**FINGER ROCKETS BATTLE**

I definitely can’t take credit for this game. I purchased the finger rockets from buckets-o-fun.com. I put it here because it is by far the most popular game of our 4th-6th Graders. I’ve played it with up to 400 kids and with as little as 10-20. It can be played inside or outside.

**Supplies:** Lots of finger rockets (see buckets-o-fun to purchase some). Try to buy at least half the number of finger blasters as you have kids playing. Get more if you can, but if not half should be fine.

**Get Ready:** With orange cones, chairs, tape (or whatever else you can think of) mark a line in the middle of the room dividing it into equal halves. If you’re outside, then mark off a big square with a line in the middle. Divide the group in half and give an even amount of finger blasters to each team. View the online instructions of how to properly shoot a finger blaster and show the group how to shoot it properly.

**The Game:** On GO, kids start shooting at each other. Preteens have to stay on their side of the “line”. If you get hit, you’re out. The first team to be eliminated loses.

**Variations:**

* When you say scramble, everyone who was out comes back in. Do it periodically throughout the game. When you want the round to end, let it play all the way through without saying scrabble.
* If a player catches a finger blaster, the player who shot it is out and the one who catches it stays in.

**Tips:**

* If you’re inside, it is a great idea to play upbeat music as kids are playing. Don’t play it too low where kids can’t hear it nor to high where preteens can’t hear you or other leaders.
* It usually take one round for kids to get the idea if they’ve never played before.
* Play three rounds and declare the winning team whoever wins the most out of three. Or if you’ve got a lot of time, play the best of 5 rounds.
* Make sure to be clear if a “bounce” off the floor or wall is considered a “hit”. It is your choice what you want it to be. Either way works. Just make sure to be clear beforehand.
* Tell kids to avoid hitting others in the face with the finger blasters.
* Have adult leaders on the lookout for those that get hit. Sometimes kids get hit and don’t realize it and sometimes they know they’re hit but don’t want to get out. Tell kids in the beginning that when leaders say you’re hit, then you’re hit. No need to argue or complain, but trust that the leader saw a hit.
* If a leader is unsure of a hit, let the player keep playing.
* Award a simple prize, like candy, to the winning team.