

# youth games

## CAPTAIN'S COMING

### WORKS BEST

In a large space.

### NEEDS

No materials required.

## THE GAME

The players assemble in the centre of the playground or in a hall. A leader is chosen who calls out various commands. The commands need explanation before the game can begin. A game of Captain's Coming can have any number of commands; the more there are, the more that needs to be memorised, and the harder it is to play.

The group competes with each other to complete the commands. If there is an obvious person or group of people who are last to start a command, they are then out. The game continues until there is only one person left – the winner.

### THE COMMANDS

**Captain's coming** - everyone stands tall, salutes.

**Captains gone** - thumb on nose making a raspberry noise

**North** - everyone races to the front of the room.

**South** - everyone races to the back of the room.

**East** - everyone races to the right of the room.

**West** - everyone races to the left of the room.

**Captain's wife** - hands on hips saying 'wooooooooooooooooooooo woooooooooooooo.'

**Scrub the decks** - mime scrubbing on hands and knees.

**Climb the rigging** - everyone pretends to climb a rope ladder.

**Hit the deck** - lay down on your stomach (or if players don't want to get dirty, they can crouch down.)

**Man the lifeboat** - find a partner and hold both hands. Anyone without a partner is out.

**Sick turtle** - Everyone falls onto their backs and waves hands and feet in the air.