

# Rubber Chicken Games

## Chuck the Chicken

*Divide the group into two teams*

1. Team A starts with the chicken. They form a line and pass the chicken from the back of the line up to the front as follows: through the legs of the second to last person in line, then over the head of the next person, through the legs of the next person... over, under, etc.
2. Team B starts by squishing their team up as close as possible. One team member then starts running laps around the rest of their team. For each lap she completes, the team earns a point.
3. When the chicken arrives at the front of Team A's line, the person in front yells out "CHUCK THE CHICKEN" then throws, or "chucks", the chicken as far as possible. Now Team A squishes themselves close together, with one person on their team running laps around them, just like in step 2, earning a point for each lap completed.
4. When Team B hears "CHUCK THE CHICKEN" they all run over to the chicken, form a line, and pass the chicken from back to front – under the legs, over the head, under, over, etc. until it reaches the front of the line, and then they yell out "CHUCK THE CHICKEN" and repeat step 2.
5. The game repeats – with one team in a line and one team squished up with a runner lapping them – for as many rounds as you choose, ending with Team B chucking the chicken last. The team with the most points wins.

For more rubber chicken games, see:

BU Quest: <http://goo.gl/3R5Lu1>

"Spiced Up" ELCIC: <http://goo.gl/aZMemr>

Buckets-O-Fun: <http://goo.gl/rZA3AP>

Why play with rubber chickens? Because they are funny! Using a silly object in a game encourages participation. So try these games, or make up your own, and have fun with your Rubber Chicken.

## Chicken Detective

*All players stand shoulder-to-shoulder in a tight, inward-facing circle. One player is chosen to be a detective and stands in the middle of the circle.*

1. The detective stands in the middle of the circle with her eyes closed.
2. Everyone in the circle "sings" the Chicken Dance song while passing the chicken around the circle, behind their backs.
3. The detective yells "STOP" and everyone stops singing and freezes in place.
4. The detective has three chances to guess who has the chicken. If she guesses correctly, she switches places with the person with the chicken, who becomes the new detective. If she is wrong, she remains as the detective for another round.
5. An added variation for older girls is to continue to quietly pass the chicken behind their backs while the detective is trying to figure out who has it.

## Rubber Chicken Blob Tag

1. Two players are chosen to begin the blob. They each take a leg of the rubber chicken and form a small "blob".
2. The blob works as a team, while holding the chicken together, and runs to tag the remaining players.
3. Anyone tagged becomes part of the blob, and joins hands with another blob member.
4. Continue until all players are part of the blob.

## Hacky Chicken

*Can be played individually or as a group.*

1. In this game you use the rubber chicken just like a hackey sack – you must keep the chicken in the air and off the ground without using your hands. You can hit it, kick it, tap it, etc. with any body part except your hands.
2. Count how many times you touch the chicken before it hits the ground.
3. If the chicken hits a hand or the ground, start over.

## Duck-Duck-Chicken

*All players sit a circle. "It" has the chicken and is outside the circle.*

1. The player on the outside of the circle ("it") walks around the circle tapping each person on the head with the chicken while saying "duck, duck..."
2. At some point, "it" drops the rubber chicken on the lap of one player in the circle, and calls out "chicken".
3. Just like in "Duck, duck, goose" both players must run around the circle to try and claim the empty spot. However, the player with the chicken can try to tag "it" with the rubber chicken (she could even throw it at her!) before "it" sits down. If she is able to touch the rubber chicken to "it" then she may reclaim her spot, otherwise, the first person back to the spot (without the chicken!) wins and sits down.
4. Play continues as above.