



Parachute Games

Giant Tent

Requires one 20' or larger parachute

- Each team inflates their parachute over their head a number of times requiring a coordinated effort to get the chute high enough.
- The parachute is then pulled down and behind everyone who then simultaneously sit on the floor - the parachute should remain inflated like a domed tent.
- This is more difficult than it sounds and requires a combined effort to achieve.



Trading Places

Requires one parachute any size

- Everyone is on their feet, holding the parachute and facing each other.
- People shout out the names of other holders opposite and change places by going underneath the chute.
- Several pairs can all change at the same time.
- Variation- instead of calling names call out clothing colors or departments (accounting, payroll etc.)



Chute-Ball

Requires one parachute 16' or larger + one medium to large size ball

- Each parachute team sub-divides with a ball then being flicked from one half of the chute to the other.
- The aim being to "score" over the heads of the opposing team.

Super Chute-Ball

Requires one parachute 16' or larger + numerous balls of any size + music

- Divide into 2 or more teams depending on how big your Group and/or parachute are.
- All participants hold on to the parachute, alternating order so that no player from a team is next to another player from the same team (e.g. a player from team 1 is next to a player from team 2, who is next to a player from team 3, who is next to a player from team 1 etc.).
- Two teams then let go of the parachute and take 2-5 steps back away from the parachute so that one team is holding the parachute with the balls on the parachute when the game begins.
- When the music starts, the team holding the parachute begins to shake the parachute to get the balls on the floor.
- The other two teams use the overhead or forearm pass to hit the balls back on the parachute.
- If a ball touches the floor the team holding the parachute gets a point. If a ball touches the floor it remains there.
- Teams rotate position every minute.



Parachute Toss

Requires two parachutes any size + one medium to large size ball

- Each team gets a parachute with all members evening spaced around the parameter, standing and holding the chute with both hands.
- Place the ball on one parachute and then the team tries to propel the ball into the air and land onto the other teams parachute.
- Pick a word to spell such as “team” or “work” and assign a letter to each team that misses the other teams chute. Once the word is spelled start again with a new word. Use words appropriate to your occasion.

Parachute Quake

Requires one parachute 16’ or larger any size + numerous small to medium sized balls + stopwatch

- One team gets into position around the parachute, standing and holding with both hands.
- Balls are thrown onto the parachute and the team is told to go at the start of the clock.
- The team works together shaking the chute to get all the balls off the chute as quick as they can. Rolling balls off is not allowed; these balls are thrown back on.
- The team with the best time wins.



To The Moon

Requires one parachute any size + one large ball

- Everyone takes a spot around the parachute and gets into a kneeling position holding the parachute taut.
- Have someone place the ball in the middle
- On count have everyone simultaneously stand up pulling the parachute upwards and outwards.
- See how high the group can get the ball in the air.
- Can be played as a team challenge with the group breaking into teams and competing in the highest loft challenge!

The Wave

Requires one parachute any size + one large ball

- Everyone stands evenly spaced around parachute holding it taut.
- A large ball is placed on chute near the edge.
- Start the ball rolling, players need to lower their edge as the ball approaches and then raise their edge as the ball goes past.
- When done in synchronization it creates a wave that pushes the ball around the circle. It cannot be done without concentration and cooperation and is a very rewarding group exercise when accomplished.
- Can be played as a team challenge with the winning team being the one that makes the most complete circles. Another option is to declare the winner by timing how long a team can go without messing up.

