing each other 15 or 20 feet apart beginning at opposite ends. The players number themselves consecutively so that there are corresponding numbers in each line. Thus the first player is one. The second player is two, and so on. The other row numbers starting at the other end of the line. A unicorn hat is placed on the ground or stood upright in a small box between the two lines. A handkerchief is hung over the top of the horn and the leader calls a number. The player from each team having that number runs forward and tries to snatch the handkerchief from the horn. The one who succeeds, tries to get back to his own team before the other players can tag him. Neither one may tag the other player until the player has touched the handkerchief. The player who gets back to his team with a handkerchief safely or the player who tags the other player before he or she gets back to their team wins.

Three-dimensional Drawing Objects

Both teams line up at opposite ends of the room. Two players at the beginning of the line move forward to a person with a list of objects or animals. That person will secretly whisper the name of an object or animal to the two players. Each player returns to their teammates and begins silently shaping the Art Rod into the animal or object. The other players start calling out the name of the object being shaped. When the correct name of the object is called by their team, the player shaping the Art Rod raises his or her hand first and wins a point for their team. Both players return to the end of the line and the next two players in line go up to get a new object or animal. They repeat the process until one team has 10 points. No clues may be given. The players must form the object

completely.

Alphabet Order

Any number of players in a circle. Each player has a rod shaped like a letter of the alphabet depending on the number of players. For example, if there are seven players there are seven letters of the alphabet. The center player calls. 'Change!' Players move to a different place in the circle. Then the caller calls "ABC order!" and everyone finds their place in the circle in alphabetical order.

Magic Games

If you're having fun. everyone else would have fun.

Be surprised with your own magic.

Come on stage with a big walk or slide or dance .

Never do the same trick twice.

Speak loudly or make sure you can be heard.

Find a fun Magician name.

Make a fun costume.

Don't tell how a trick is done.

Make up fun magic words.

Go see magic shows.

Photography

Two players who know how to play the game cooperate. One of them, the magician, goes from the room while the other takes a picture using an Art Rod pretending that it is a camera. The photographer give the rod to the magician when he returns. The photographer secretly assumes the pose of the person whose picture was taken thus enabling the other to identify the person who was photographed. The other players tried to discover how the trick was done.

Wireless

Two people take hold of the ends of an Art Rod and swing it around and around between them to try to get the airwaves going. But in reality to listen for someone to speak, who has no clue that he or she was secretly selected to be chosen. When somebody does speak , one of the two magicians ask the other if they got the message. If the other magician is not certain as to who spoke, the magician answers "no" and they try again. If the magician is sure of the identity of the speaker, he says 'yes ' and leaves the room. He's other magician gives a note or a small object to the person who spoke, who covers it up. The magician returns and names the person who received the message and the others tried to discover how the trick was done.

Egyptian Writing

Two players who know the trick cooperate. One who plays the magician goes out of the room. while the others agree upon a word. For instance, share

The magician called in and the assistant waves an Art Rod in random motions to magically spells out the word. The assistant is secretly spelling the word by starting each sentence with the next letter of the word. For example, the word shirt is spelled out by the assistant starting the first sentence with the letter 's', and the next sentence starting

with the letter 'h'. "See the spirits. Hear the spirits." All vowels are spelled by tapping the Art Rods (magic wand) in the floor or an object. One tap for the letter 'a', two taps for 'e', three taps for 'i', four taps for 'o', and five taps for 'u'.

For the letter 'o' the assistant taps on the floor 4 times. For the 'r' and 't', the assistant says sentences that begin with those letters. "Reveal the word! Tell the audience the secret word!"

The magician announces that the spirits have revealed the word and it is 'shirt'. The other players try to discover the trick.

Black Magic

Two players who understand the game work together. The magician is sent from the room while the group decides on an object in that room. The magician is called back into the room. The magician's assistant uses a rod to point to different objects in the room and asks the magician if the object is the one the audience had secretly selected. The magician always inspects the object, but declares, "No, that is not the object." When the selected object is pointed to, the magician declares, "Yes, that is the object."

The secret: The assistant always uses his magic rod and points to an object that is completely black in color, secretly signaling to the magician that the next object the assistant points to will be the correct object.