

## **BIG BOOTY**

Everyone stands in a circle. Using a clock metaphor, the person at 12 O' Clock is Big Booty. The Person at 1 O'clock is Number 1, 2 O' Clock is number 2, ect. The Person at 11 O'Clock is Little Booty. The goal of the game is to not mess up and eventually make it to the Big Booty spot. Every starts with the chant "Big booty, big booty/ big booty aw yea/ bigbootybigbootybigbooty". And everyone does a beat that's hit thighs/ clap/ hit thighs/ clap, etc. Big booty then starts and says their name (Big booty) and passes it to someone else, and that person then does the same. Example:

**Big booty:** Big booty, number 3

**Number 3:** Number 3, Number 2

**Number 2:** Number 2, Little Booty

**Little Booty:** Little Booty, Number 2

And so one until someone messes up. When someone messes up, they become little booty and everyone moves up one spot. If Number 2 messed up in a 5 person game, Number 2 becomes Little Booty, Little Booty becomes number 3, and number 3 becomes number 2. Number 1 and Big Booty stay the same because they are in higher spots than number 2 so they're not affected by the move. When everyone has their new spot, big booty restarts the chant.

## **RABBLE DABBLE**

Everyone stands in a circle and does a beat of clap/ thigh hit/ clap/ etc. You then pass "it" around the circle by saying your name then the person's name you are passing it to. If you mess up you get a rabble dabble. Example:

**Matthew:** Matthew rabble dabbles with 0 rabble dabbles to Ashley rabble dabbles with 0 rabble dabbles.

**Ashley:** Ashley rabble dabbles with 0 rabble dabbles to Tessa rabble dabbles with 0 rabble dabbles.

**Tessa:** Tessa rabble dabbles with 0 rabble dabbles to Matthew rabble dabbles with 1 rabble dabble.

Tessa messed up, because Matthew had 0 rabble dabbles, so now Tessa has 1 rabble dabble and starts the new round.

**Tessa:** Tessa rabble dabbles with 1 rabble dabble to Ashley rabble dabbles with 0 rabble dabbles.

And so on.