

# **GAMES**

**A - Z**

CONTENTS

Introduction.....	1
<b>A</b>	
Acting Out.....	3
Add Mix Up.....	4
Alphabet Bounce Ball.....	5
Alphabet Train.....	112
Around Ball.....	6
Ash Can Ball.....	7
<b>B</b>	
Balloon Busting.....	8
Balloon Football.....	9
Balloon Knock.....	10
Balloon Race.....	114
Basting The Bear .....	11
Battles.....	12
Battle Ball.....	13
Bean Bag Throw.....	14
Bean Hand Shake.....	113
Bear In A Pit.....	15
Belt Ball.....	117
Bird Catcher.....	16
Birdies in the Nest.....	117
Blackboard Relay.....	116
Bob Down Tag.....	114
Body Guard.....	17
Bottle Filling.....	18
Bouncing A Ball In A Hoop.....	19
Bow Wow.....	20
Breaking The Cordon.....	21
Brick Relay Race.....	114
Bucket Cricket.....	22
Buddies.....	113
Bull and Bear.....	23
Burglars and Detectives..	24

<b>C</b>	
Calling All Numbers.....	25
Candle RelayRace.....	116
Catch Basket.....	14
Catch Ten.....	118
Chase Ball.....	118
Chariot Race 1.....	27
Chariot Race 2.....	118
Circle Stride Ball.....	28
Circle Throw.....	29
Clap In, Clap Out.....	30
Cock Fighting.....	31
Convoy.....	32
Continuous Relay.....	33
Cops and Robbers.....	34
Corner Ball.....	35
Coupling the Carriages...	36
Crossing the Frontier....	37
Crows and Cranes.....	38
Curtain Ball.....	39
Catch a Prisoner.....	26
<b>D</b>	
Ditto.....	40
Dodge Ball.....	41
Dog At A Bone.....	42
Dog Eat Bone.....	43
Drop The Hankey.....	117
Drought In the Camp.....	44
<b>E</b>	
Eat The Apple.....	45
End Ball.....	46
Everybody Cross.....	47
<b>F</b>	
Feather Race.....	114
Follow The Leader.....	117
Fool The Teacher.....	112
Fox And Chickens.....	48
French And English.....	49
French Tag.....	114

<b>G</b>	
Giant's Cave.....	50
Gold Throwing.....	51
Guarding The Bottle.....	22
Guessing Hidden Ident-ities.....	52
Guess The Leader.....	53
Gypsy.....	54
<b>H</b>	
Hand Hockey.....	55
Handkerchief Tag .....	117
Hares and Harriers.....	56
Hide The Thimble.....	57
Hindu Tag.....	114
Hit The Runner.....	25
Hopping Football.....	115
Hot Potato.....	58
Hot Seat.....	111
<b>I</b>	
Interception.....	59
I See.....	
I Spy.....	112
I Wrote A Letter To My Love.....	119
<b>J</b>	
Jacob and Rachel.....	60
Japanese Tag.....	116
Jousting.....	61
Jump The Rope.....	62
<b>K</b>	
Keep Away.....	63
Keepings Off.....	118
King of the Ring1.....	64
King of the Ring2.....	65
Knock the Bottle.....	66
<b>L</b>	
Last Pair Out.....	67
Lemon Race.....	118
Lollypops.....	68

<b>M</b>	
Matching Words.....	113
MerrygoRound Race.....	69
Midnight.....	70
Motor Car.....	71
Musical Bumps.....	117
<b>N</b>	
Newcombe.....	72
Newspaper Tag.....	116
Noughts and Crosses.....	73
Number Catch.....	74
Number Cards.....	75
<b>O</b>	
Obstacle Race.....	76
One Against Three.....	111
One Foot Up.....	77
On The Carpet, off The Carpet.....	119
Oranges and Lemons.....	120
Orange Grab.....	78
Over the Line.....	79
<b>P</b>	
Paper Chase.....	116
Peanut Hunt.....	118
Piggy in the Middle.....	111
Ping Pong Breeze.....	80
Poison Ball.....	81
Potato Race.....	82
Prone Football.....	83
Puss In The Circle1.....	114
Puss In The Circle 2.....	117
Puss In The Corner.....	84
Prisoners' Base .....	85
Promotion Ball.....	29
<b>R</b>	
Rabbit In A Hollow Tree..	86
Red Light.....	87
Red Rover.....	88
Relays.....	115
Relievo.....	89
Rooster Fights.....	65
Rumour.....	112

<b>S</b>	
Sack Football.....	115
Sack Relay.....	116
Sardines.....	90
Sir Walter Raleigh.....	91
Square Ball.....	92
Square Dancing.....	115
Squirrels And Nuts.....	93
Spin The Platter.....	94
Statues.....	87
Statue Tag.....	114
Stealing Sticks.....	95
Steeple Chase.....	96
Storming The Gates.....	97
Streets and Lanes.....	98
Stuck in the Mud.....	99
Suitcase Relay.....	112
<b>T</b>	
Tag Ball.....	100
Tail Dodge.....	101
Tent Pin Duel.....	102
The Fox's Hole.....	103
This is my Nose.....	113
Three Cornered Contest...	104
Three Deep.....	105
Throwing a Quoit Over A Net.....	72
Tom Tiddler's Ground....	117
Tower Ball.....	106
Tyre Throw.....	107
Travelling Ball.....	108
<b>V</b>	
Viking Invasion.....	109
<b>W</b>	
Wheelbarrow Race.....	114
Winks.....	110
Wild Baul.....	15
Wooden Tag.....	115

# GAMES

Most children love to play games. Many will become real favourites and cause great excitement.

Games allow children to let off steam -particularly in our 4 p.m. - 7 p.m. Clubs, where children have been sitting down all afternoon at school. There is nothing better than to have the children drop exhausted into the chairs just wanting to sit down after 30 minutes of exhausting games. It is then easy to have a good chorus singing session followed by challenging stories.

Games can be used for a special "games only" night or a night to which another neighbouring club is invited.

Games help children to get to know each other in a Club and help to build up confidence in shy and "non participative" children. It is wonderful to see the joy in shy children once they have started to participate.

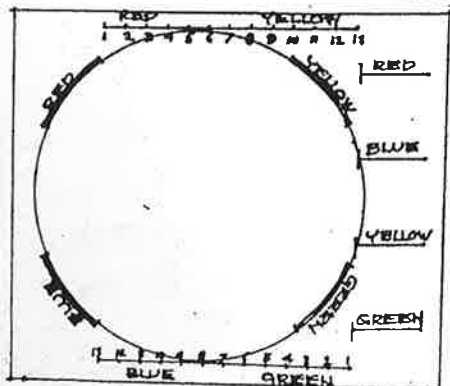
Games develop teamwork and acceptance of adverse situations.

Games involve men. Men are usually the best games leaders. Games are active, energetic and fun and will often identify boys in the 9-12 years age group to your club. It can often be arranged for older boys to compete against boys their own age. This tends to remove the "sissyness", "churchyness" or being involved "with little kids" that red blooded boys would associate with purely "Bible Clubs" and would start to drop away.

## HINTS FOR RUNNING GAMES

A Games sessions have got to start with a "bang". Children have to be organised into teams very quickly (they should already know what teams they are in.)

In the worst Clubs, leaders take an interminable time to get the children into teams and in the right position and the game started. This is the adults' fault, children get bored and restless, and the leaders start yelling, the children want to drop out because they see the leader has lost control and the games session gets off to a shaky start. Sometimes the night never recovers. Here are some suggestions : (i) If games are to be held inside, have lines laid out on the floor indicating the 3 possible arrangements from which most games are run.



If games are to be held outside place flags marking the boundaries of the playing area and flags showing where the teams are to stand.

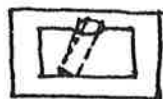
Children will soon understand these and form up quickly with their team in the required position. At the session start, a reward point card to each member of the team first lined up does miracles.

(ii) Have teams already arranged before the games session starts. (i.e. children allocated to teams when registered).

If children are wearing name tags, have the cardboard tags in the colours of the teams with a pocket in the back for collecting point cards.

B Explaining games to children : It is usually best to explain games briefly while children are sitting down perhaps after a chorus session. Use a diagram drawn on a large sheet of paper pointing out the directions and team placings. Then indicate where in the hall (or outside) the teams are to line up for the first game (2 or 3 games can be briefly explained in this way.

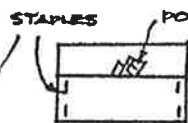
On the following 112 pages of this Resources Book, 150 games are illustrated this way. Photostat these if you wish, mount them on card and colour the players with 2 colours of Textas to indicate the 2 teams. These will be invaluable in explaining games to children).



NAME TAGS



FRONT

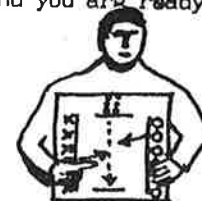


BACK



B -After explaining the game to the children sitting down, then get them to go outside. "Would the red team go out with Uncle Ian and line up along the red line". -Wait a few seconds- "And now will the yellow team go out with Auntie Margaret and line up along the yellow line." With a minimum of fuss the children are lined up where you want them under adult supervision and you are ready to start the game.

OR, if you are dealing with children outside, line them up first between flags, then explain as briefly and as clearly as possible how to play it. If after the game begins, you realise the children are confused stop the game, re-explain and begin again. You can sometimes use 2 of the older children, one from each team to demonstrate what you are saying. A demonstration is worth more than 1000 words to younger children. Eg. a couple of children could run around the full course of the Obstacle Race.



C -Do not shout over noise. It is better to SHHH-SHHH and wait for quietness and then speak with as quiet a voice as you can. A quiet calm voice instils confidence.

Sometimes a leader puts up a hand, all children follow suit, this is the signal for quietness. Or a whistle can be used. -But both of these methods in my opinion are impersonal.

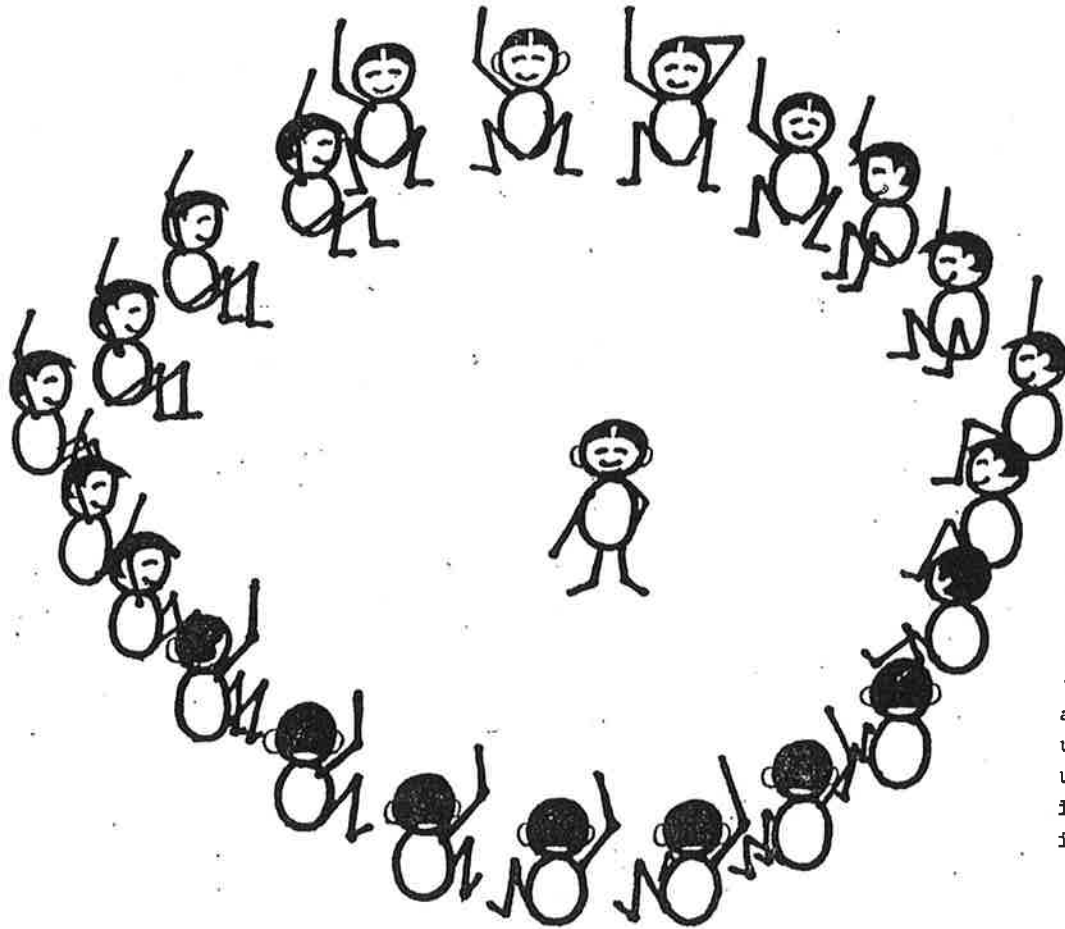
D -Starting commands. -Make sure players know what it is to be. eg. Ready-Set-Go. In individual contests, call out the number first wait a second so the number has time to sink in, then call out "Go!" Eg. "Number 8 - Go."

E -How to painlessly divide children into teams : Getting children into teams has been traditionally one of the biggest time wasters in childrens programmes, leading to disruptive behaviour.

Have you ever felt embarrassed when : 1/ Two team captains pick the biggest and best first and the less popular and unathletic are always left to last.

2/ Left to themselves the older children tend to arrange themselves in the one team. Why? For them it is the easiest way to win.

How do you overcome this . -give them no choice in picking their own teams. Use the element of chance. If you feel 30-35 children will be coming and you wish to divide them quickly into 4 teams, have equal numbers of coloured tags in 4 colours made with safety pins attached. Start off by putting 7 of each colour in a hat and shake well. Have children file past and dip in, take one and a leader pins it on for him. When the hat becomes empty, add one of each colour until every child is allocated a team. If the tags have numbers, it saves having to number the children later on.

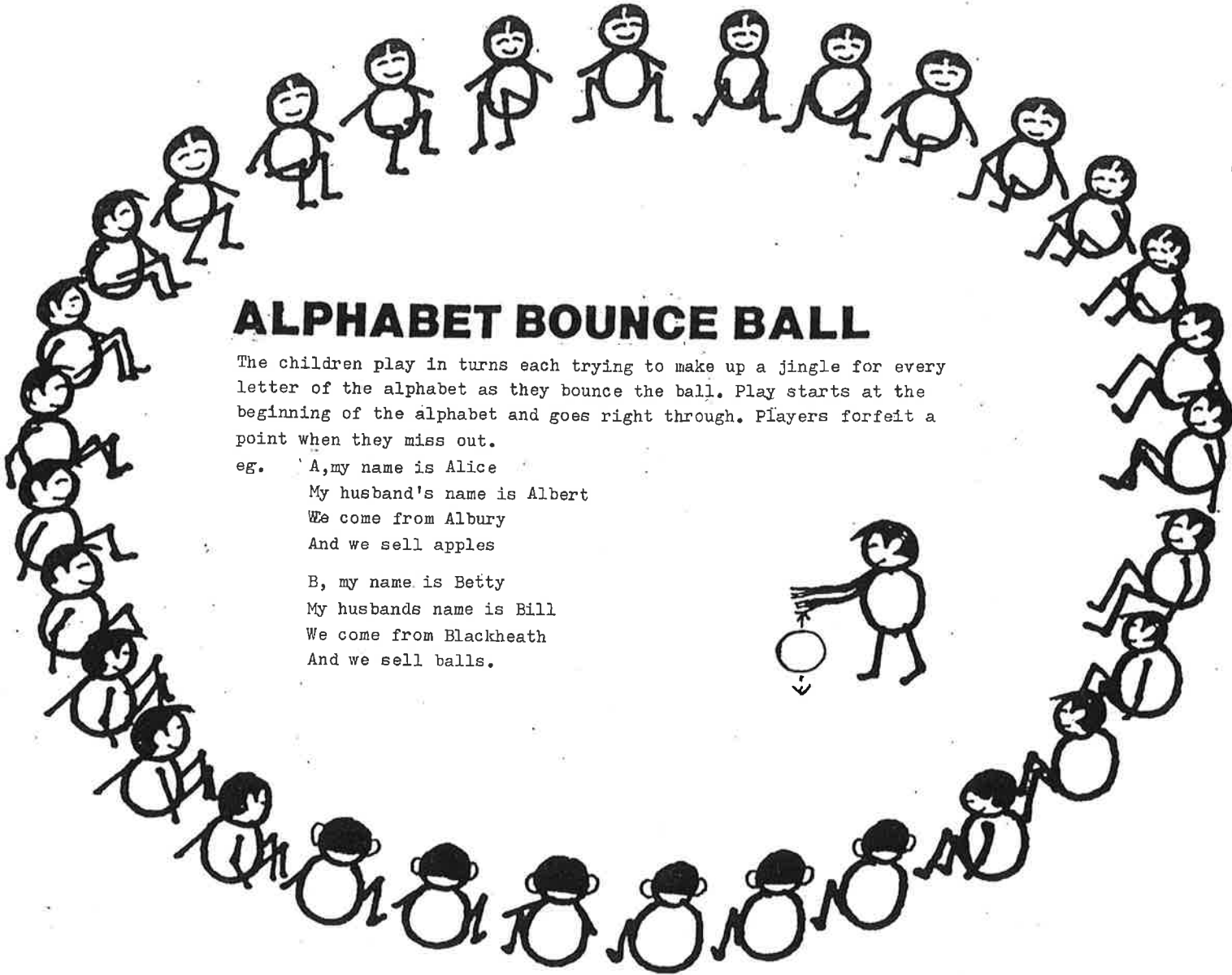


## ACTING OUT

Up to 20 children can play this miming game. They sit in a circle, and each child is given a slip of paper. Make believe you are :

- bowling a cricket ball
- diving into a swimming pool
- riding a bicycle
- giving a speech
- wrestling
- tying a knot
- climbing a ladder
- sitting at the movies behind a woman with a tall hat
- writing on the blackboard
- eating spaghetti
- playing tennis etc.

Each child is given just one idea to act out. He keeps it secret from the others. Then the leader starts the game off by pointing to one of the players. That child stands up, moves to the centre, gives his full name, and acts out his idea without saying another word. This is called pantomime. The children try to guess, and the one who is first to guess what is being acted out, then stands up, gives his own name, and acts out his pantomime. The game continues until everyone has had a turn. A player can only have one turn. If a child guesses correctly, the second time, the turn to act out is passed on to his right hand neighbour.

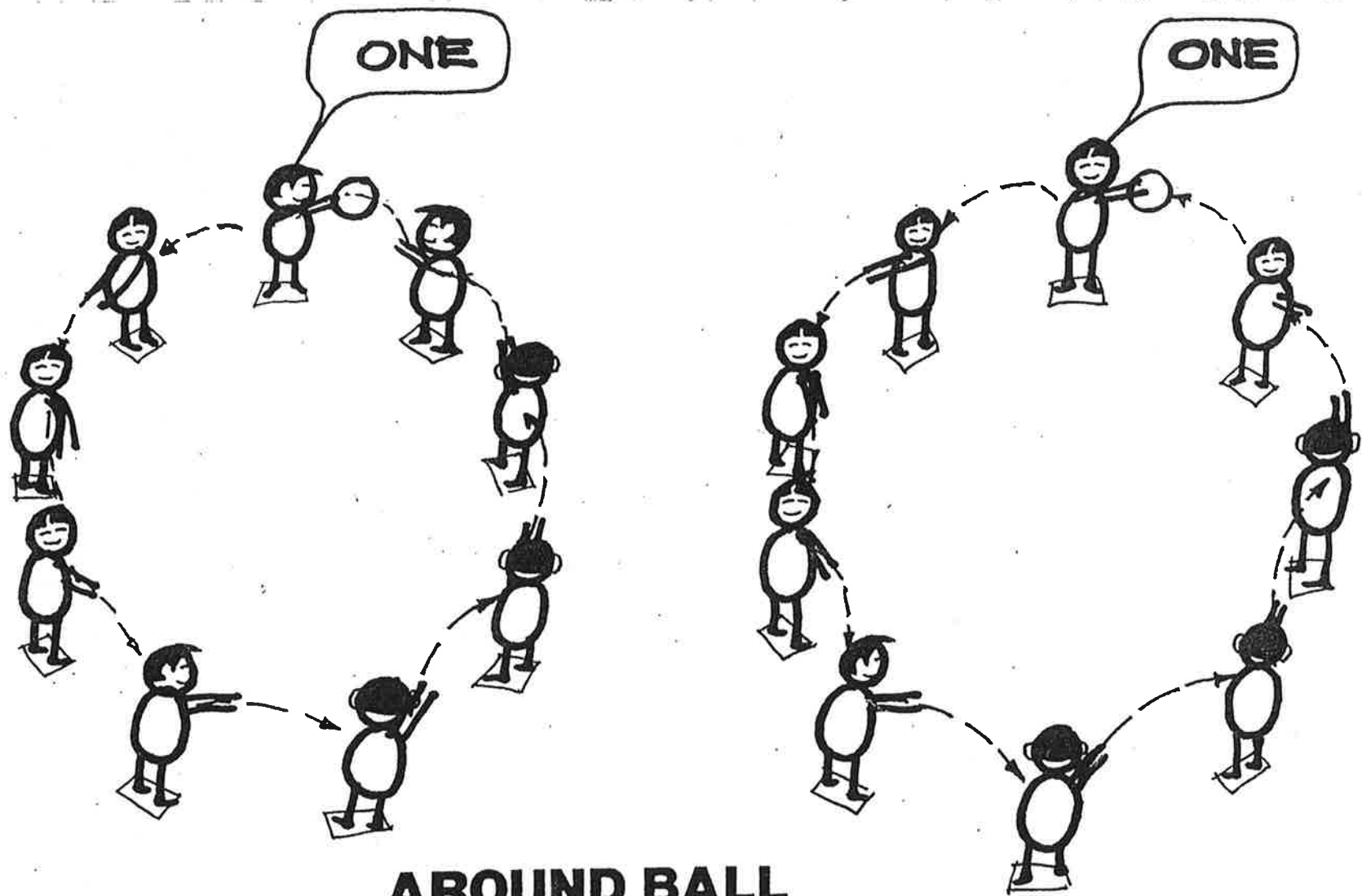


# ALPHABET BOUNCE BALL

The children play in turns each trying to make up a jingle for every letter of the alphabet as they bounce the ball. Play starts at the beginning of the alphabet and goes right through. Players forfeit a point when they miss out.

eg. A, my name is Alice  
My husband's name is Albert  
We come from Albury  
And we sell apples

B, my name is Betty  
My husbands name is Bill  
We come from Blackheath  
And we sell balls.

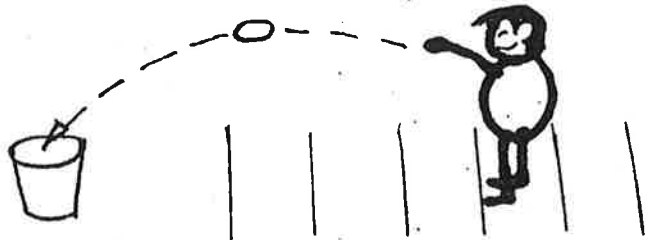
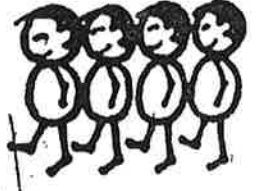
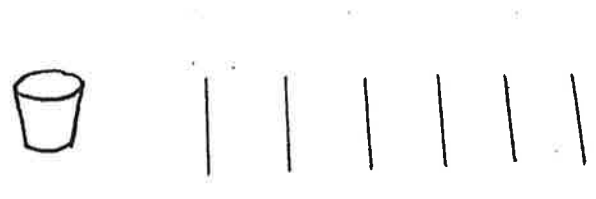
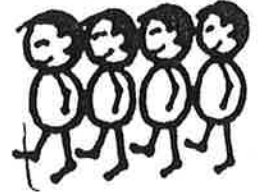
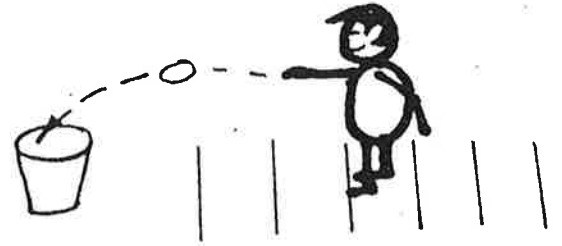
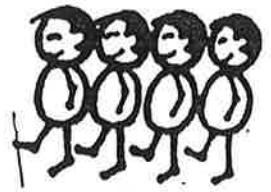
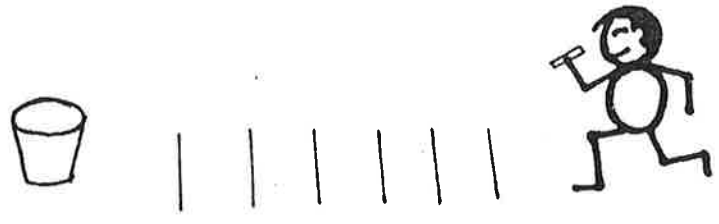


## AROUND BALL

The children form up 2 equal circles, each circle has a basketball and a Captain.

At the starting signal, each captain passes the ball quickly to the person on his right and so on until it comes back to the captain, who calls out ONE and without stopping passes the ball on again.

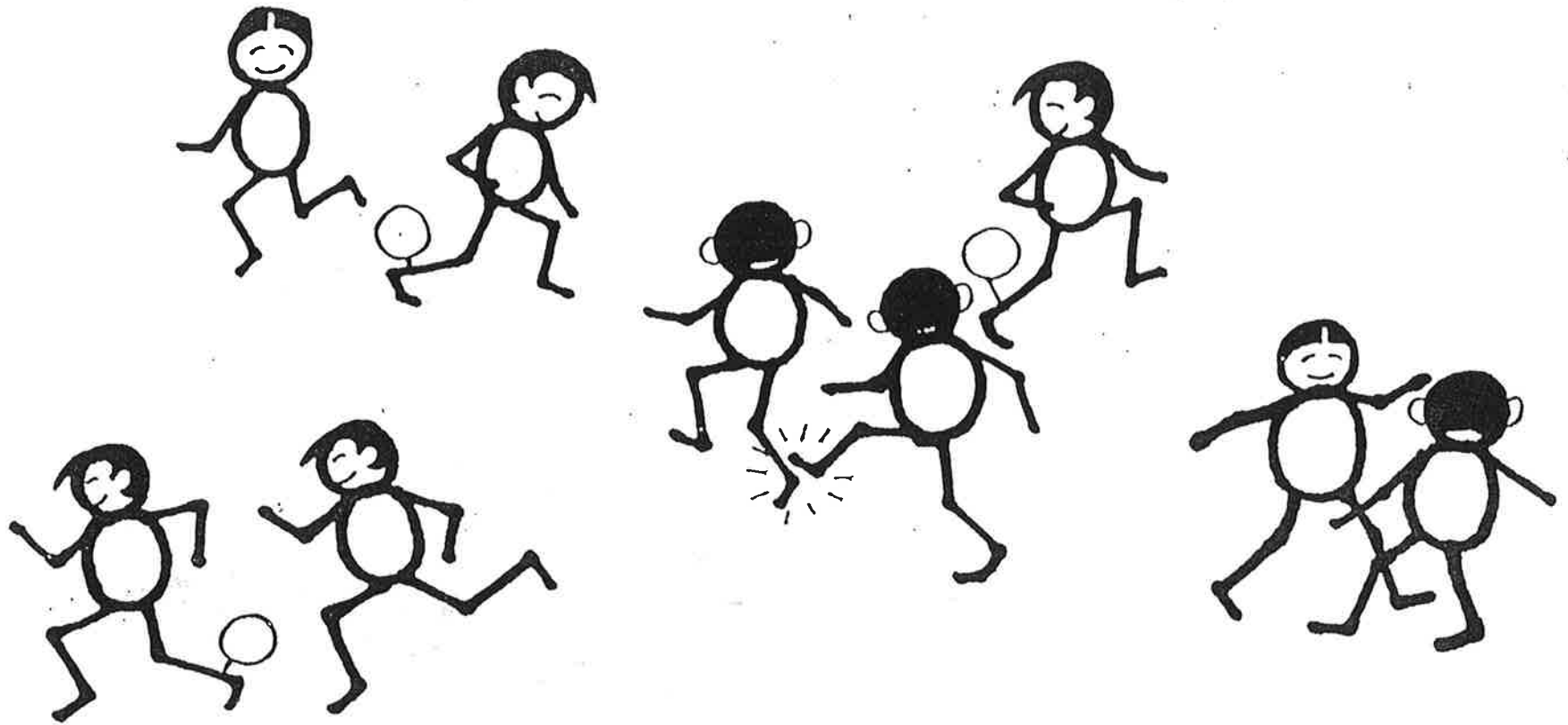
This is repeated until the captain calls out FIVE! at which he raises the ball high over his head as a signal that his team has finished. The side that finishes first wins.



## ASH CAN BALL

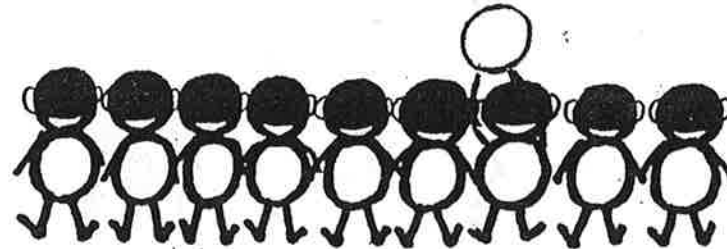
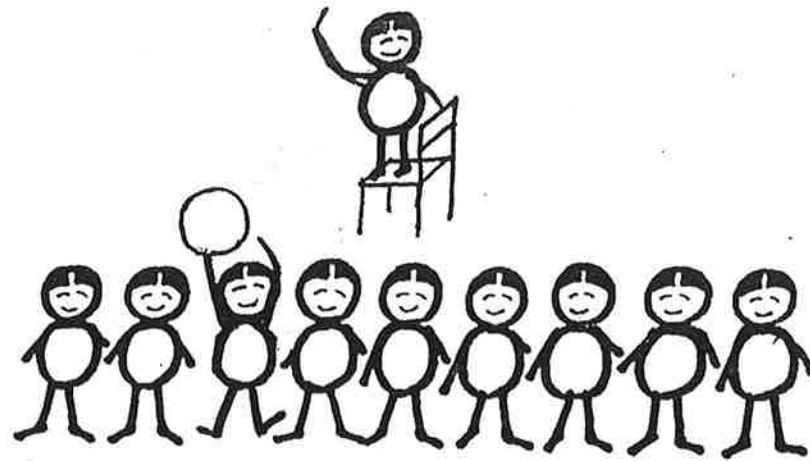
Ashcan Ball is so called because an ashcan or any other receptacle about the same size and shape is used for the target. The players line up as for the bean bag throw. There are half a dozen lines scratched between him and the can. He shoots from the front line first. If he gets his bag into the can, he steps back to the next mark and shoots from that. Where he fails is his mark for the next in his team. It is of course most creditable to be one of those shooting from the most distant mark.





## Balloon Busting

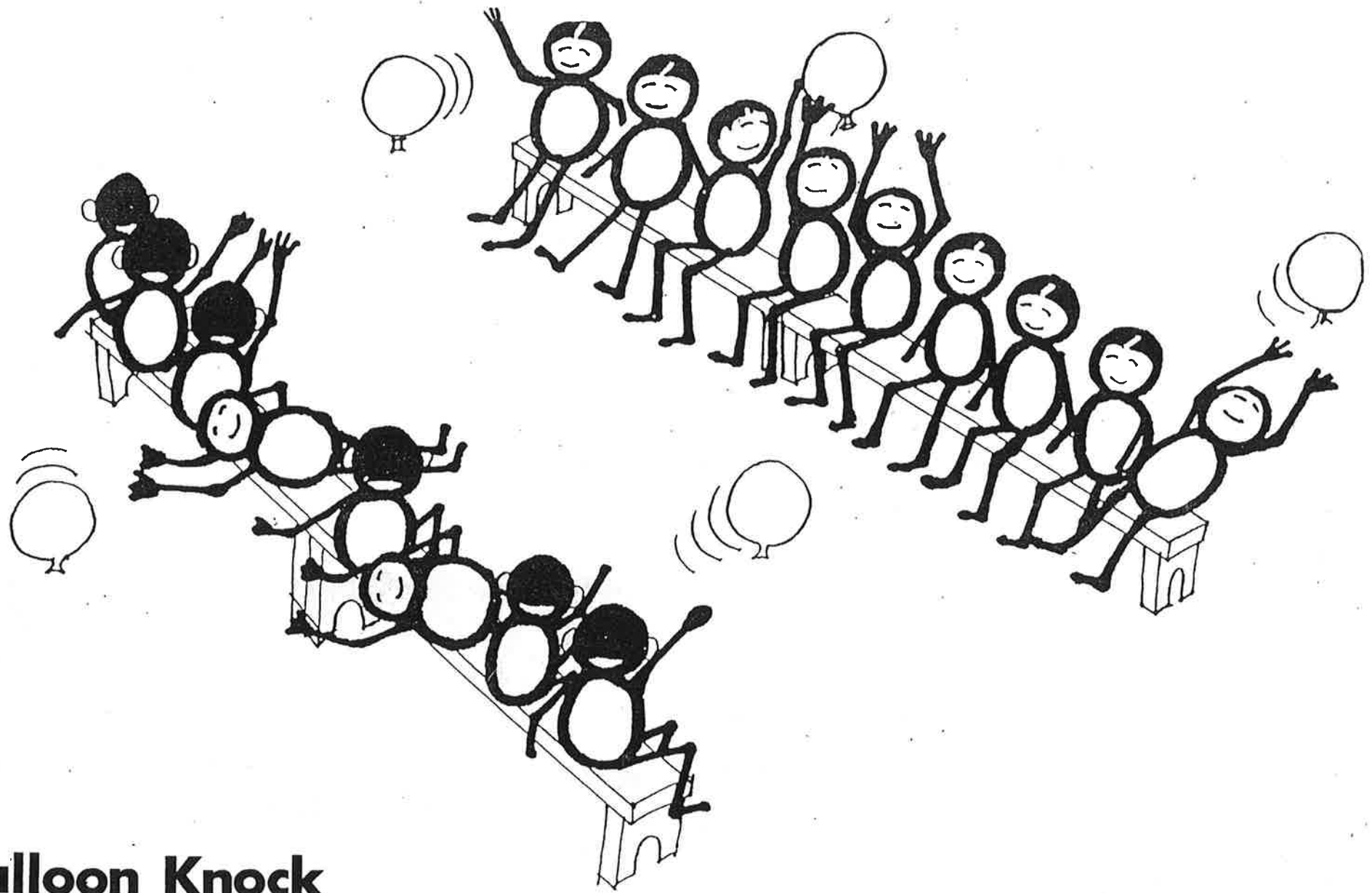
Children have balloons tied to their ankles by a short length of string. An equal number of children try to chase them and stamp on the balloon. When the balloon breaks, that child drops out. At the end of the game, many children will be chasing just one child.



## BALLOON FOOTBALL

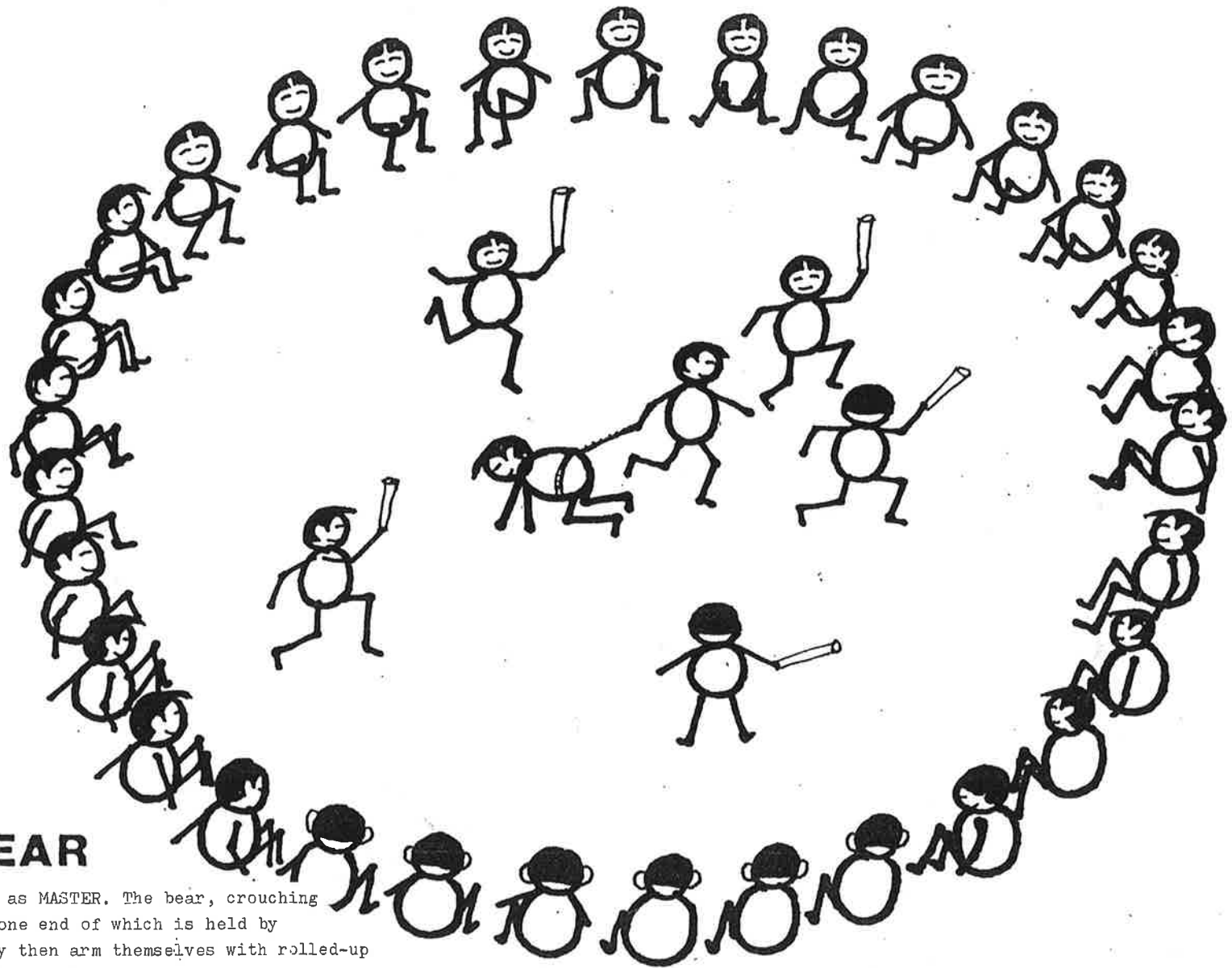
Divide the group into 2 equal teams. Teams line up about 10 metres from each other. Each team has a goalie stationed behind the opposing team. The goalie stands on a chair and has a small straight pin. He cannot move off the chair. Each team has a balloon and tries to push the balloon in the air towards its own goal, so the goalie can stick it with his pin. The pop of the balloon means a point has been scored by that team. At the same time, you must try to stop the other team from getting a point with its balloon. The balloon must not touch the floor. It must be kept in the air at all times. For lots of points, you will have to have lots of balloons.





## Balloon Knock

Teams are seated opposite each other 2-3 metres apart. With 4 or 5 balloons operating, the teams try to knock the balloons over the heads of their opposing team. Each time a balloon touches the floor behind a team, the team gains a minus point. A leader behind each team picks up the balloon and gives it to the team scored against who then puts the balloon back into play. Players must remain seated at all times.



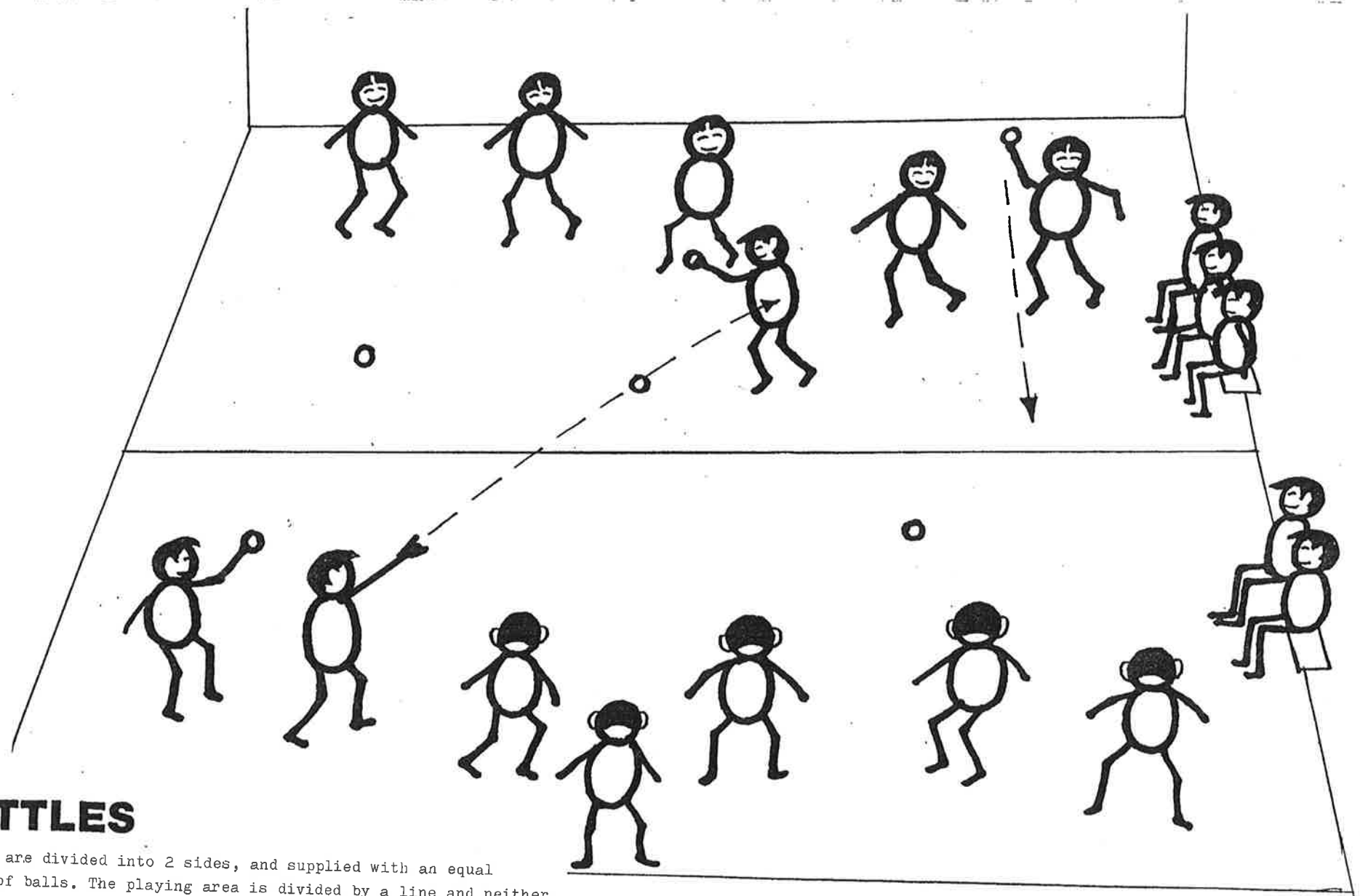
## BASTING THE BEAR

One boy is chosen as BEAR and another as MASTER. The bear, crouching on the ground, is secured by a rope, one end of which is held by the Master. The remainder of the party then arm themselves with rolled-up newspapers with which they try to bash the Bear.

The Master's task is not only to protect the bear as much as possible but to touch one of the players, who then becomes the Bear, and the former bear becomes Master, the latter joining the attackers.

The Master's job may seem easy, but it is rather difficult, as a sudden jerk or pull on the rope will quickly upset the Bear.

Only five at a time can attack the Bear.



## BATTLES

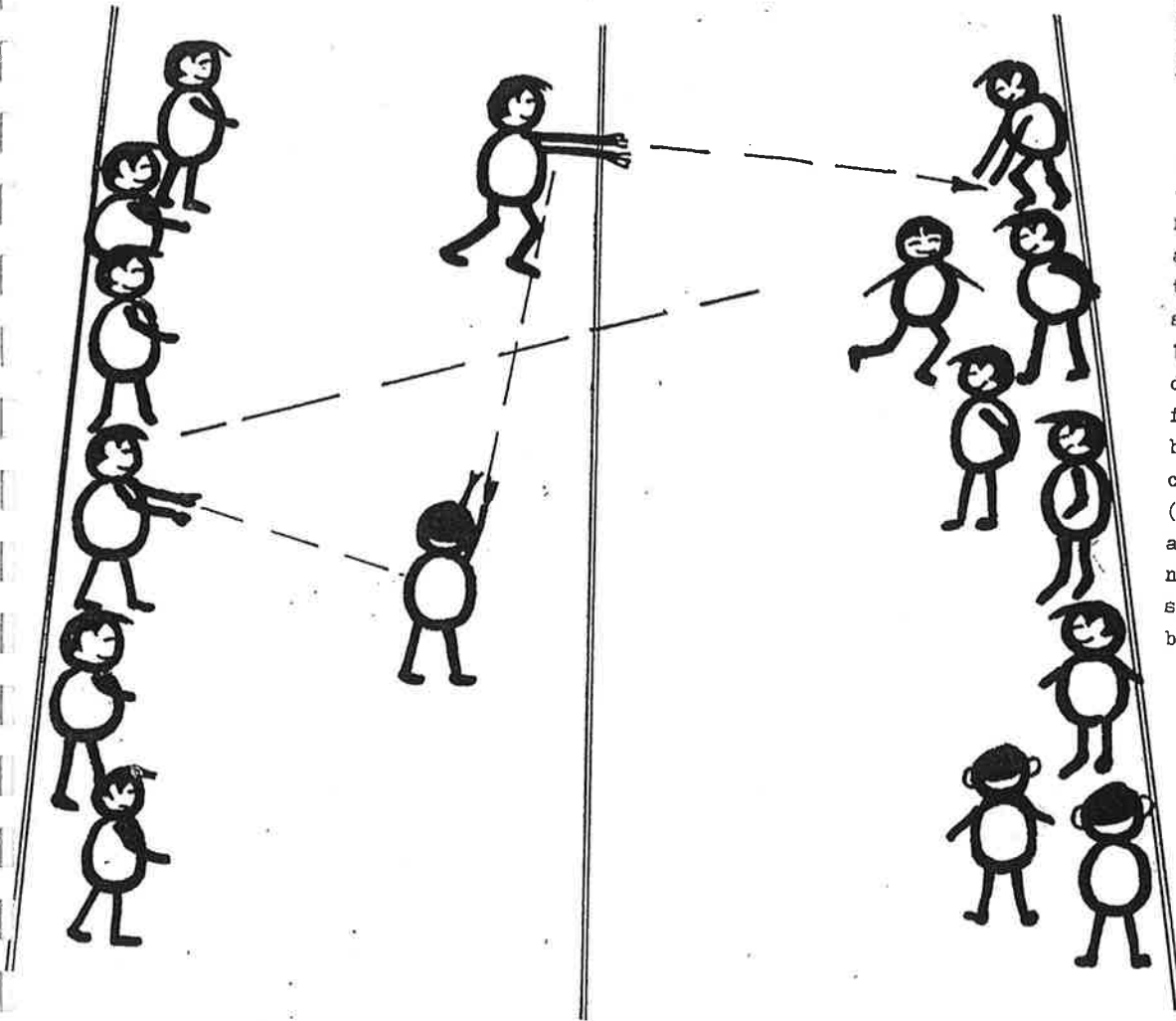
Players are divided into 2 sides, and supplied with an equal number of balls. The playing area is divided by a line and neither side may advance beyond it. Players may move about as they please in their own area.

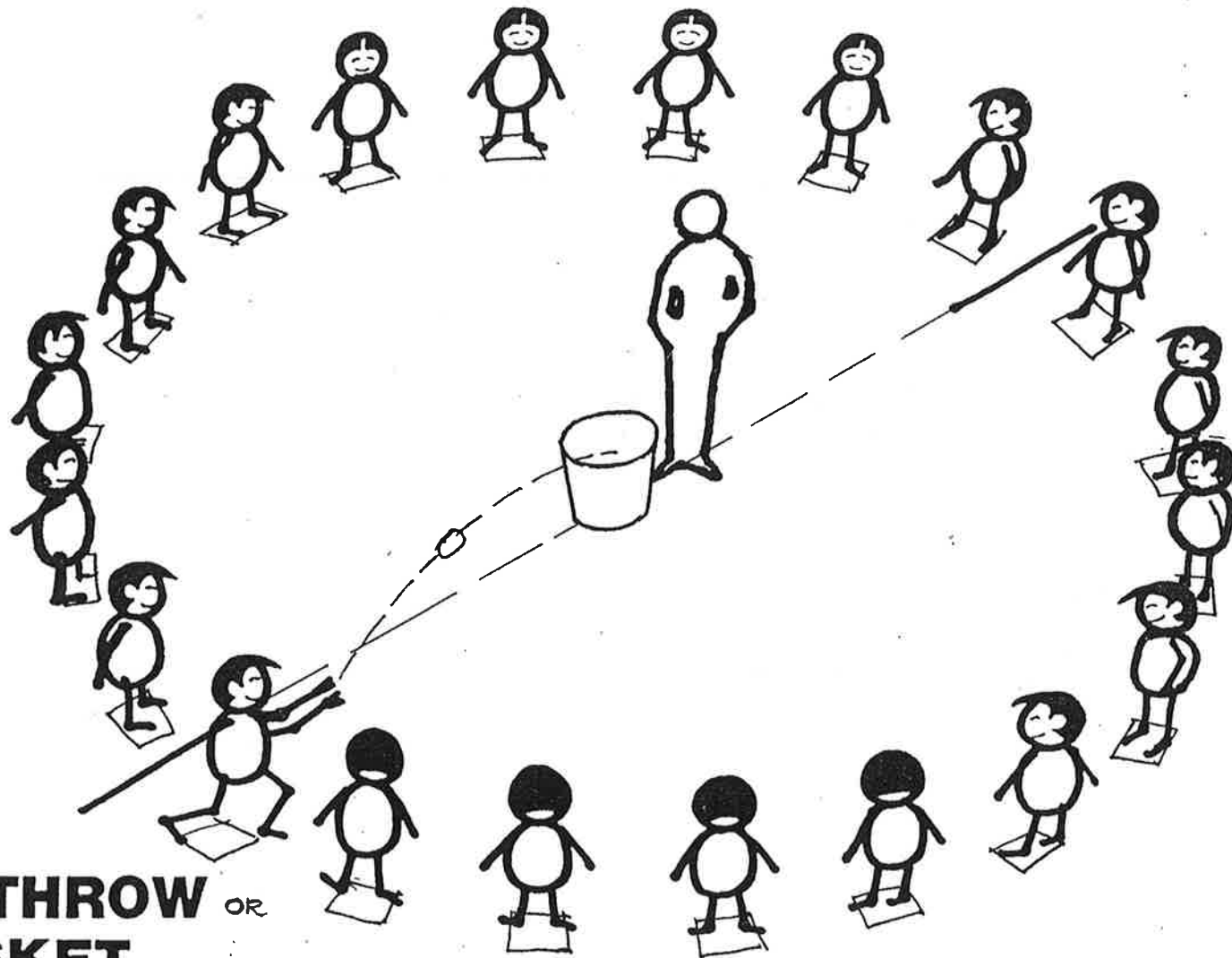
On the words 'JOIN-BATTLE' each side begins to throw at the other. Anyone hit is out of the game, but no player can be fired at unless he is actually holding the ball. The winning team is the one that wipes out all its opponents.

# BATTLE BALL

Battle Ball is one of the most vigorous and interesting team games of low organisation developing quickness and strength in throwing. It is especially interesting to boys aged 10 -12 years. It is very adaptable to different sizes of halls and to mixed ages.  
Equipment : a Ball and a piece of chalk.

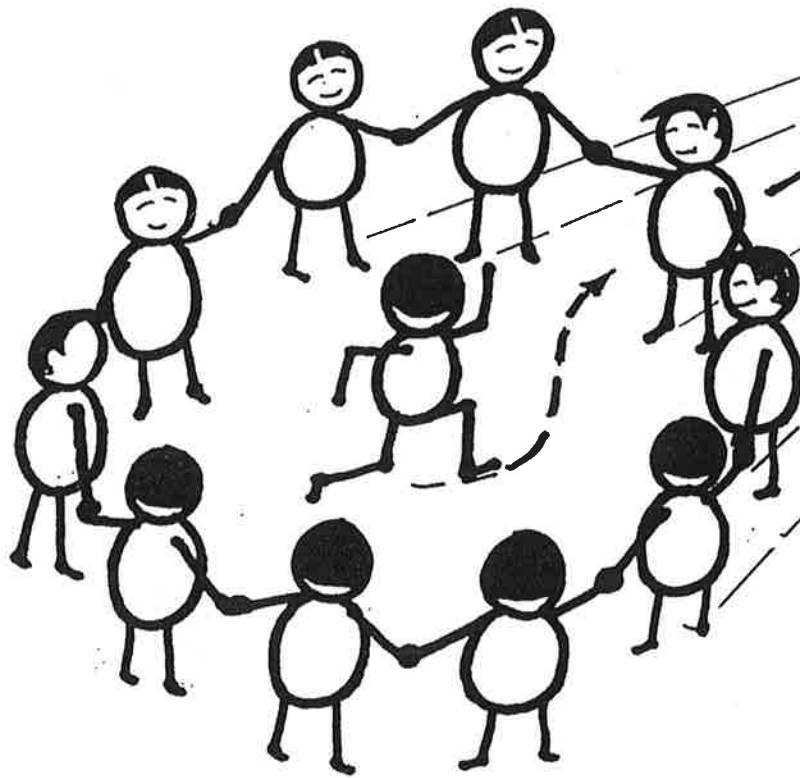
Divide the players into 2 teams. Have them stand about 10 metres apart facing each other. Draw a centre line and another line behind each group. The width of the playing space depends somewhat on the number, size and ability of the players. Ordinarily for active boys about 1 metre for each boy on the team. The object of the game is to throw the playground ball past the rear line between the ground and shoulders of the opponents. Each time it passes this line it counts 1 point for the side making the throw. The opposite side tries to do likewise so the ball is thrown quickly and forcefully back and forth. After 5 or 10 minutes, the teams change sides. There should be a referee who keeps score. Rules: (a) Players must not cross the centre line though they may advance to the centre line to throw. (b) Players may pass to team mates to throw. (c) Throwing the ball above the heads of the opponents counts a point for the team not making the throw. (d) For fouls, the ball is given to the other side. The usual foul is crossing the centre line. Throwing should be directed at the feet.





## BEAN BAG THROW OR CATCH BASKET

The players are divided into 2 sides who stand in one circle. In the centre is a waste paper basket. The players in turn on each side throw a bean bag or a rubber ball into the basket. The umpire stands beside the basket and returns that bag or ball after each throw. Each successful throw counts one for each side. The game ends when all players have thrown. The largest score wins.



## **BEAR IN A PIT OR WILD BULL**

This is a fairly rough game when played by children of this age group and is most popular with boys.

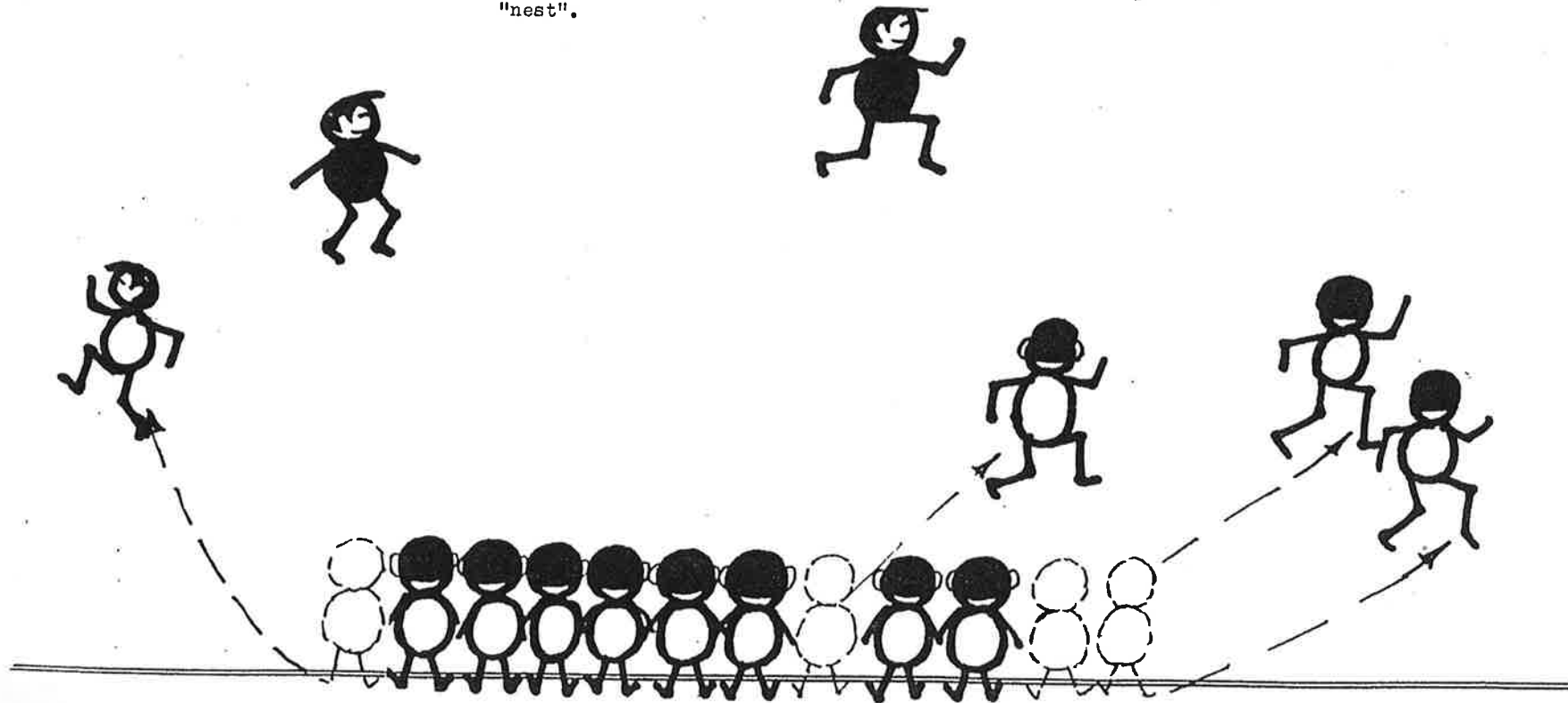
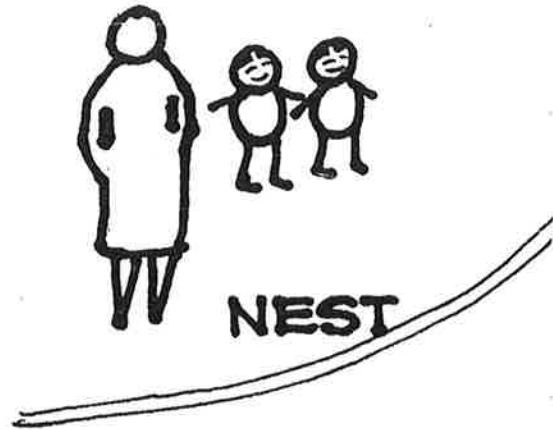
One player is chosen to be the bear and he stands in the centre of the circle formed by other players joining hands. The bear is eager to force his way out of the cage and tries to do so by breaking through the clasped hands jumping over them or worming his way under. Sometimes he can get out by running and knocking two players apart. When the bear is free, all the other players race after him. The boy who catches the bear is the bear in the next game.



# BIRD CATCHER

Mark off at opposite corners of the playground, by drawing two quarter circles on the ground, a nest, and a cage.

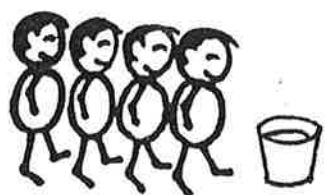
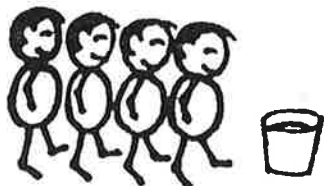
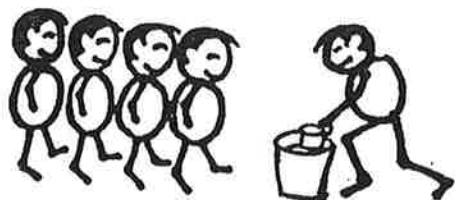
One child is chosen to be the "mother bird" and stands in the nest. Two children are chosen to be the "bird catchers" and stand at the start in the "cage". Each group of 4 children are given the name of a bird. For example four might be "sparrows", four might be "black birds". When the "mother bird" calls out "Sparrows fly" all the children of that name run for the forest and try to get in the "nest". The "bird catchers" who now are standing in the middle of the playground, try to tag them while they are running and the birds dodge to get by. Any child who is tagged must go to the "cage". Some brave sparrows who have got safely into the nest might risk their lives by running across to the cage and tagging one of their own caged sparrows. But both risk being caught by the "birdcatchers" while they are either outside the "cage" or the "nest".



# BOTTLE FILLING (To be played outside)

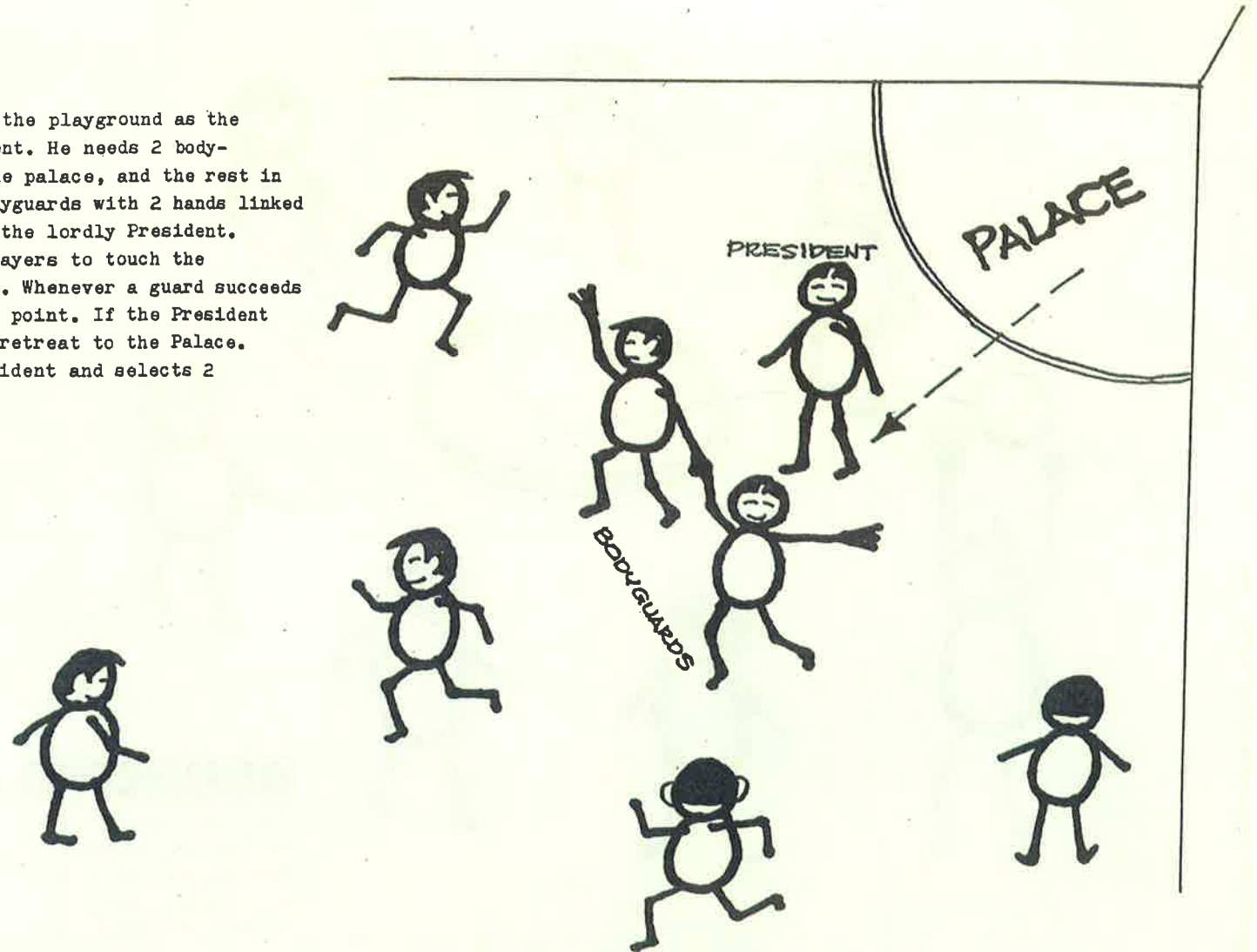
Arrange a row of bottles for each team. Line up one from each team at a distance of about 3 metres. Stand a bucket of water near each player and provide him with a cup.

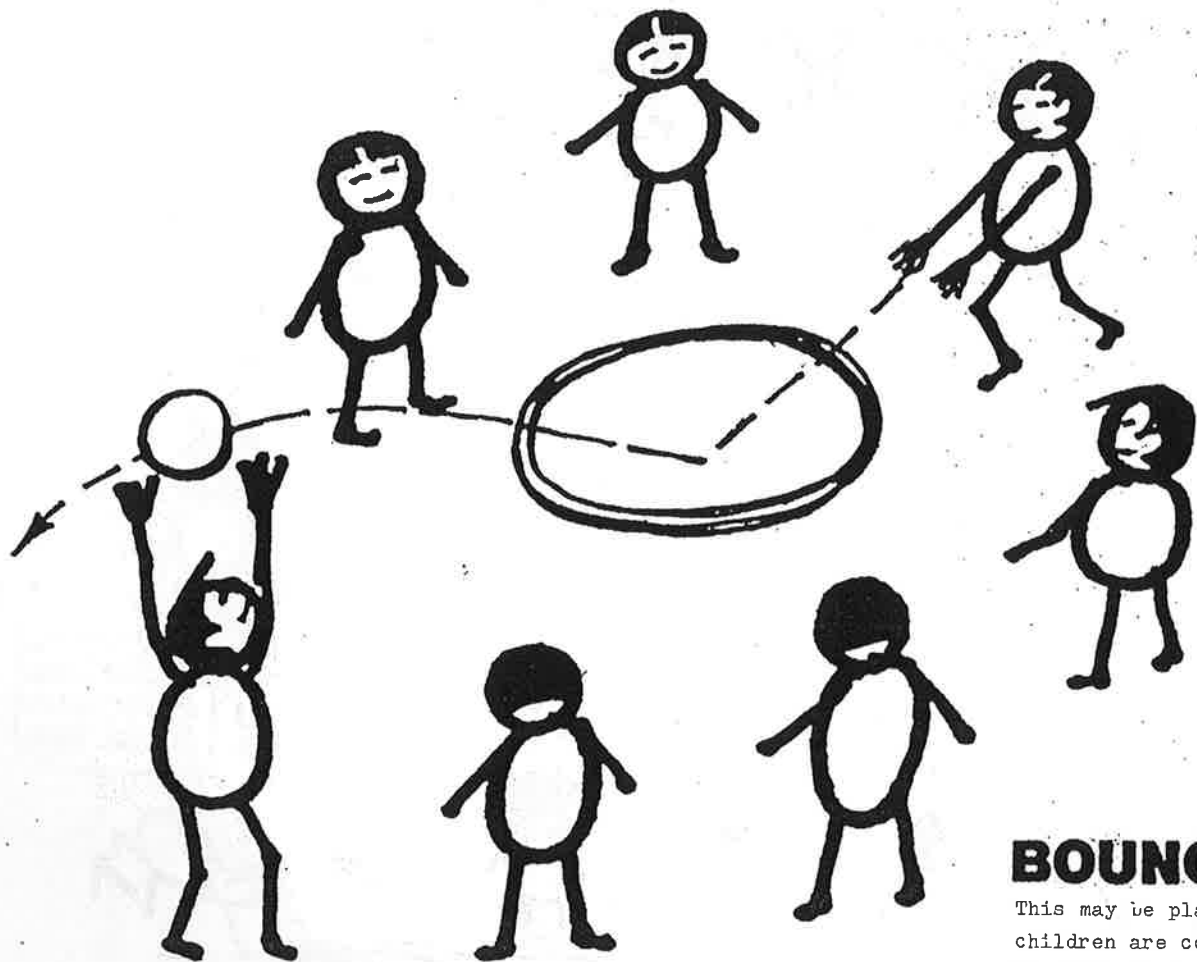
On a given signal players take a dip in the bucket and run to the bottle and pour in the water, returning to the bucket as many times as necessary. The first to fill the bottle wins the heat. Have several heats and a final.



# BODY GUARD

A small space is marked off at one end of the playground as the palace. One player is chosen to be President. He needs 2 bodyguards. The game starts with these 3 in the palace, and the rest in the fields. These 3 start out with the bodyguards with 2 hands linked but the other 2 free, walking in front of the lordly President. The object of the game is for the other players to touch the President without being touched by a guard. Whenever a guard succeeds in tagging any player the guard receives a point. If the President gets tagged, the President and his guards retreat to the Palace. The successful tagger becomes the new President and selects 2 worthy guards.



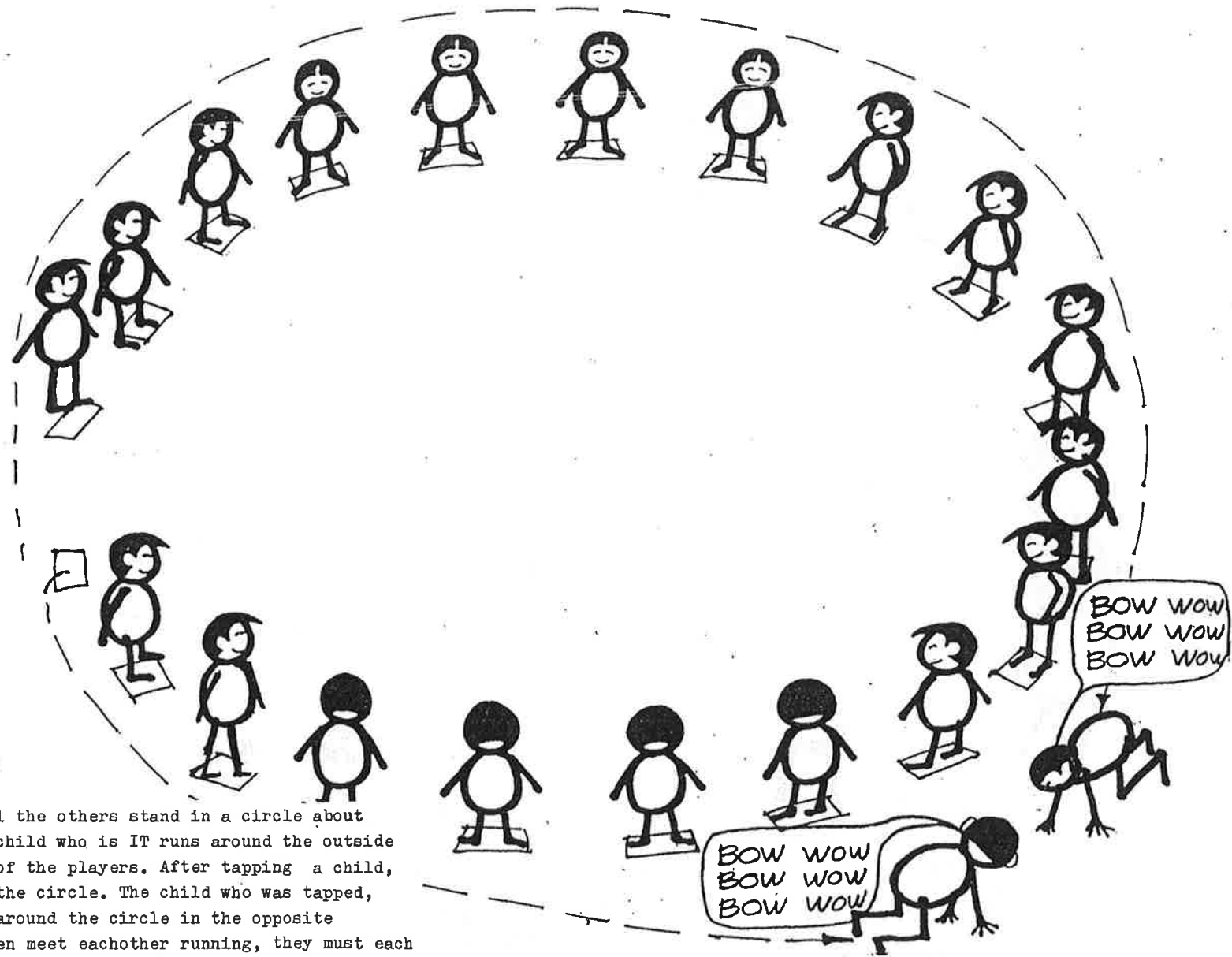


## **BOUNCING A BALL IN A HOOP**

This may be played by 2 or more player and is a good game when children are coming or going. Each child bounces the ball in a hoop. The ball must be caught by another child on the first bounce. Each child gets a penalty point when he:

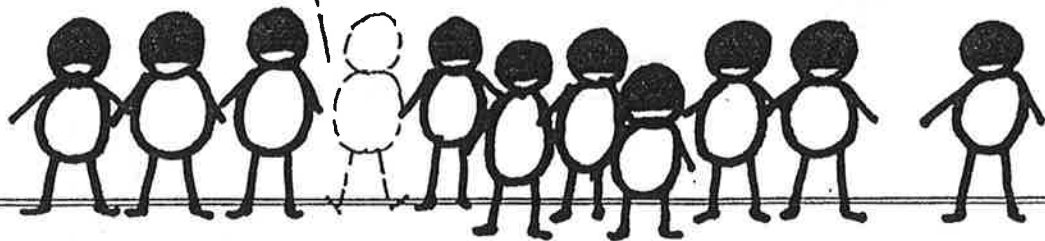
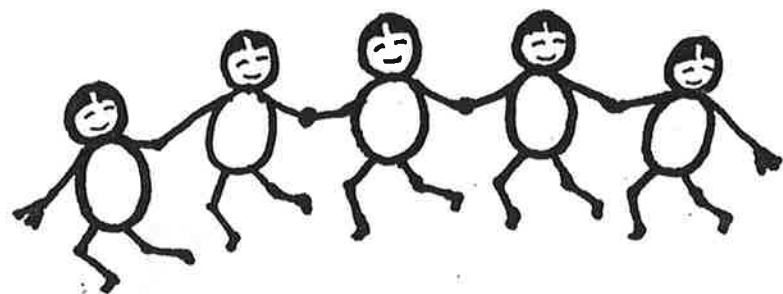
- a. fails to catch a ball on the first bounce
- b. fails to bounce the ball in the hoop.

The ball must be thrown and bounced from exactly the position where the ball was caught. (ie no moving forward with the ball). Mixing dribble bounces and hard bounces will upset an opponent from knowing exactly where to stand.



## BOW WOW

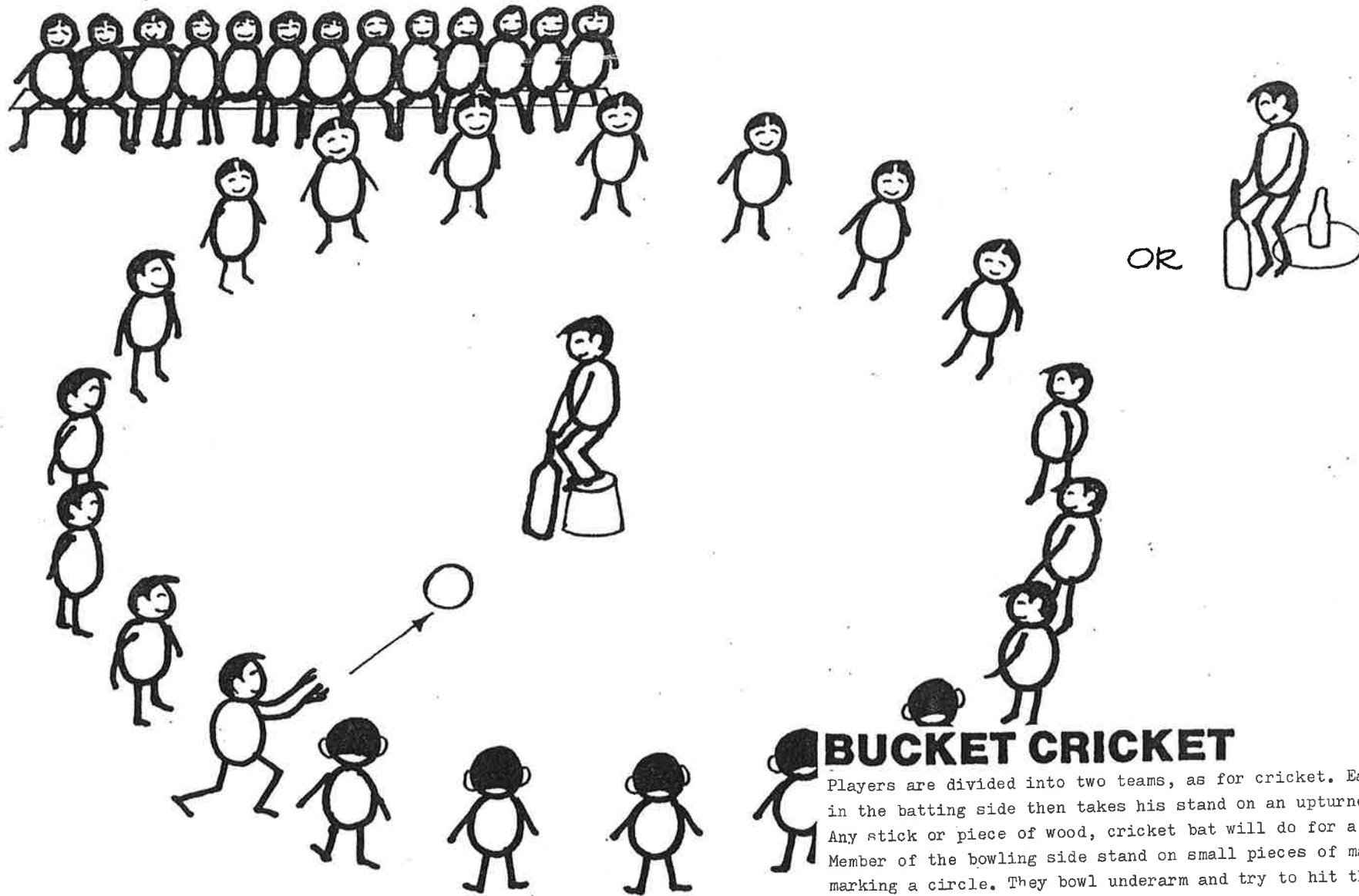
One child becomes IT and all the others stand in a circle about an arm's length apart. The child who is IT runs around the outside of the circle and taps one of the players. After tapping a child, IT continues to run around the circle. The child who was tapped, leaves his place, and runs around the circle in the opposite direction. When both children meet each other running, they must each get down on all fours and bark BOW WOW, three times. Then each quickly gets up and continues running around the circle in the same direction as before. The first to reach the empty space in the circle gets the place. The one who is left out becomes IT. Then the new IT taps a new player and the game continues.



## **BREAKING THE CORDON**

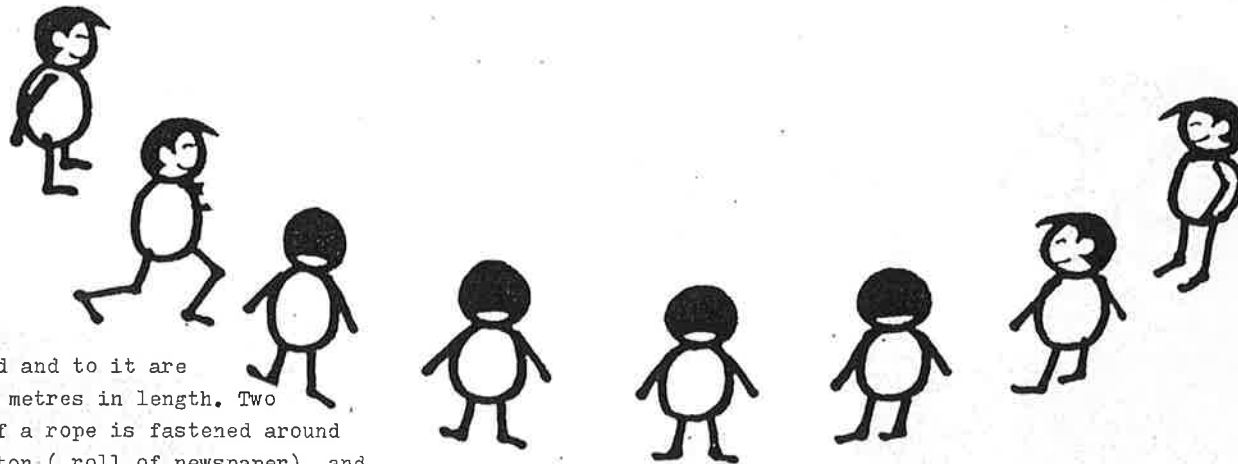
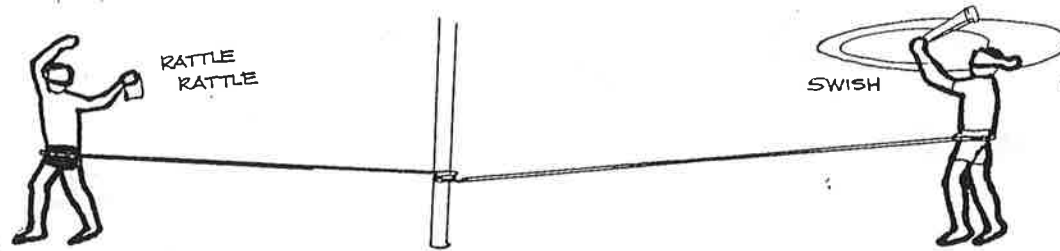
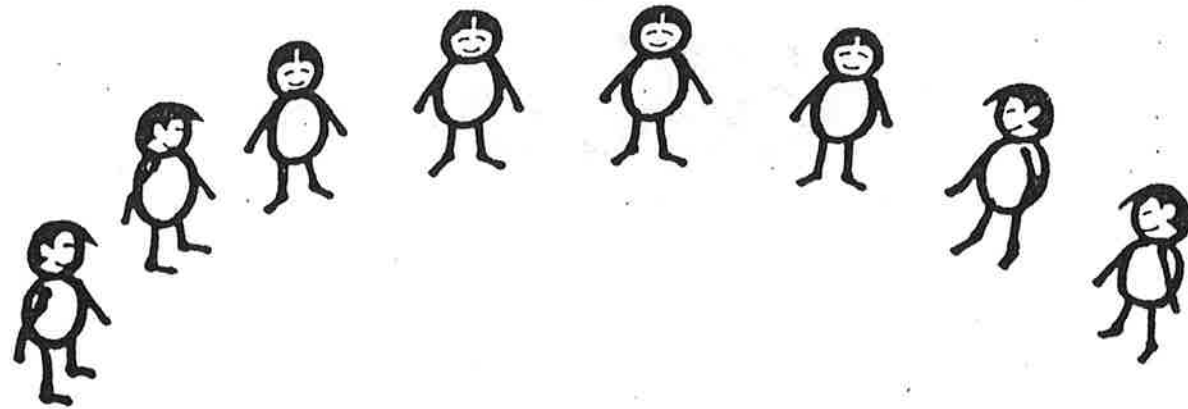
This is a similar game to the Traffic Cop, but lasts longer because those captured have to join hands, which means that they cannot move about so easily.

When the line of captured becomes a long one those remaining at large will find that the best way to cross is to charge at the centre and try to break through the wall of arms.



## BUCKET CRICKET

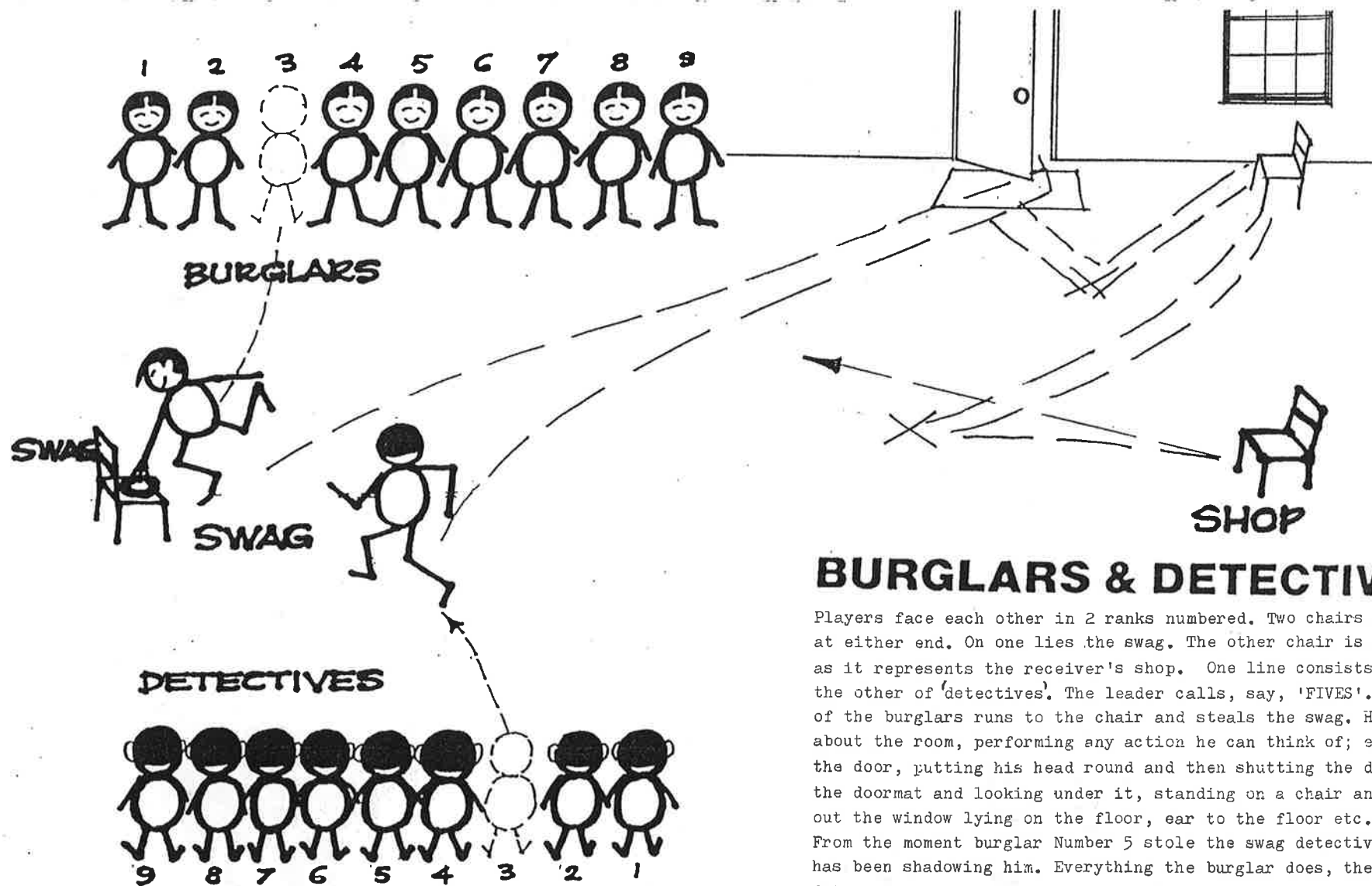
Players are divided into two teams, as for cricket. Each player in the batting side then takes his stand on an upturned bucket. Any stick or piece of wood, cricket bat will do for a bat. Member of the bowling side stand on small pieces of masonite marking a circle. They bowl underarm and try to hit the bucket. If the batsman hits the ball back to the circle of bowlers it counts 2 runs. If he hits it gently and it does not reach the bowling circle, it counts 1 run; if he misses the ball, but it fails to hit the bucket, he also gets 1 run. If the ball hits the bucket, or being hit is caught full pitch then the batsman is out. Any of the bowling side to whom the ball comes may bowl. Alternatively the wicket may be a plastic ten pin.



## BULL AND BEAR

A strong stake is driven into the ground and to it are attached 2 equal lengths of rope 7 - 10 metres in length. Two boys are then blindfolded and the end of a rope is fastened around the waist of each. To one is given a baton (roll of newspaper) and to the other a tin containing a few small stones. The player with the tin rattles it (as a guide) and the other pursues him and showers down blows with his baton - usually on the empty air.



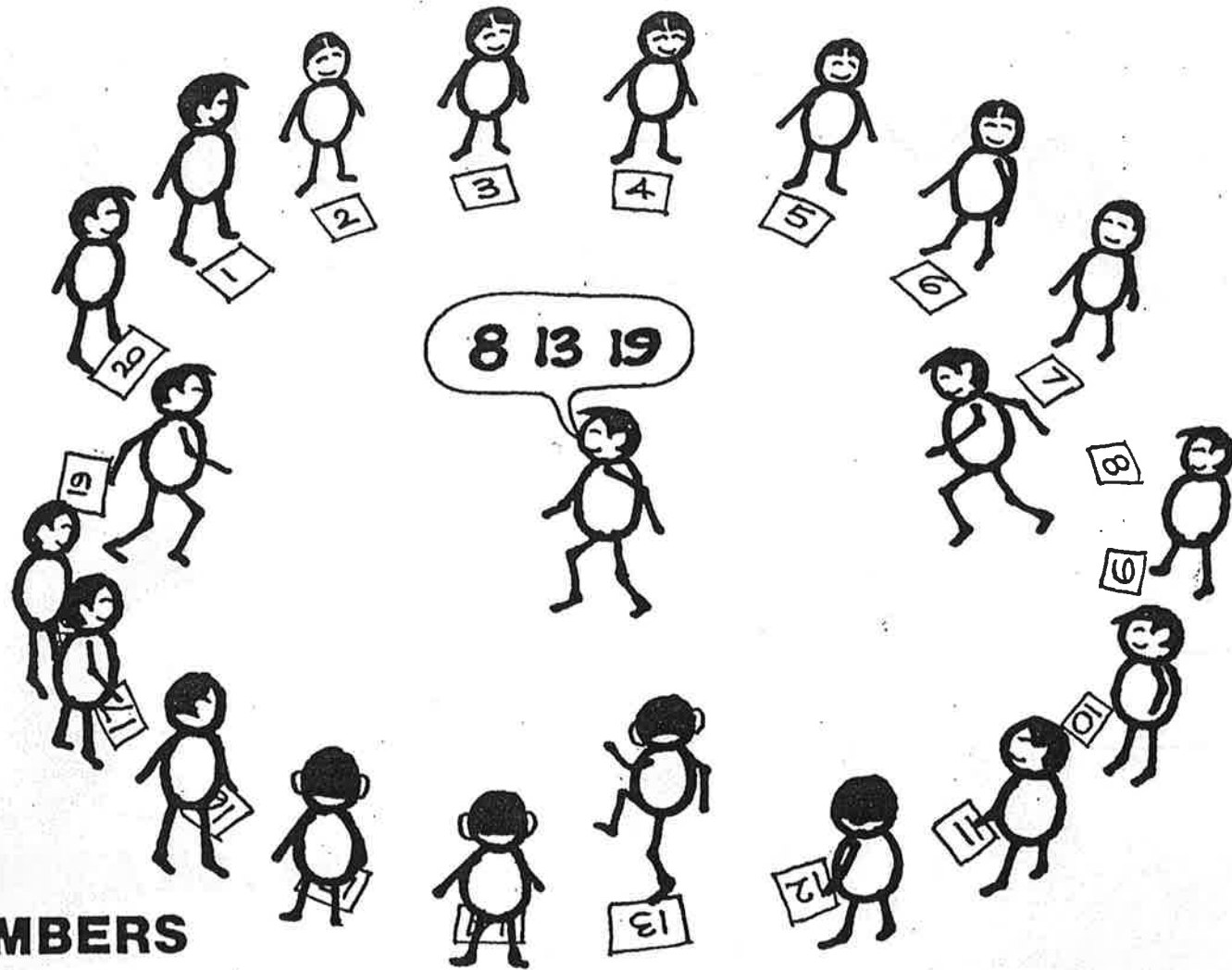


## BURGLARS & DETECTIVES

Players face each other in 2 ranks numbered. Two chairs are placed at either end. On one lies the swag. The other chair is left empty as it represents the receiver's shop. One line consists of 'burglars', the other of 'detectives'. The leader calls, say, 'FIVES'. Number 5 of the burglars runs to the chair and steals the swag. He then moves about the room, performing any action he can think of; eg opening the door, putting his head round and then shutting the door, lifting the doormat and looking under it, standing on a chair and looking out the window lying on the floor, ear to the floor etc. From the moment burglar Number 5 stole the swag detective Number 5 has been shadowing him. Everything the burglar does, the detective does straight away, opening the same door, lying down on the same bit of floor etc.

When the burglar has performed 3 or 4 actions, he suddenly deposits his swag on the chair (shop) and makes for his place in the ranks. But he must hop on one foot.

The detective must finish whatever action he was performing, pick up the swag, and chase the burglar, running. If the burglar gets in uncaught, he scores a point for his side. If the detective catches him, the other side scores. The chair (shop) should be placed at some distance from the teams, to allow a good run home. 24



## CALLING ALL NUMBERS

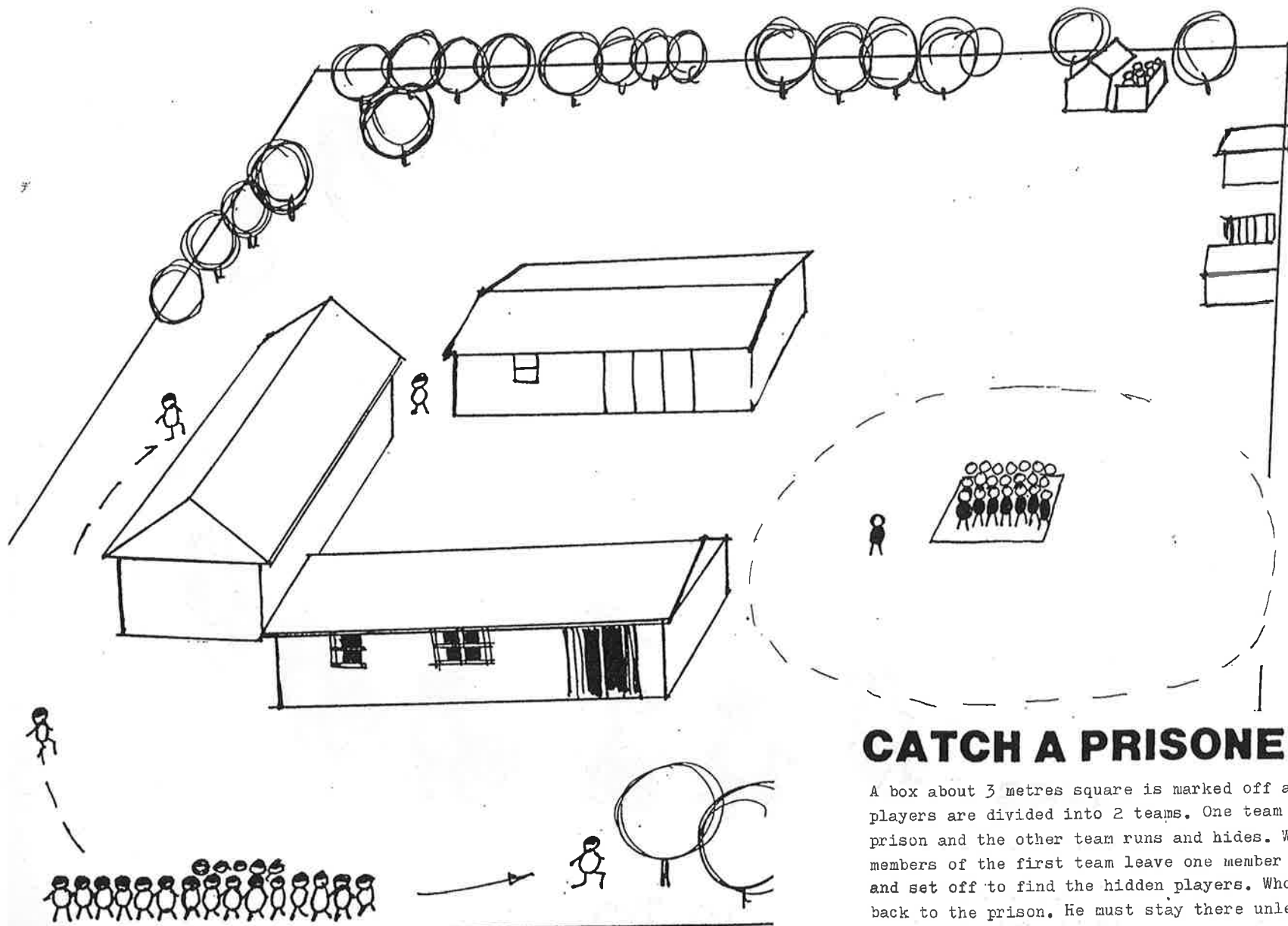
Players stand in a circle, well spaced, each with a number on the floor in front of him.

One player standing in the centre calls out any three numbers, those bearing have to change places, and during the changeover the player in the middle endeavours to secure a place. The person displaced then takes the middle position.

The fun of the game lies in the fact that a lot of variety can be introduced. The middle player can make such a request as: CHANGE PLACES 3, 7 AND 19; CHANGE PLACES ALL NUMBERS OVER 10 ; CHANGE PLACES ALL EVEN NUMBERS ; CHANGE PLACES ALL NUMBERS.

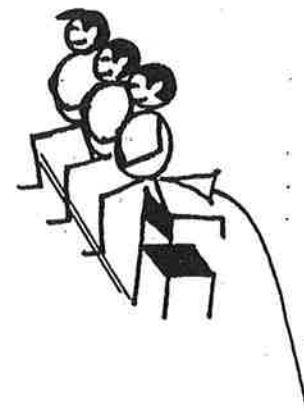
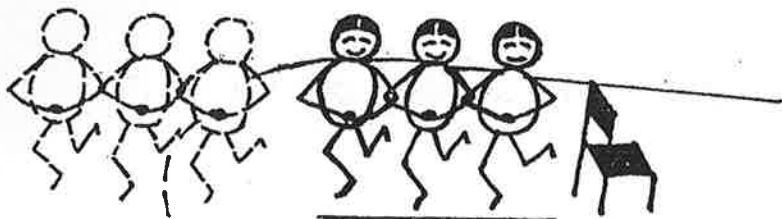
## HIT THE RUNNER

One player is chosen to be 'it' & he stands in the centre of the playing area with a soft ball. The others stand on numbered masonite squares. The leader calls numbers that then have to change places while 'it' from his central position tries to hit one of the players with the ball as they exchange places. Two or all can change at once, but if one is hit by the ball, he must take the place of 'it' in the centre.



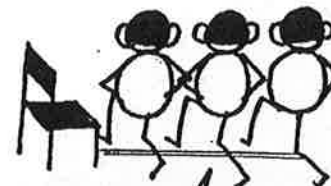
## CATCH A PRISONER

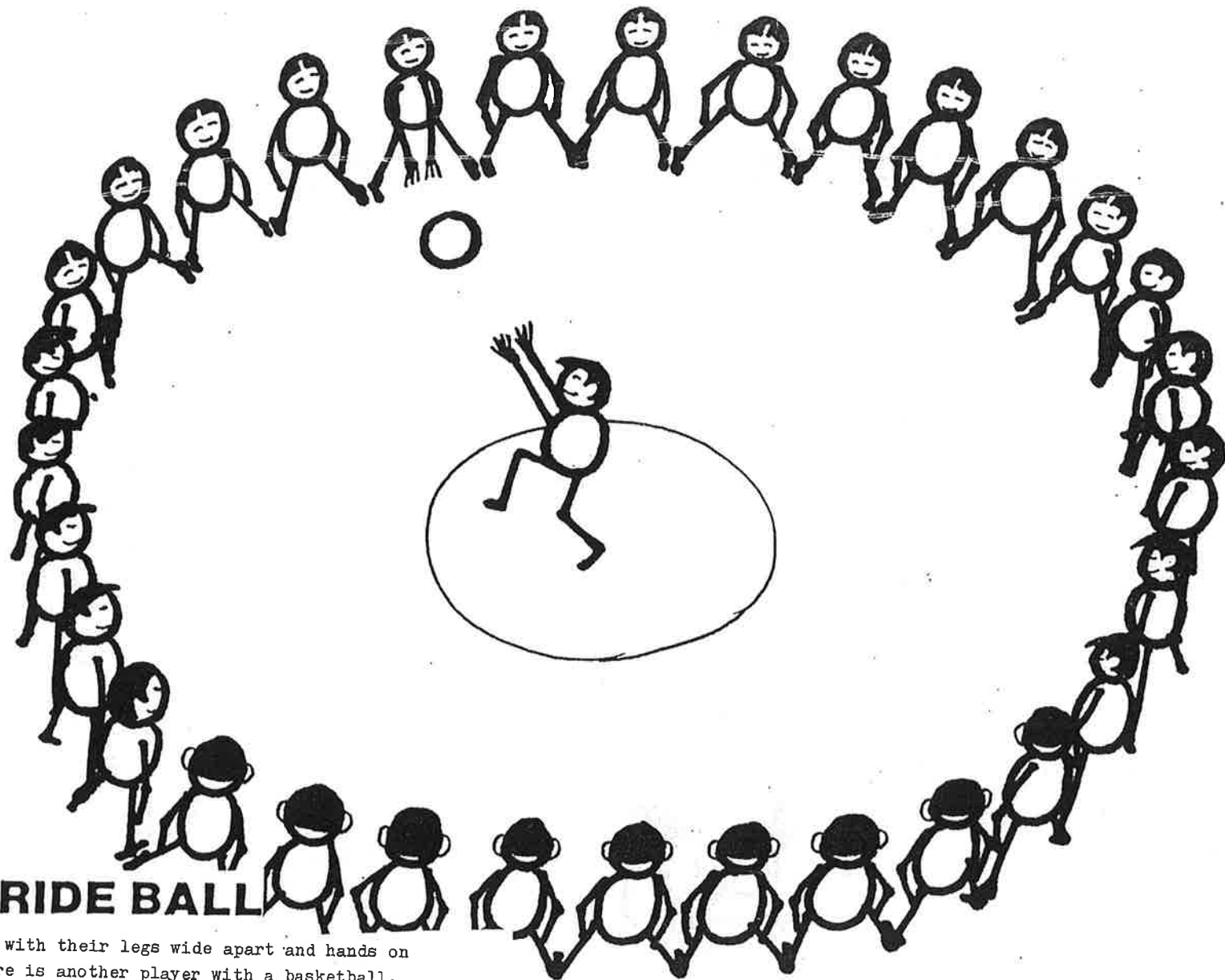
A box about 3 metres square is marked off as a prison and the players are divided into 2 teams. One team takes its place in the prison and the other team runs and hides. When all are hidden, the members of the first team leave one member to guard the prison, and set off to find the hidden players. Whoever is caught is brought back to the prison. He must stay there unless he is freed by a member of his own team who slips past the guard, gets both feet inside the prison box and tags the prisoner before he himself is tagged by the guard. The guard himself is not allowed to enter the prison but may chase the escaped prisoner and his rescuer only 15 metres from the prison. The game continues until all the hidden team have been captured and are in prison. The leader should supervise the rules around the prison.



## CHARIOT RACE 1

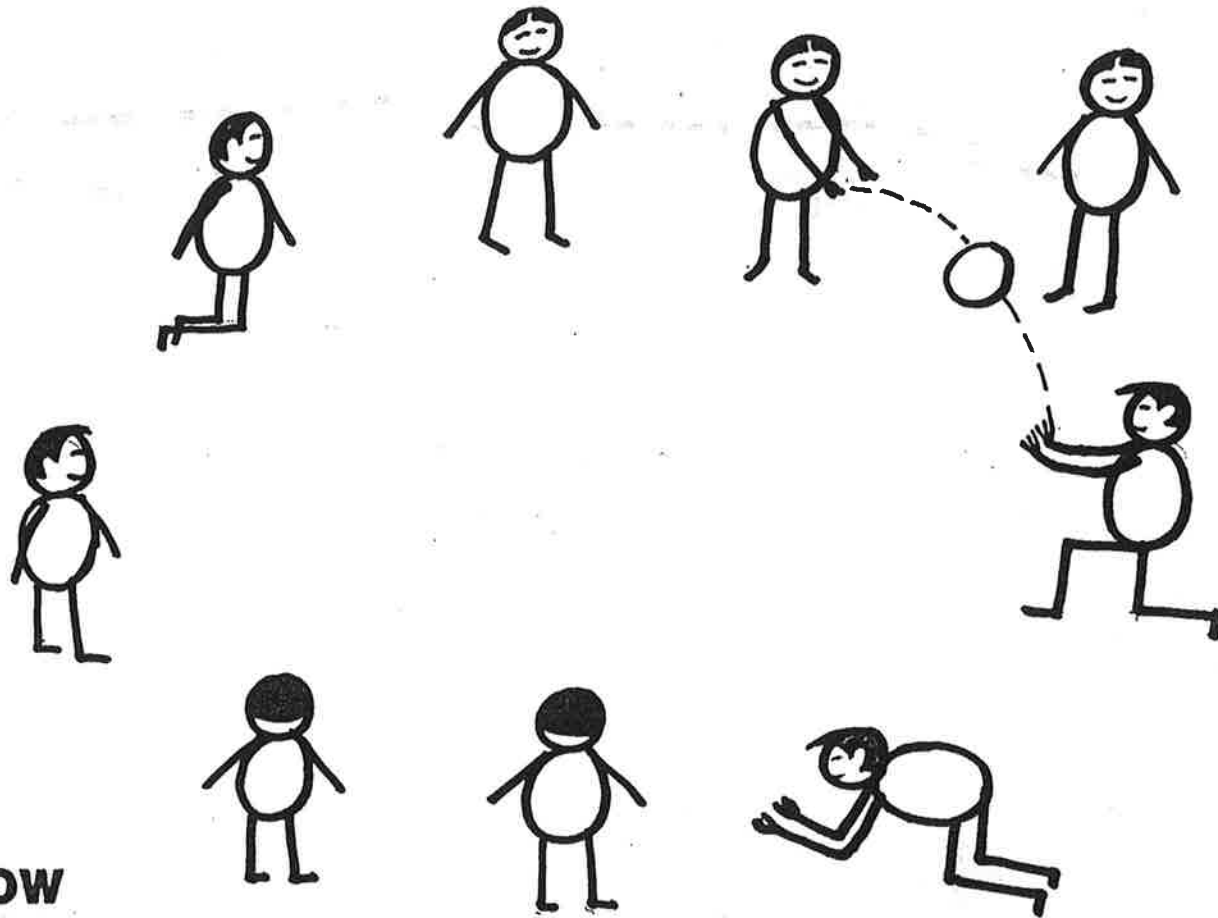
Chariots are formed by 3 or 4 players standing side by side with elbows locked and hands clasped. Chariots stand facing clockwise, evenly spaced in a large circle marked by chairs. At the starting signal the chariots begin to run forward around the chairs, each trying to overtake the other. Those passed, drop out. The chariot that succeeds in overtaking all the others wins the game.





## CIRCLE STRIDE BALL

Players stand in a circle with their legs wide apart and hands on knees. In the middle, there is another player with a basketball. He tries to roll this between any of the other legs. In trying to stop the ball, those in the circle must use their hands only, and these when not actually in use in stopping the ball, must be kept on the knees. The feet must not be moved. When the centre player succeeds in rolling the ball between the legs of any player, the 2 change places.



## CIRCLE THROW

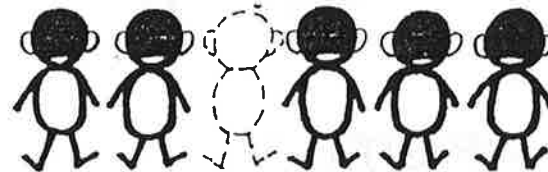
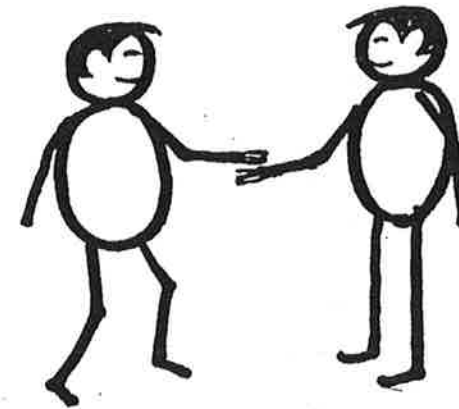
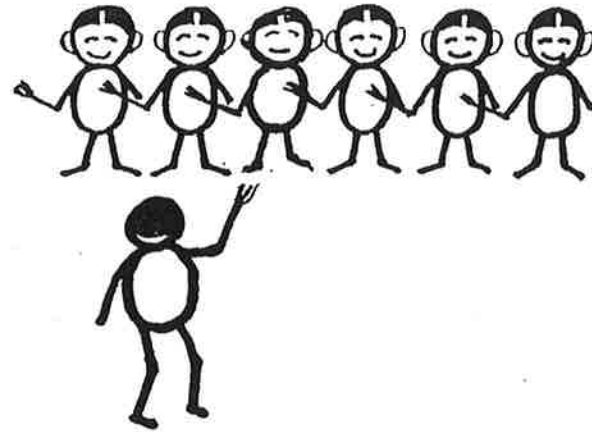
This may be played by 2 or more players and is a good opening game when you are waiting for the children to arrive. The children stand in a circle and throw the ball to each other. Each throw must be caught on the full. Every child who misses a catch receives the following penalty:

- 1st miss    kneel down on one knee
- 2nd miss    kneel down on two knees
- 3rd miss    put one elbow on the floor
- 4th miss    put the other elbow on the floor
- 5th miss    put your head on the floor.

But every time a child catches the ball he is able to reverse the order.

## PROMOTION BALL

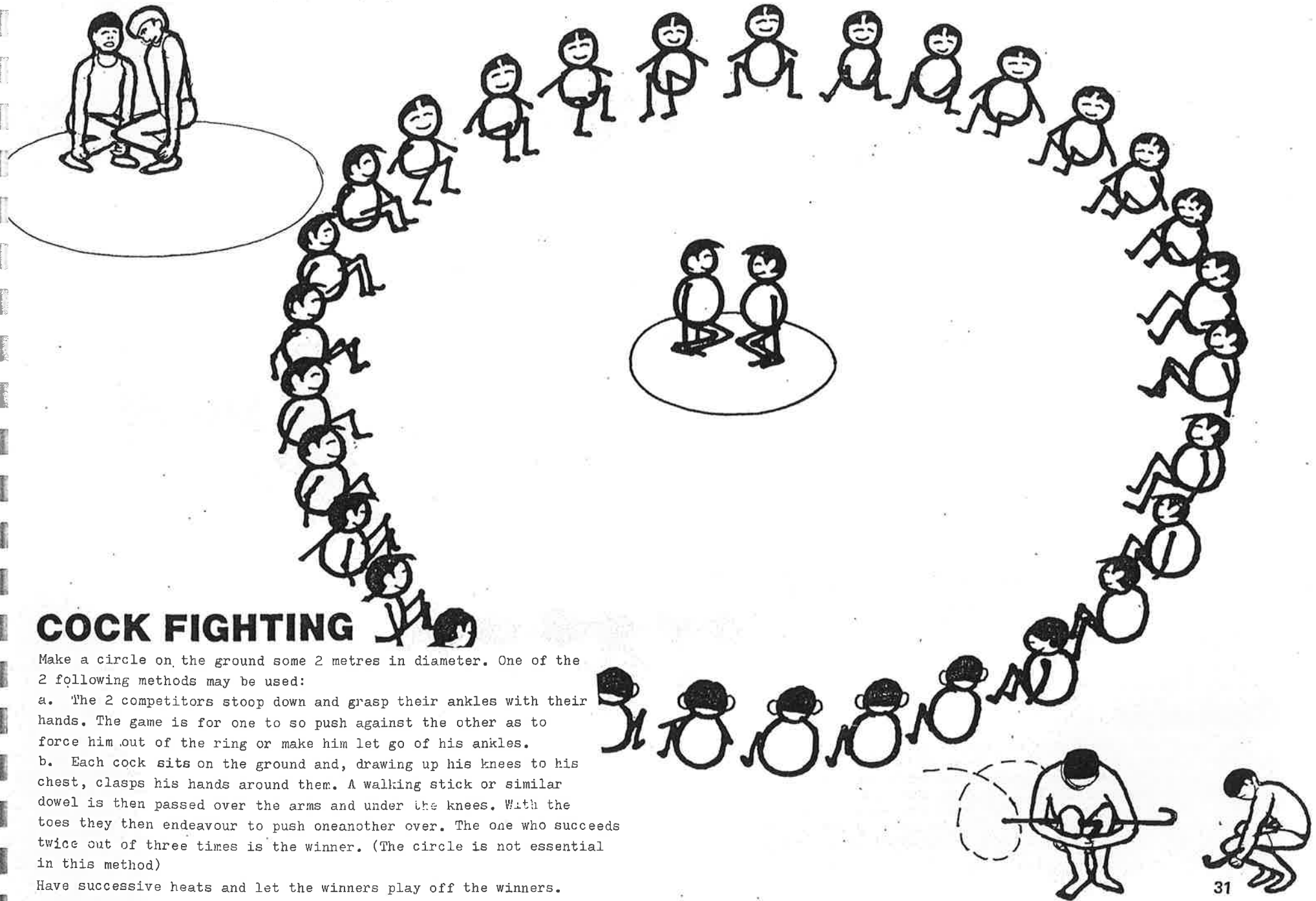
Each child stands in a numbered square, numbered 1 and upwards. The teacher in the centre throws to each child in turn starting with number one, the children throwing the ball back to the teacher. When the teacher in the centre misses a fair throw number one takes his place and the rest of the children move up one number and the teacher takes the last number. A fair throw is one which passes between the ground and the player's head. Any player in the circle loses points or goes down on one knee every time he misses a ball, but the throw must be fair.



## CLAP IN, CLAP OUT

Here is an old favourite. The teams line up facing each other about 10 metres apart. Then the first player on Team A becomes 'It' and walks up to team B. The children on team B keep their right hands outstretched with their palms up.

The child from team A goes along from child to child stroking their hands until he slaps the palm of one of Team B. This member of B team immediately starts to chase him back to the A Team's line. If 'It' is caught, he joins the B Team. If not then the boy chasing him becomes 'It'. The team ending the game with the most players wins.



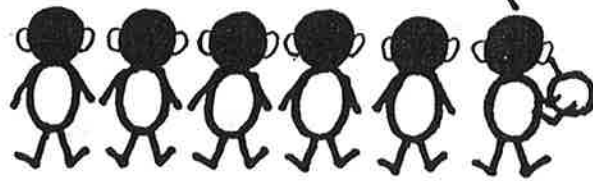
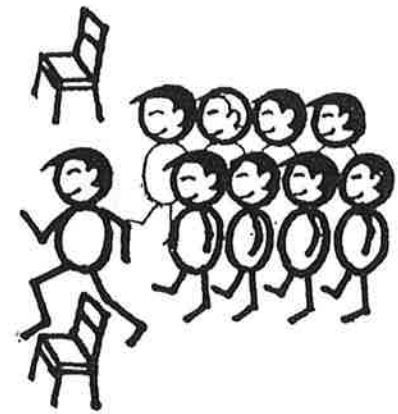
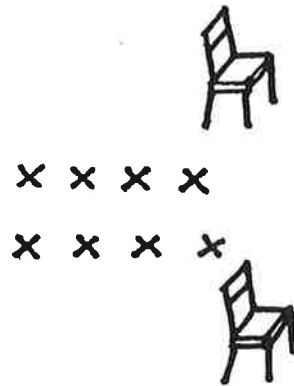
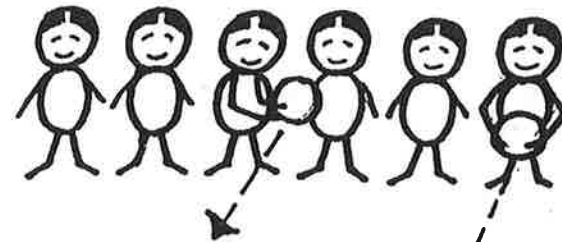
## COCK FIGHTING

Make a circle on the ground some 2 metres in diameter. One of the 2 following methods may be used:

- a. The 2 competitors stoop down and grasp their ankles with their hands. The game is for one to so push against the other as to force him out of the ring or make him let go of his ankles.
- b. Each cock sits on the ground and, drawing up his knees to his chest, clasps his hands around them. A walking stick or similar dowel is then passed over the arms and under the knees. With the toes they then endeavour to push one another over. The one who succeeds twice out of three times is the winner. (The circle is not essential in this method)

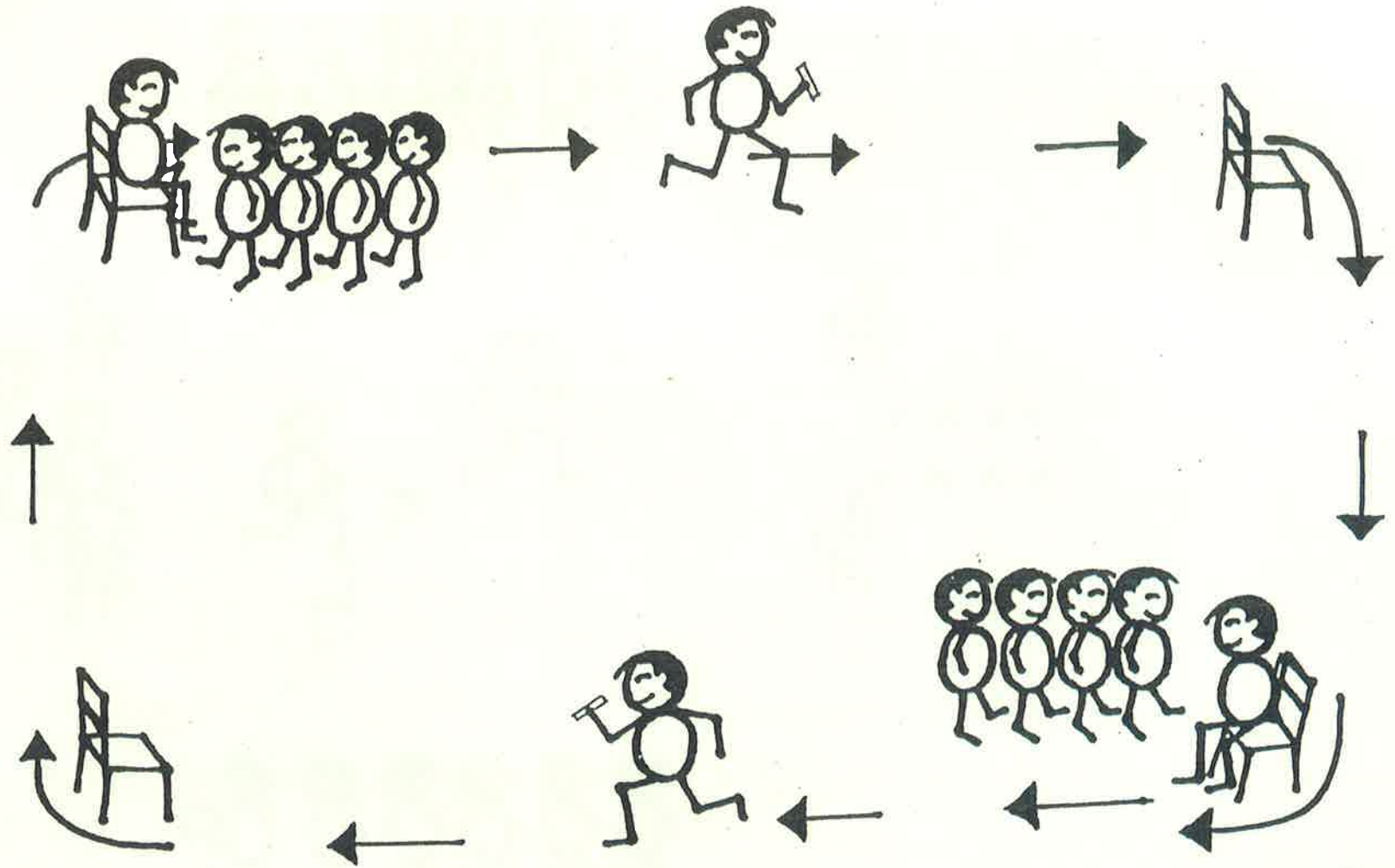
Have successive heats and let the winners play off the winners.





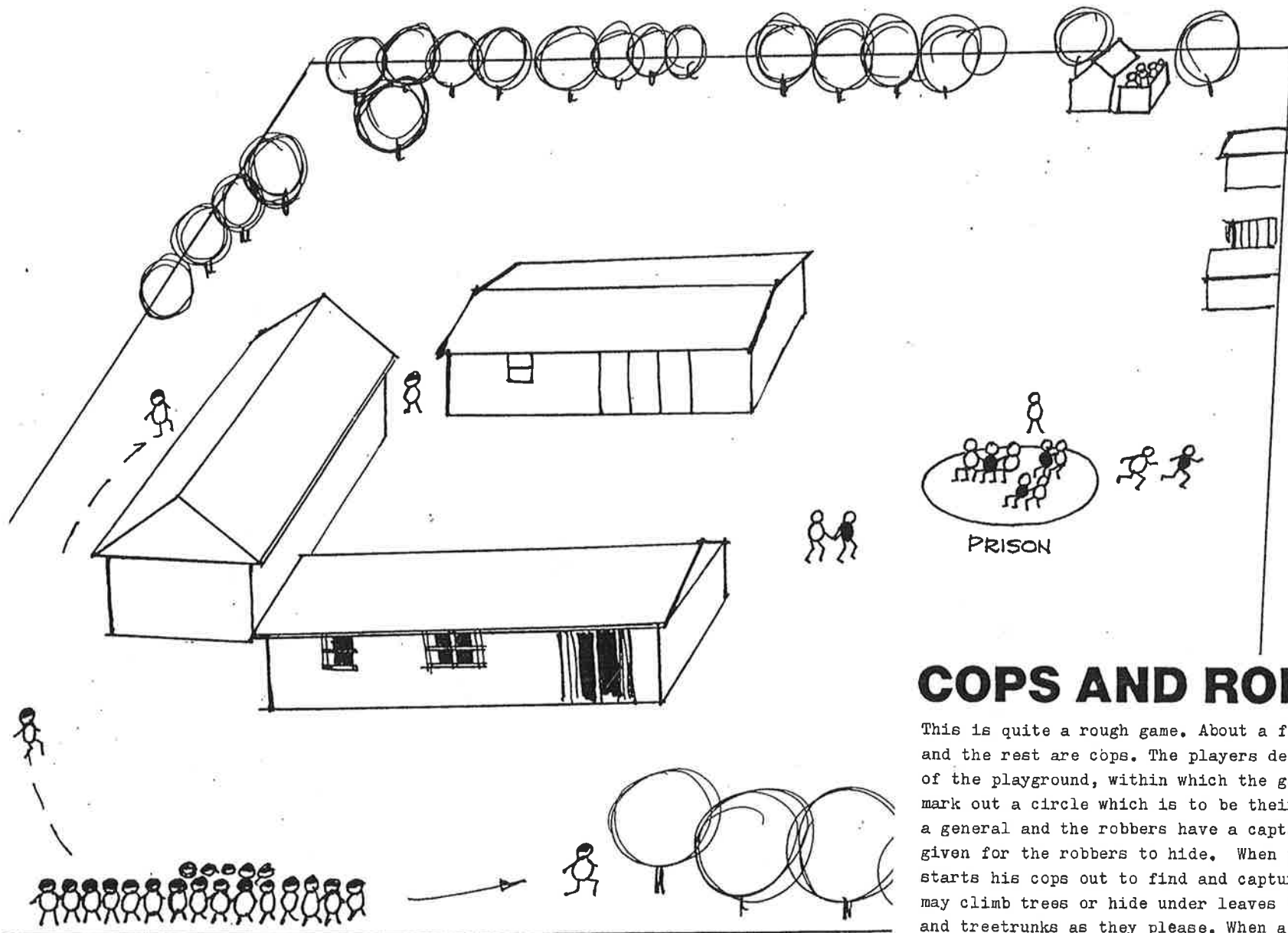
# Convoy

The first team stands with its members divided in equal numbers along each side of the hall, with 3 large plastic balls in its possession. The second team lines up behind 2 chairs as shown in 2 lines. When the leader shouts "go", the second team has to "run the gauntlet" to reach the other end of the hall (between the 2 chairs) without being hit below the waist. Those hit below the waist drop out and help the throwing team. The remnant line up at the other end and await the leaders "go" for the return journey. The game continues until all ships have been knocked out. The leader keeps count of the number of voyages and the 2 teams change places.



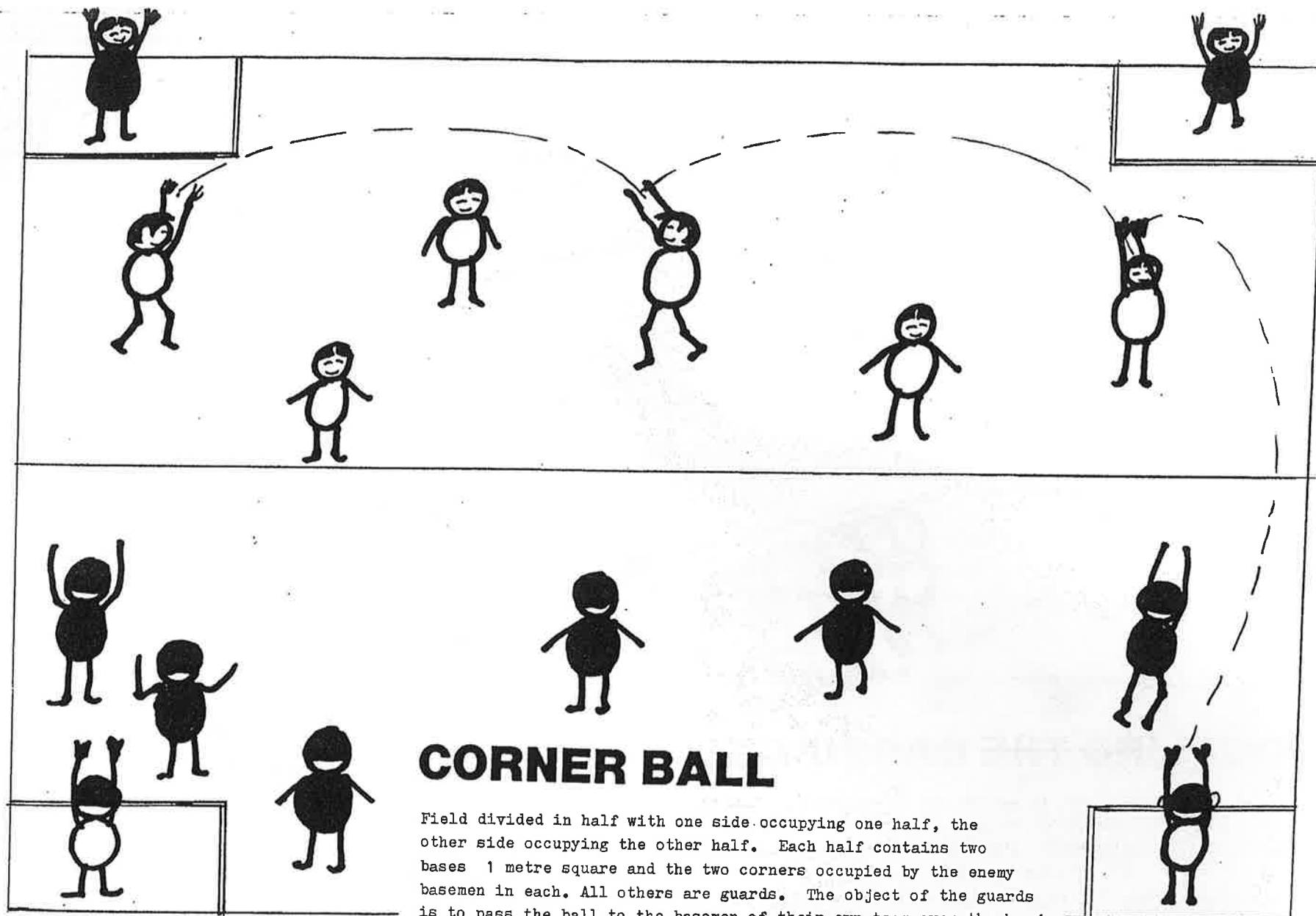
## Continuous Relay

The two teams are lined up as shown with their first runner seated on a corner chair. On the starting signal, both runners take off in a clockwise direction. The second runner immediately takes his place on the chair just vacated. The runners complete a square circuit and then set off the second runner, then the third, and so on, and then go right through the team again and again until one runner catches up to the other team.



## COPS AND ROBBERS

This is quite a rough game. About a fifth of the boys are robbers and the rest are cops. The players decide what shall be the limits of the playground, within which the game must be played. The cops mark out a circle which is to be their prison. The cops have a general and the robbers have a captain. These agree on the time given for the robbers to hide. When this time is up, the general starts his cops out to find and capture the robbers. The robbers may climb trees or hide under leaves or stand behind sheds and treetrunks as they please. When a robber is caught, he tries to get away. The cops try to hold him and bring him to the prison. No fighting must be done. When a robber has been brought inside the prison, a guard is set to keep him there, because he may run away at any time unless the guard can hold him in. The game is won when all the robbers have been made prisoners.

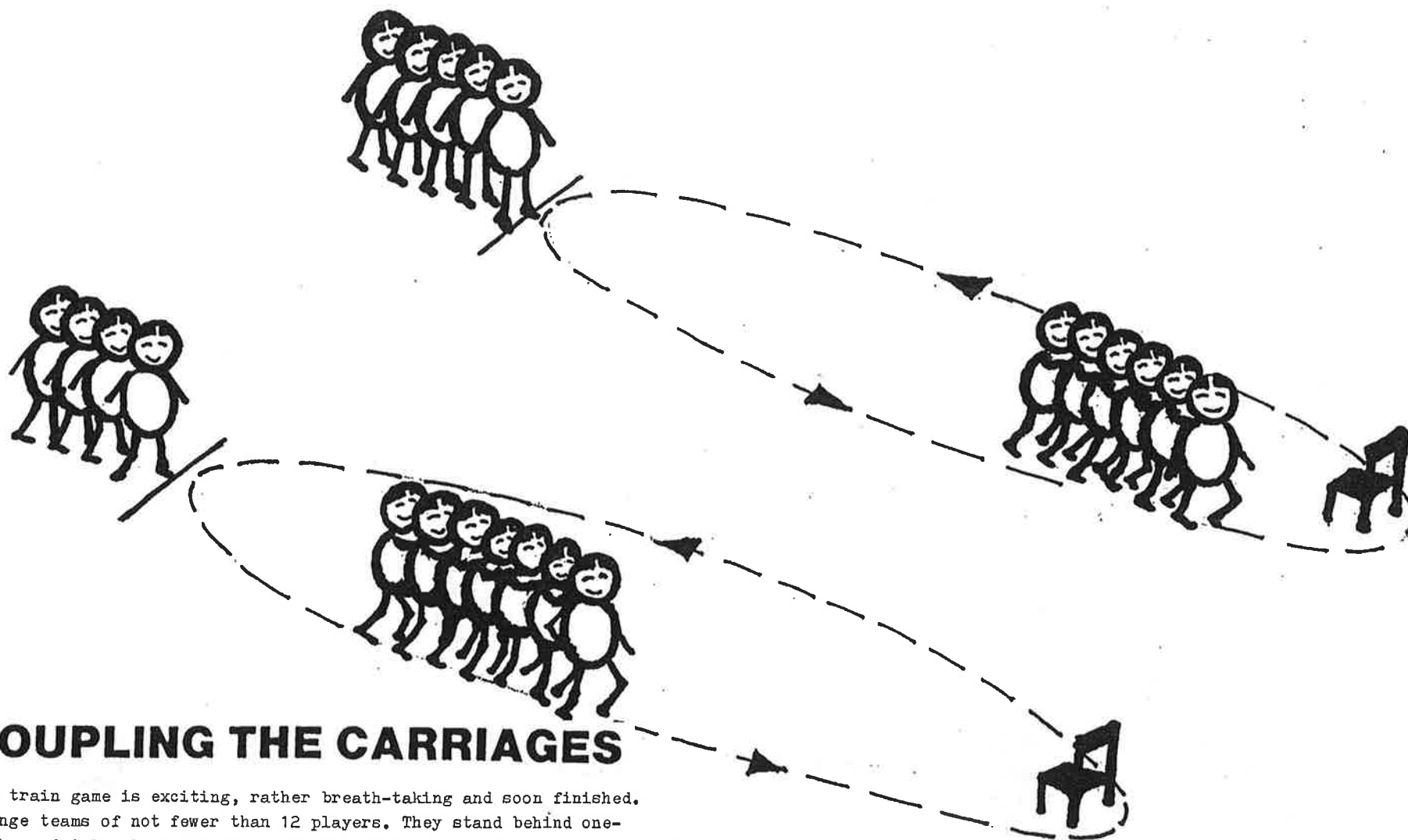


## CORNER BALL

Field divided in half with one side occupying one half, the other side occupying the other half. Each half contains two bases 1 metre square and the two corners occupied by the enemy basemen in each. All others are guards. The object of the guards is to pass the ball to the basemen of their own team, over the heads of the opposing guards. The object of the guards is to intercept the ball on passing both ways.

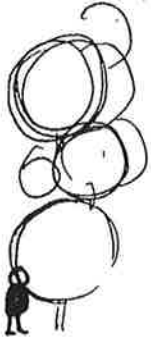
SCORING: A point is scored when a basemen catches a clean throw.

FOULS: 1. Stepping into opponents' base or over centre line.  
2. Only one step before throwing.



## COUPLING THE CARRIAGES

This train game is exciting, rather breath-taking and soon finished. Arrange teams of not fewer than 12 players. They stand behind one-another, fairly close together. About 7 metres ahead of them, sitting on a chair is the player who is the engine. On the word GO The engine runs back until he reaches the first carriage in his team. This player attaches himself to the engine by placing hands on shoulders and together they run forward and around the chair and back to their teams where they pick up another carriage. This keeps on until all carriages are coupled. The first to complete a train and to complete a circuit around the chair and back home is the winner.



## CROSSING THE FRONTIER

**Place:** Country with good cover; a primary school property; a park with plenty of trees.

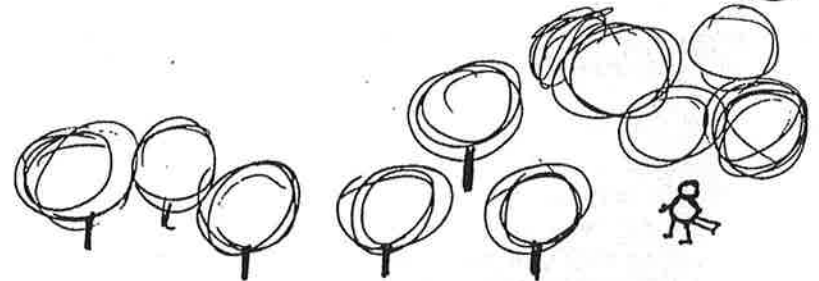
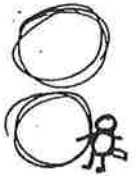
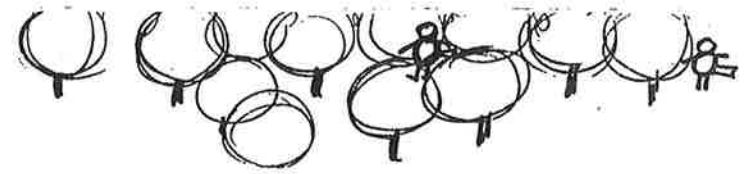
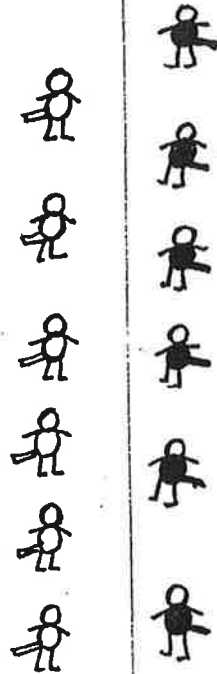
**Story:** Some prisoners of war have escaped and are trying to get back into their own country.

**The game:** There are 2 teams wearing red and blue sashes. Half the members of each team are given 5 minutes to hide in their enemy's territory (the area is divided into halves, one half the blue's territory and the other half the red's territory).

The rest of the two teams take up their positions on either side of the frontier and mark the place for their prison about 10 metres square, 50 metres from their frontier. All players wear red or blue streamers pinned (by safety pin) to their sashes. These are their lives.

At the commencing signal, they try to recapture their own prisoners who are hiding in their own territory and also help their own men on the enemy's side who are trying to return. Any player can be made a prisoner by having his streamer removed by an enemy, and he then has to stand in the enemy's prisoners' base and must remain there until one of his own side can enter the prisoners' base without being caught. Then that prisoner is given a new streamer by a leader and they bide their time until they can run back into their own territory.

The winning side is the one that has the most prisoners when the whistle is blown at the end of the game.

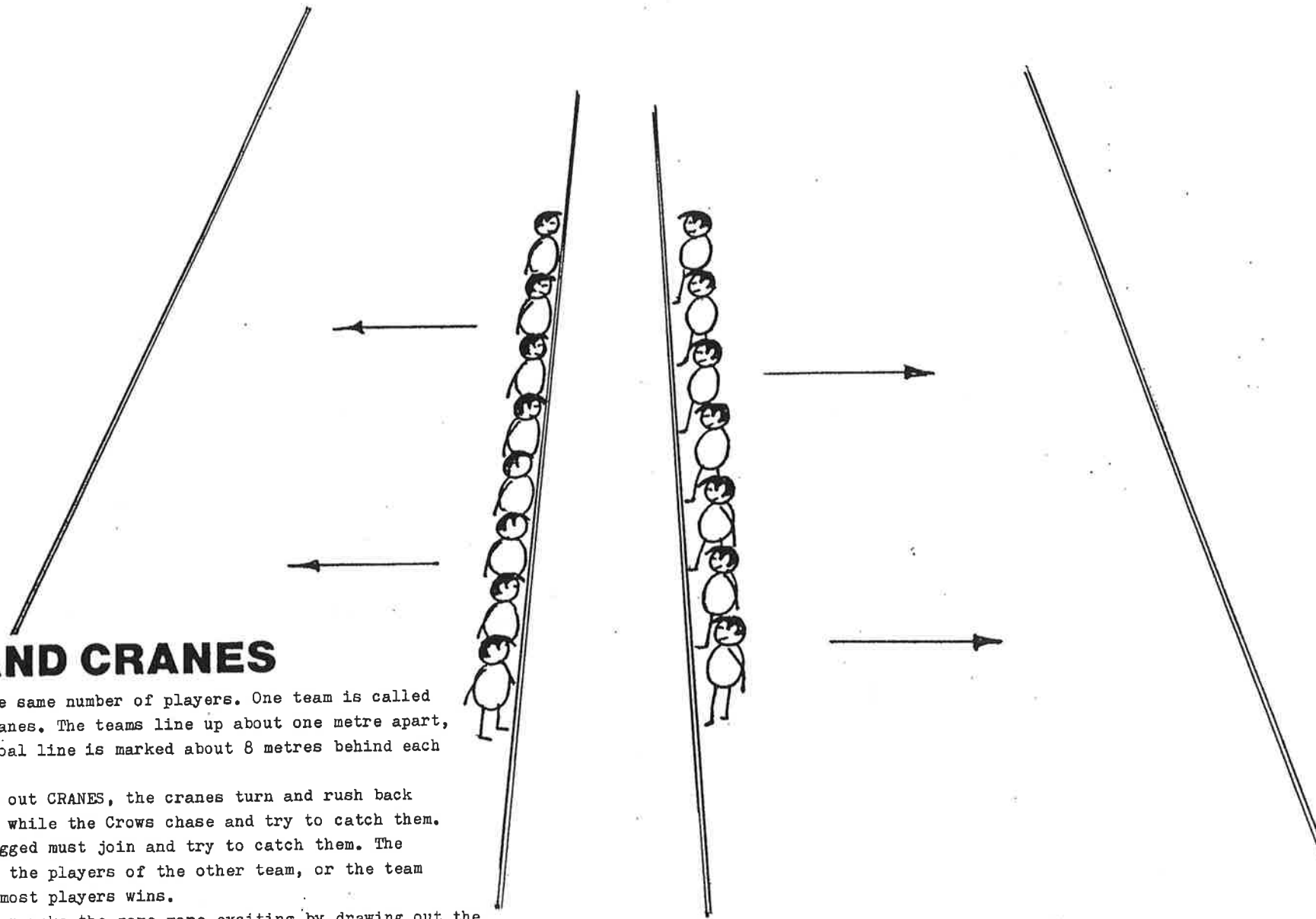


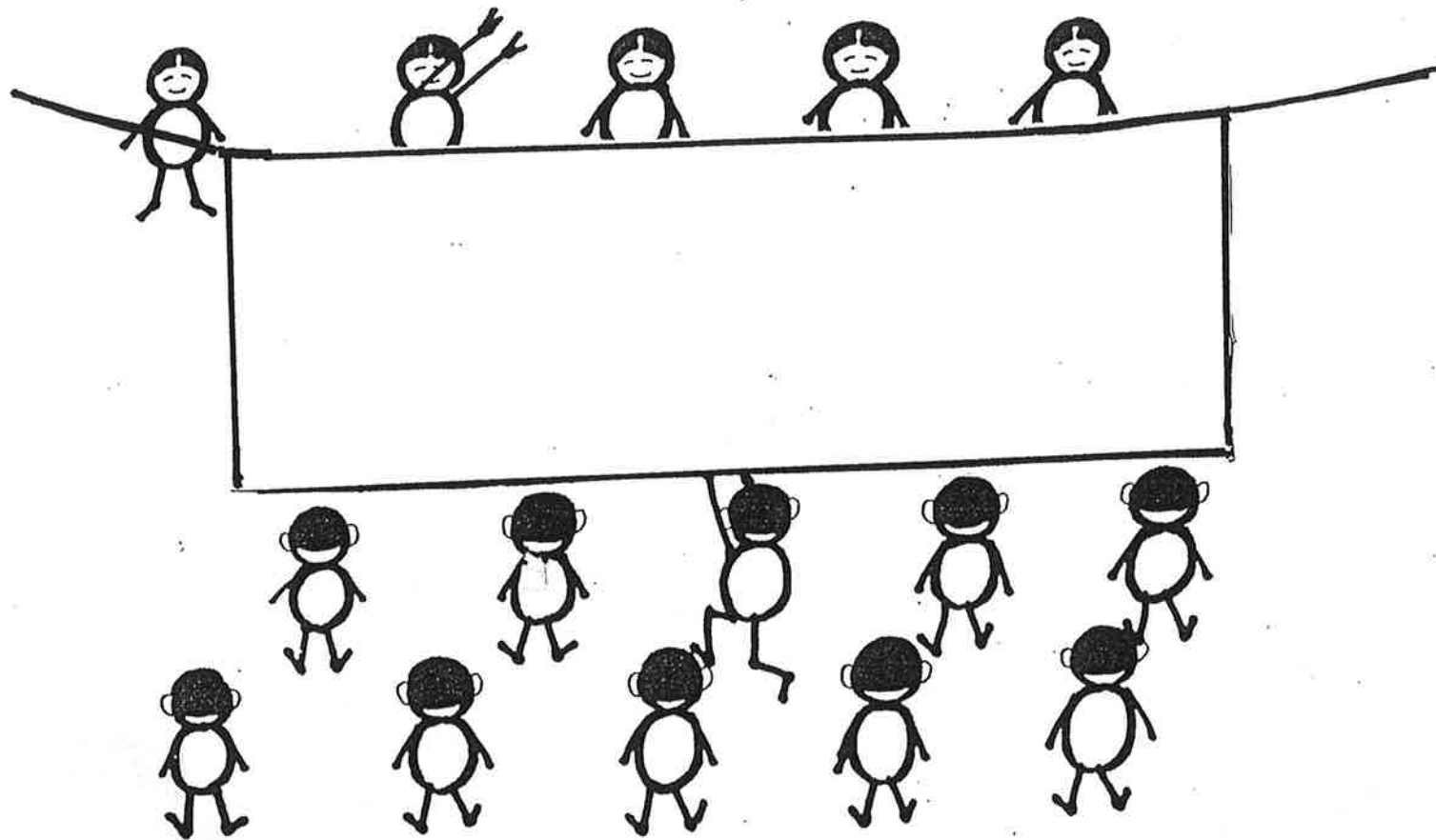
## CROWS AND CRANES

Choose two teams of the same number of players. One team is called Crows and the other Cranes. The teams line up about one metre apart, facing each other. A goal line is marked about 8 metres behind each team.

When the leader calls out CRANES, the cranes turn and rush back to their own goal line while the Crows chase and try to catch them. Any Cranes that are tagged must join and try to catch them. The team that captures all the players of the other team, or the team that ends up with the most players wins.

Sometimes the leader can make the game more exciting by drawing out the 'CR.....' so that the Cranes and Crows don't know which will be called. The leader can even call another word that starts with 'Cr' such as CRICKET, CRAYON, CRATE and other words he can think of. This adds to the suspense of the game.



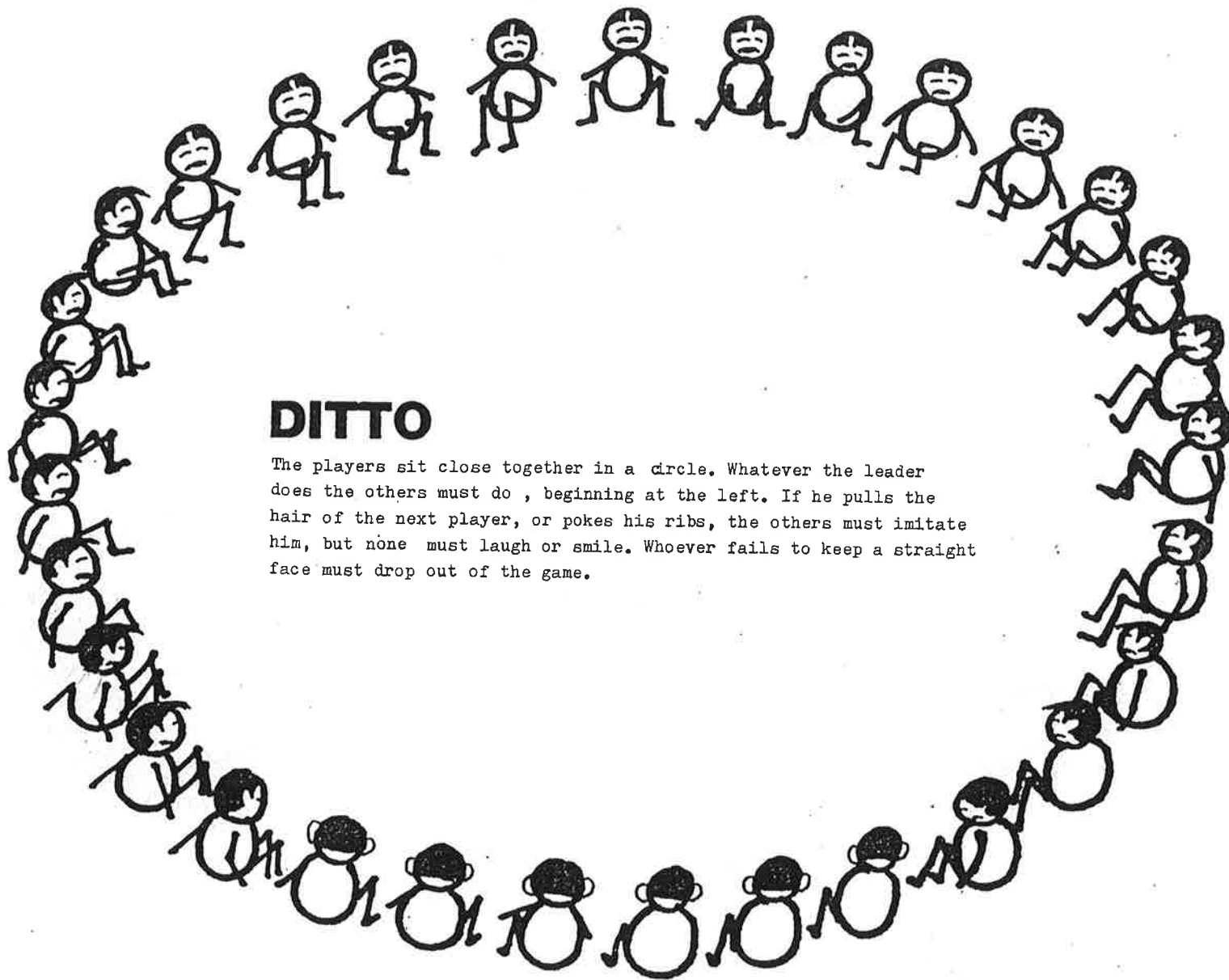


## CURTAIN BALL

A curtain or a blanket is hung across the centre of a field about 2 to 2½ metres high, hiding the players on each side from each other. The players are divided into equal sides. The game is to throw a basketball over the curtain from one side to the other to be caught by those on the other side without the ball touching the ground. No particular boundaries are necessary for the playing

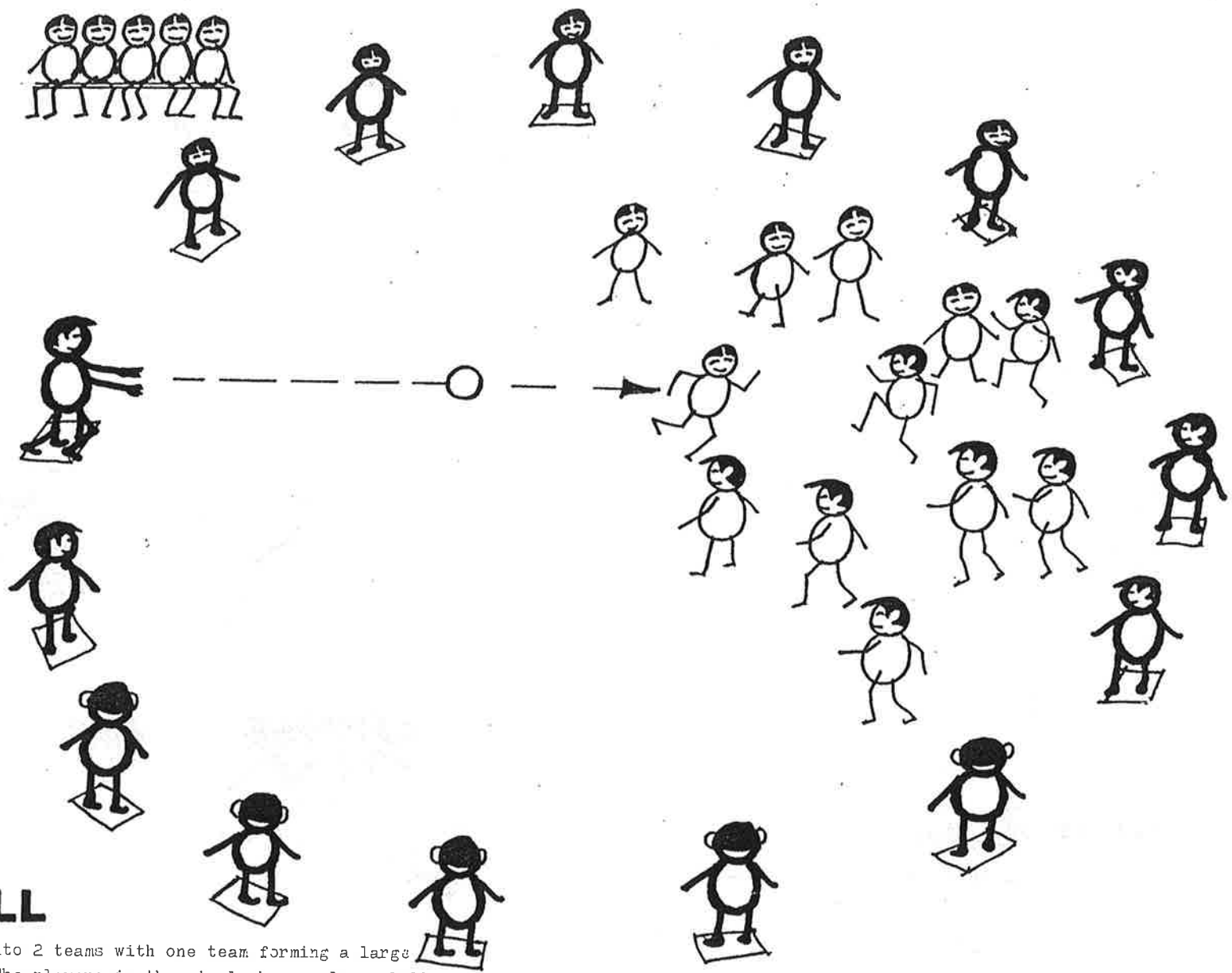
space. Each side gains one point whenever the ball that it throws touches the ground on the other side. The side wins that scores 21 points. The fun and skill of the game is to deceive the other side as to where the ball is coming over and the livelier the throwing the greater the fun. An umpire is needed to score for each side as either team will not really know what happens to their throws on the other side.





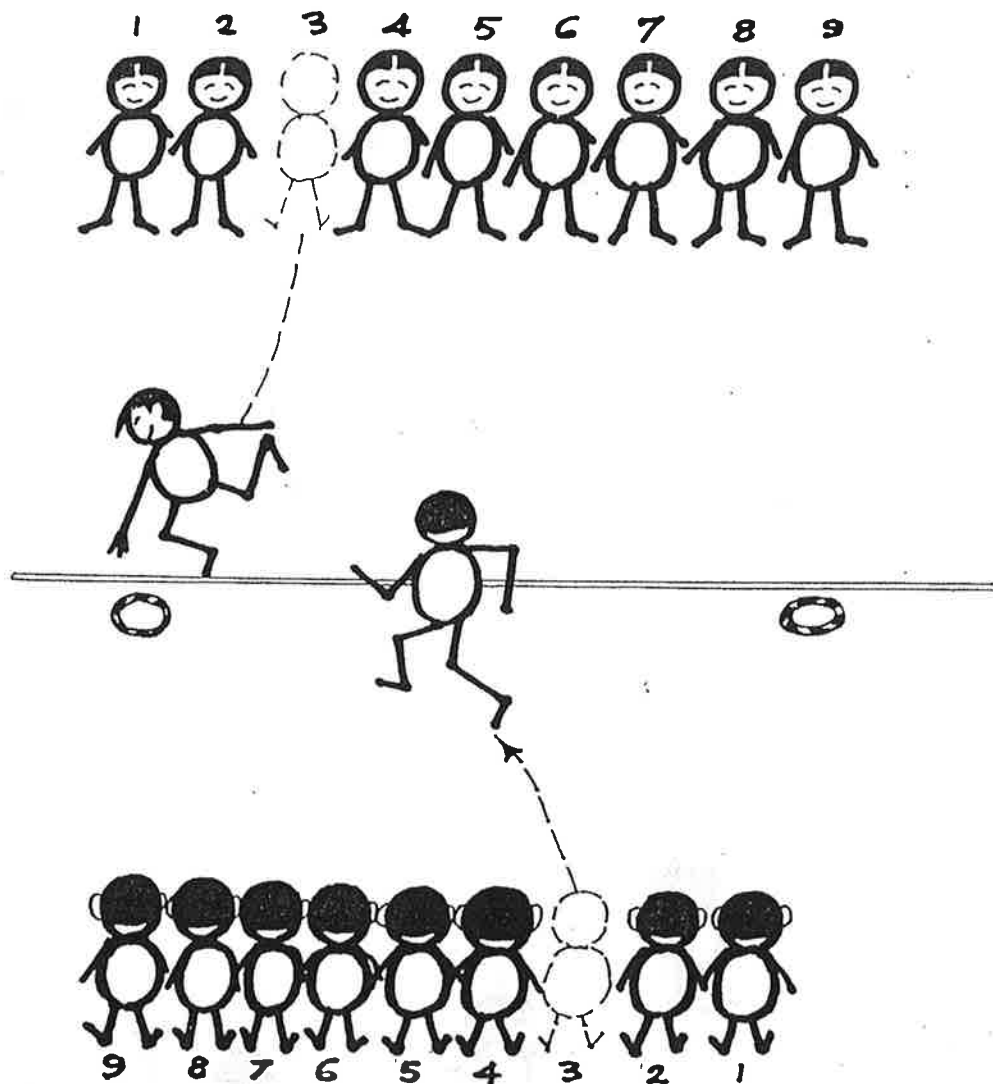
## DITTO

The players sit close together in a circle. Whatever the leader does the others must do, beginning at the left. If he pulls the hair of the next player, or pokes his ribs, the others must imitate him, but none must laugh or smile. Whoever fails to keep a straight face must drop out of the game.



## DODGE BALL

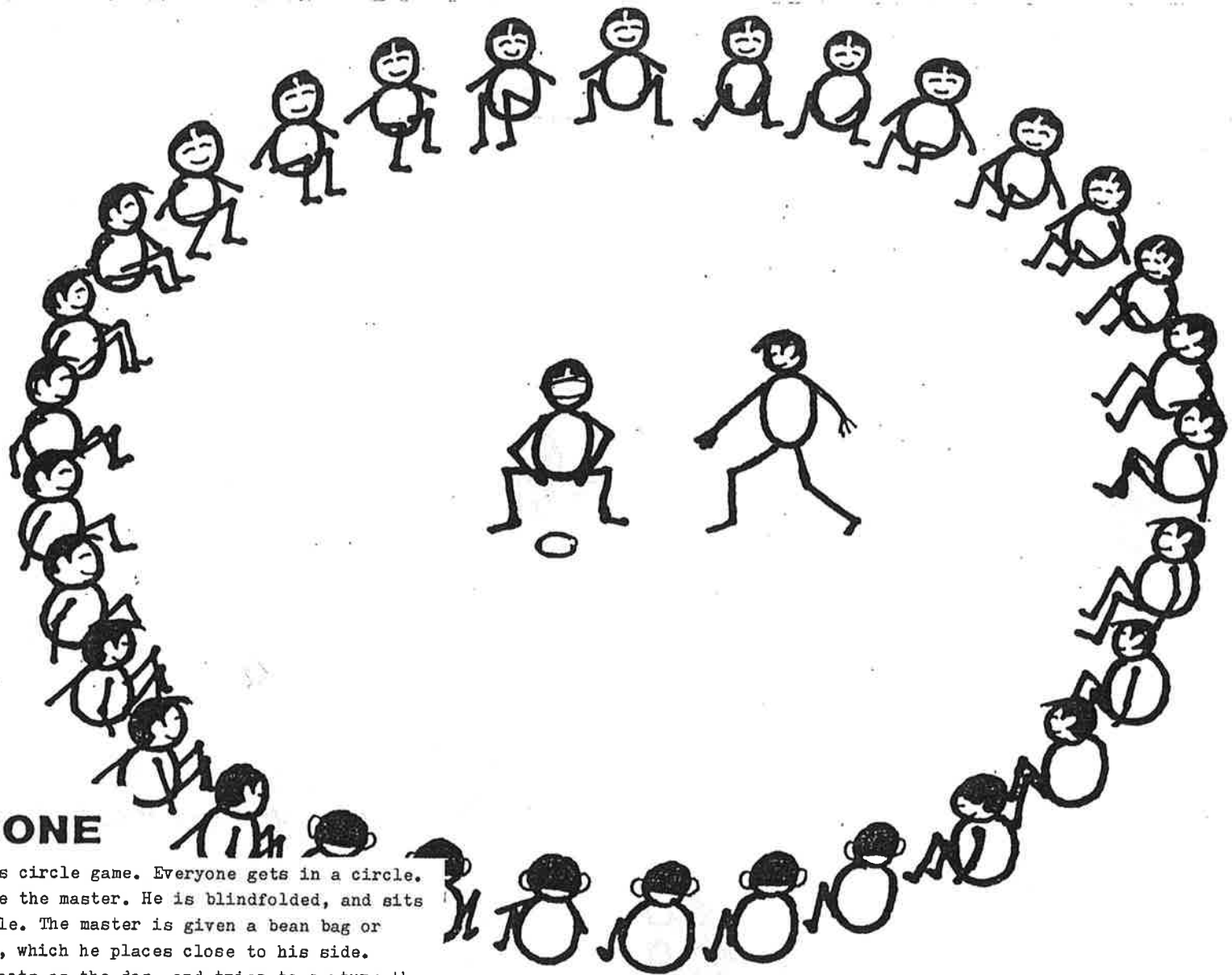
The players are divided into 2 teams with one team forming a large circle around the other. The players in the circle have a large ball with which they try and hit one of the centre players below the knee. The players in the centre may jump, run, bend or do anything they like to avoid being hit. A player hit by the ball is eliminated from the game. When all have dropped out, the teams change places and the game starts again.



## Dog at a Bone

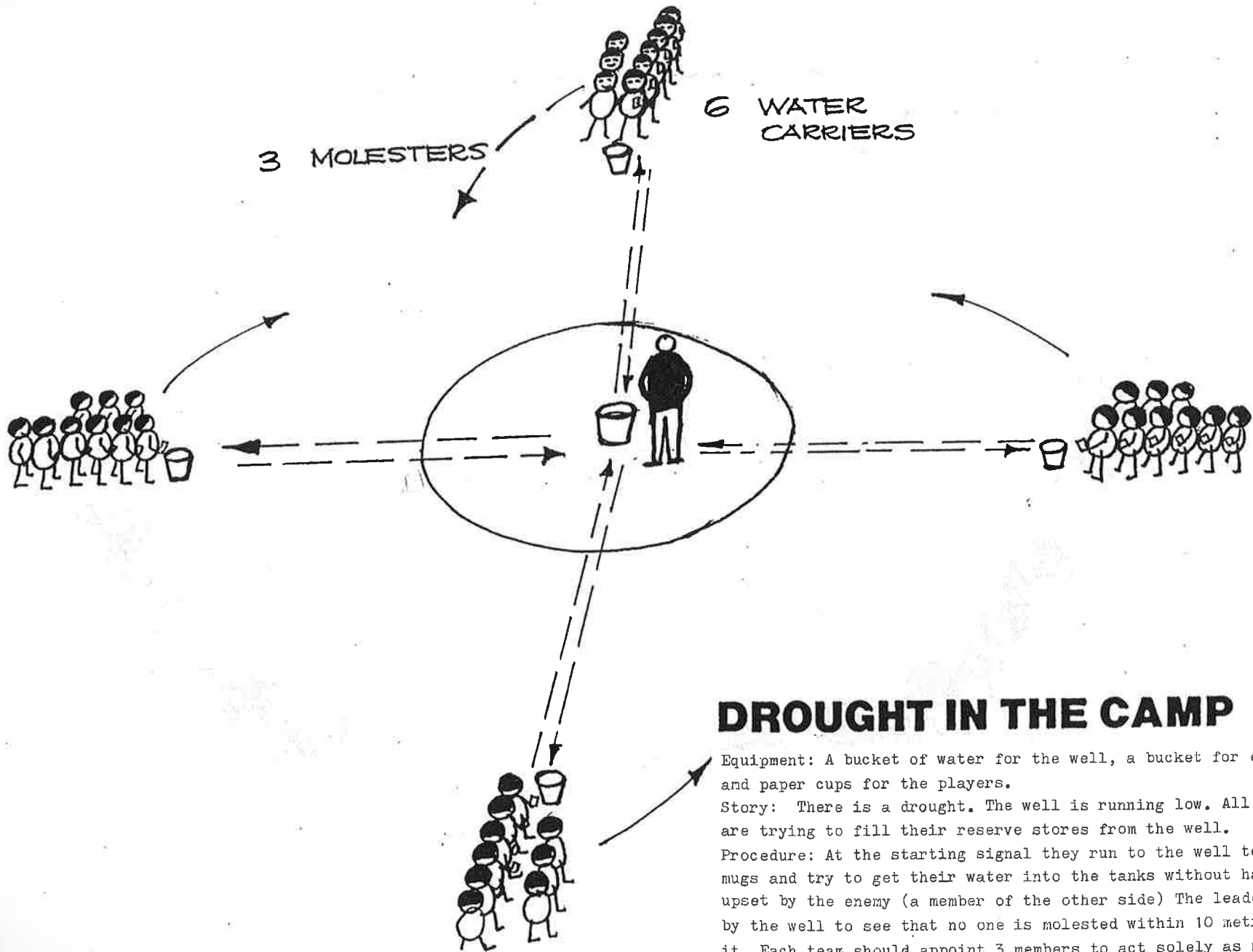
The 2 teams are lined up facing each other approximately 10 metres apart. Both teams are numbered. A centre line is drawn with chalk and 2 quoits are placed slightly on the defenders side of the centre line, one team having been designated as the defenders and the other as the attackers. When a number is called, the 2 come out one from each team, the attacker can run backwards and forwards, trying at either of the 2 quoits, to get his opponent off balance, but he has only to pick up one of the quoits and return it to his position on his line untouched by his opponent to gain the point. The defender tries to tag the attacker but only after his opponent has touched or picked up the quoit. Then the defender gains the point himself. After one turn each, the quoits are positioned on the other side of the line, and attacking and defending roles are reversed.

**Rule :** The defender must not cross the centre line until the quoit has been picked up or touched by his opponent.



## DOG EAT BONE

From 6 to 40 can play this circle game. Everyone gets in a circle. One player is chosen to be the master. He is blindfolded, and sits in the centre of the circle. The master is given a bean bag or some other object like it, which he places close to his side. One player after another acts as the dog, and tries to capture the bag, without being heard by the master. If a master hears a sound he points in the direction of the sound and says DOGGIE. If he is pointing in the right direction, the player he has pointed at, must go back to the circle. The master remains in the centre. But if the player is able to pick up the bean bag without being heard by the master, then that player becomes the new master. The Leader points to various children to act as the dog.

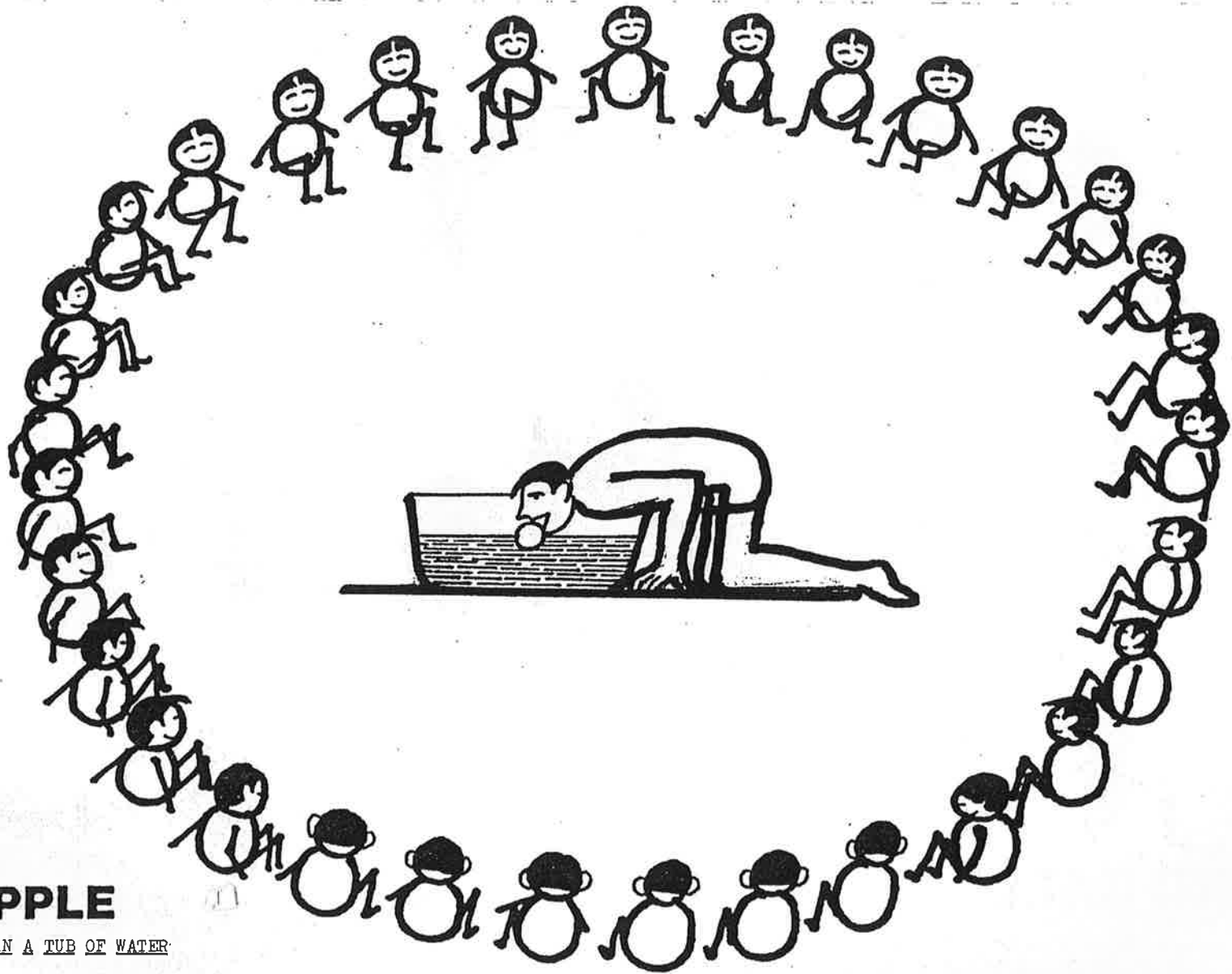


## DROUGHT IN THE CAMP

Equipment: A bucket of water for the well, a bucket for each team, and paper cups for the players.

Story: There is a drought. The well is running low. All the camps are trying to fill their reserve stores from the well.

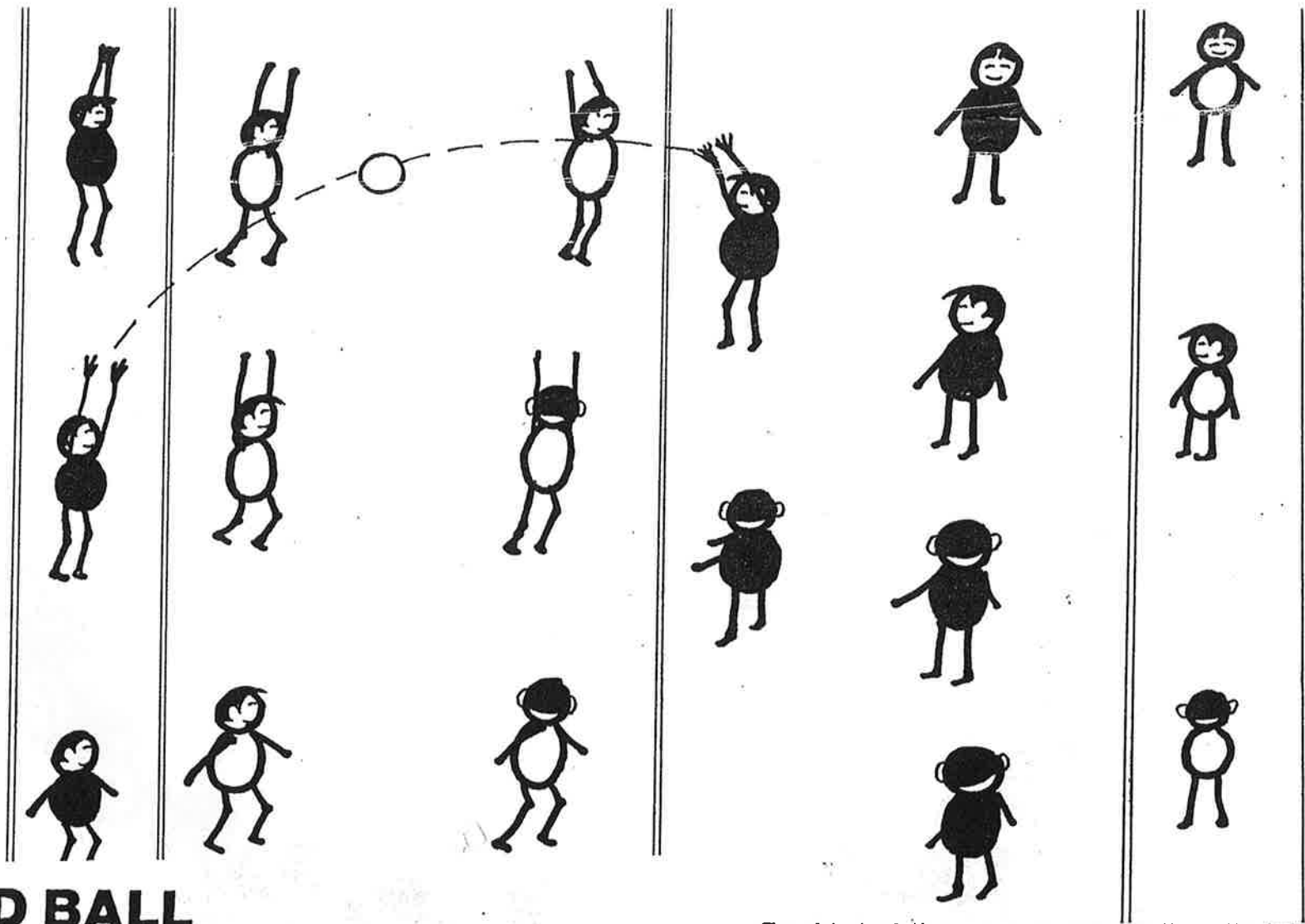
Procedure: At the starting signal they run to the well to fill the mugs and try to get their water into the tanks without having it upset by the enemy (a member of the other side) The leader stays by the well to see that no one is molested within 10 metres of it. Each team should appoint 3 members to act solely as molesters. The winning team is the one with most water in its tank at the finishing whistle.



## EAT THE APPLE

EATING AN APPLE FLOATING IN A TUB OF WATER

A great game for onlookers! Boys will often chase the apples round and round until they can transfix the apple with their sharp little teeth. The tub should be a rather shallow one, because the pluckier boys can dive to the bottom to corner their prey without becoming too hopelessly wet.



## END BALL

The players are divided into two teams of ten each. Three basemen are chosen by each team and these players occupy the end zones in the opposite sides of the court. The remainder of the team occupy the court between the centre line and the end zone. The court is rectangular 50 feet by 30 feet divided in the centre by a line. The end zones are 3 feet in width.

The ball is put in play by calling two opposing guards to the centre and having them jump for possession of the ball when the referee tosses it up.

The object of the game is to pass or throw the ball from your half across the other half accurately to a baseman of the same team the opposing guards trying to intercept the ball and then pass the ball to the basemen.

RULES....1/ Baseman have to take a clean catch with both feet in their base. If not or the ball hits the wall behind them, they have to relinquish the ball to the guards.

2/No one is to set foot in their opponents territory.

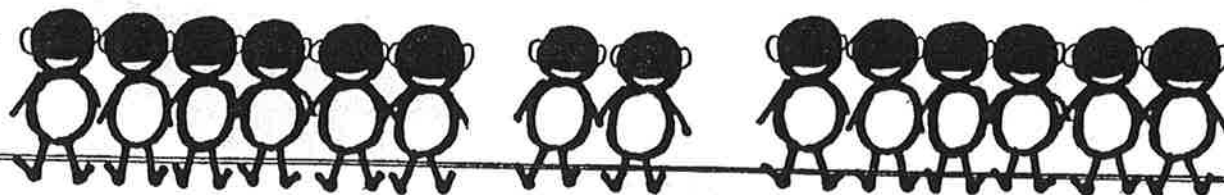
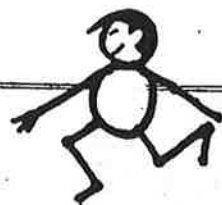
3/ Only one step when in possession.

---

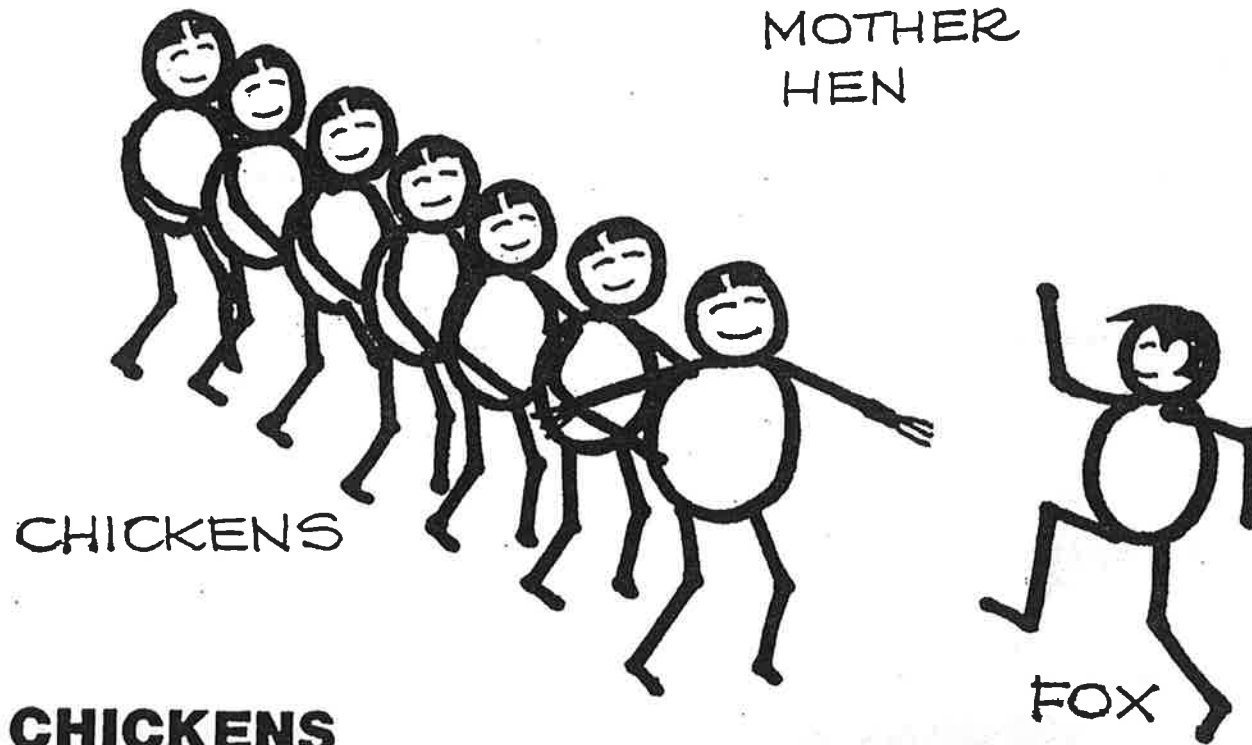
---

## EVERYBODY CROSS

Two parallel lines are drawn about 5 metres apart. One player is chosen to be IT and he stands in the centre. All the others stand behind one of the lines. When the player in the centre yells 'Everybody cross, one, two, three!' all the players race from one goal line to the other. Any player tagged remains in the centre to help the others. The last child tagged is IT for the next game.





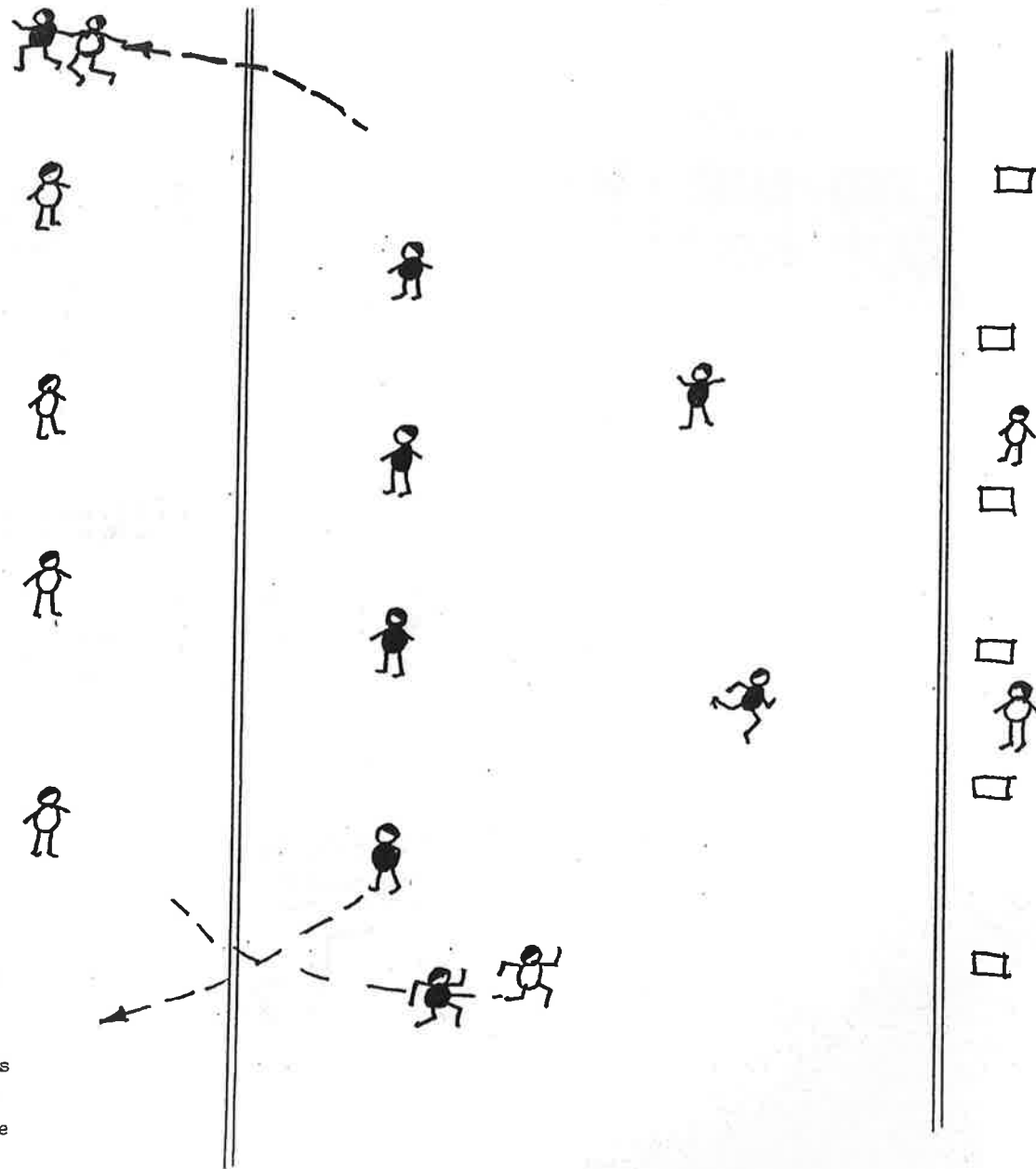


## FOX AND CHICKENS

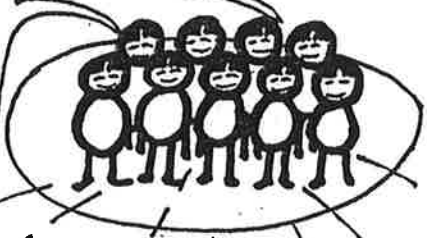
If there are many children, divide them into ranks of sevens; six representing the CHICKENS stand behind one another, holding fast to each others waist, the one in front becomes the MOTHER HEN with outspread arms tries to protect the last CHICKEN from the marauding fox who tries to tag the last chicken in the file. The tail can switch about behind the MOTHER HEN trying to protect her last chick. When the last one is tagged, he becomes the new fox and the former fox becomes the MOTHER HEN and the second last chicken becomes the last chicken now and the one to be tagged.

## FRENCH AND ENGLISH

The playground is divided into 2 equal sides by a line. Each side places a number of handkerchiefs, which are supposed to be flags at the rear of its own side. The object of the game is to capture the flags from the other side and to catch any one of the enemy when he is off his own ground. The captains toss up for the side that shall start. When a Frenchman, for example, has started across the English side, he must keep on, but he cannot be tagged if he captures a flag and has it in his hand. If he is caught, before he becomes a prisoner, he must stand back among the enemy's flags. Then the English side has a turn to raid for a French flag by sending over one player. A prisoner may be set free by being tagged by one of his own party. A player cannot free a prisoner and capture a flag on the same run. The game ends when all the flags on one side have been taken or by the side that has the larger number of flags at a given time.



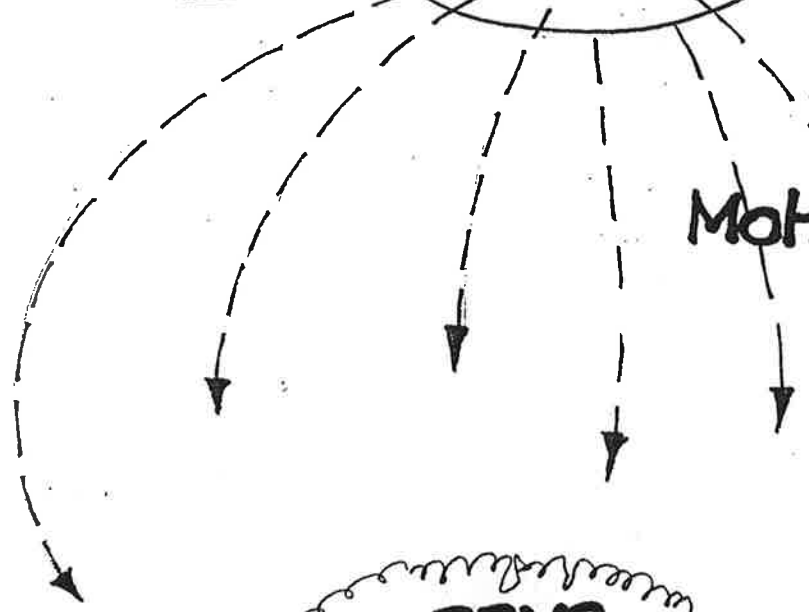
Mother,  
can we go  
out to play?



Yes, but don't  
go near the  
Giant's cave

Children  
Come home!  
or the Giant will catch you

Mother



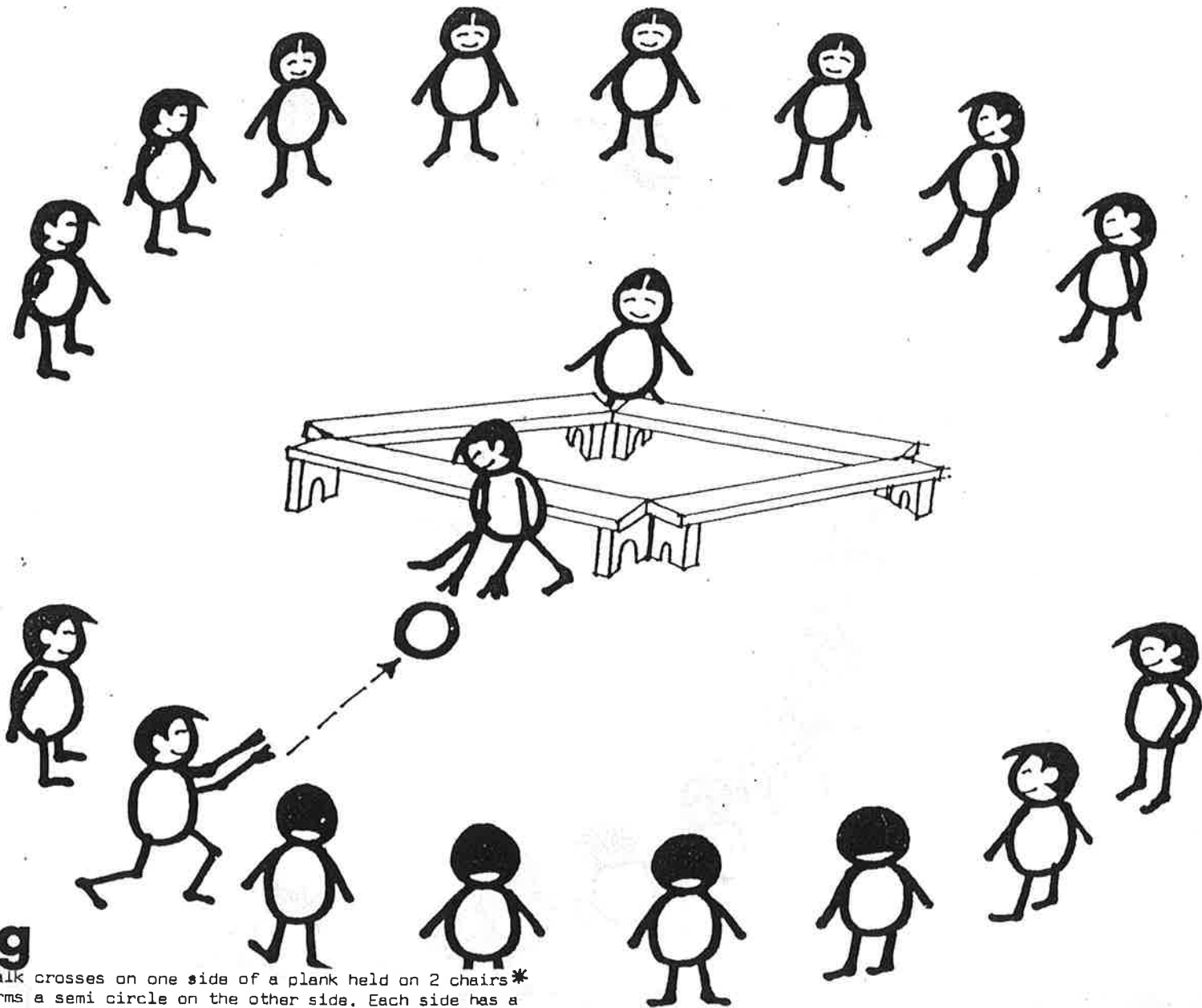
For little children.

## GIANTS CAVE

The "Giant" has a cave behind a bush or a tree. The other children's homes are marked out on the ground. The children are at home with their "mother" in front of them. The "giant" is hiding in his "cave". The children say "Mother can we go out to play?"

The "Mother" answers "yes but don't go near the Giant's cave". The children go out & play until the "mother" calls "Children come home, or the giant will catch you!" Then they run home, while the giant chases them.

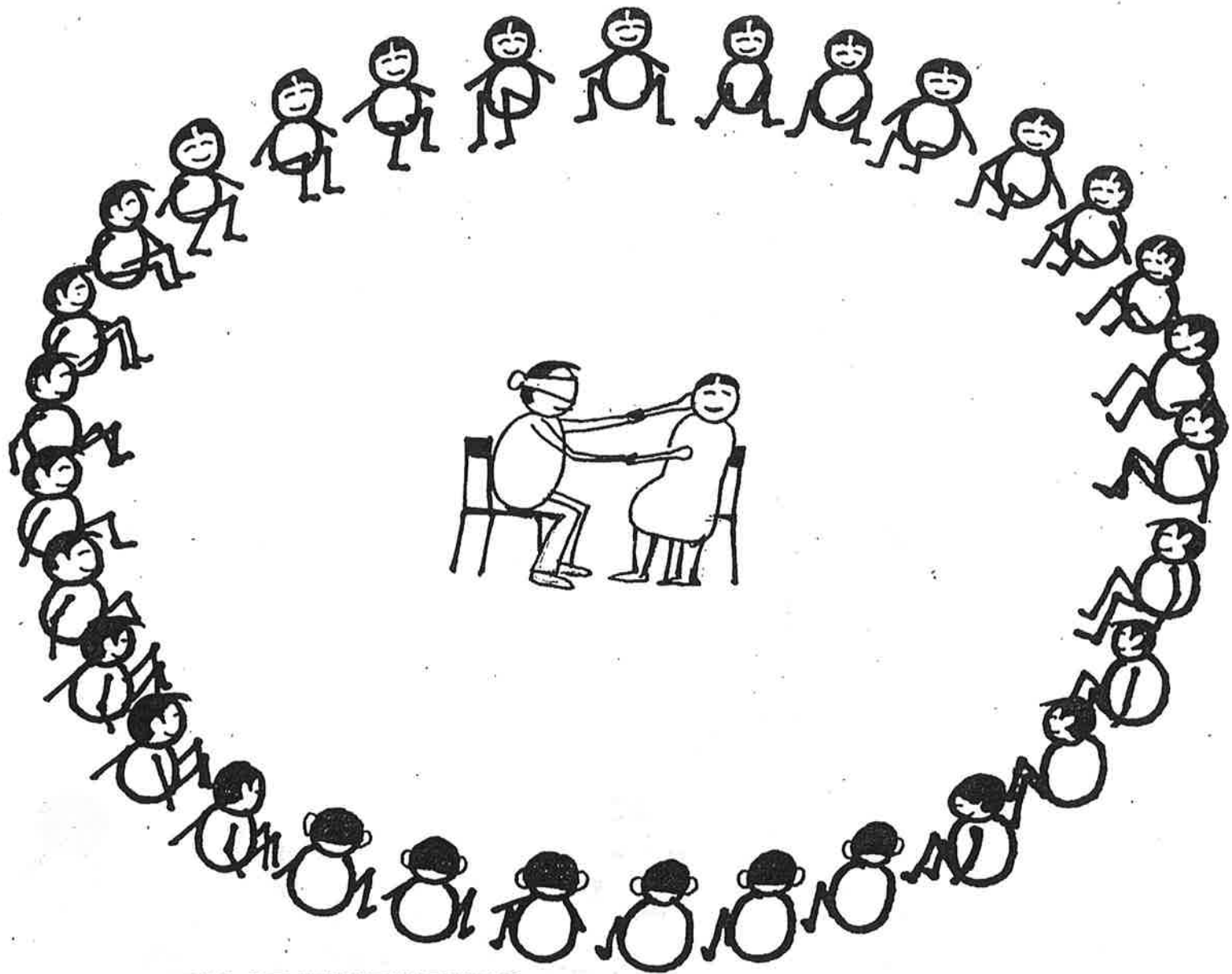
The "giant" could be a leader and come out growling and the children may shriek in "terror" as he chases them. Most thrilling and just keeps on being repeated. Or alternatively those who are caught become "giants" and hide in different caves.



## Goal Throwing

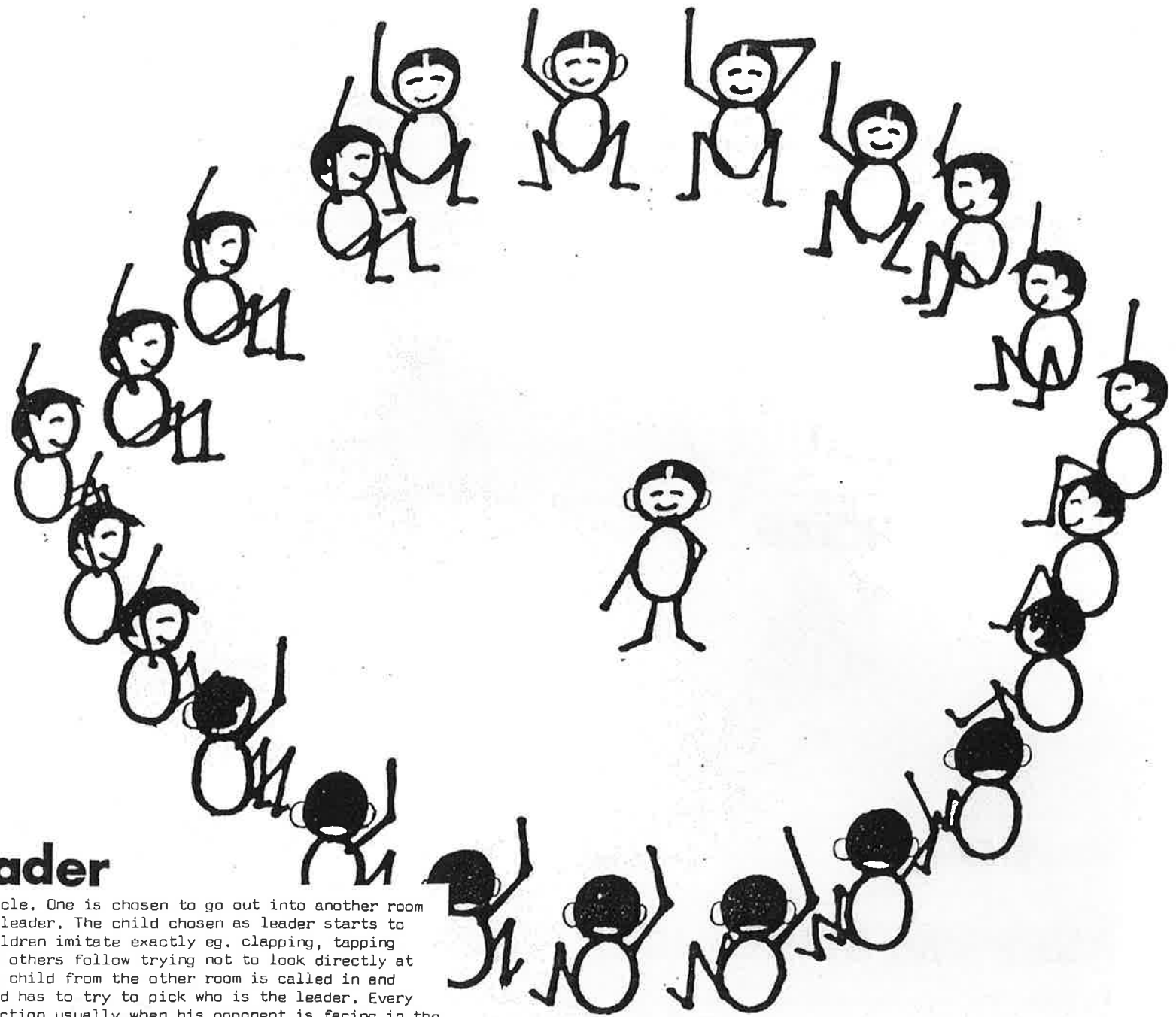
One team forms a semi circle on chalk crosses on one side of a plank held on 2 chairs\* which acts as a goal. The other team forms a semi circle on the other side. Each side has a Goalie standing on the opposite side of the seats. One basketball is used. Each team when it gains possession of the basketball, tries to bowl it under the 2 seats. They must not leave their crosses. They pass the ball one to the other to try and get the goalie out of position. The goalie when he gains possession, immediately throws the ball to his own team who then attack their opponent goalie trying to throw the ball under the 2 seats he is defending.

\* or 4 seats arranged as shown.



## **GUESSING HIDDEN IDENTITIES**

One child is blindfolded, and given two ordinary wooden spoons. He takes his place on a low chair. Another child kneels before him and the blind child carefully passes the tip of the spoon over her face and dress to try and work out her identity.

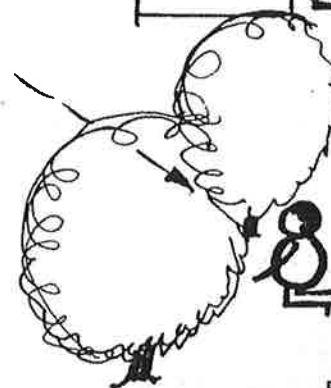
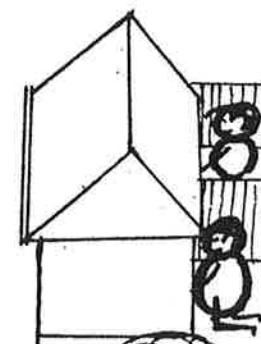
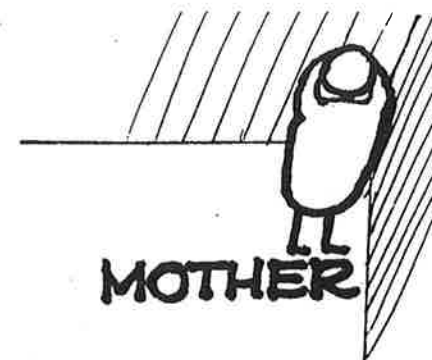


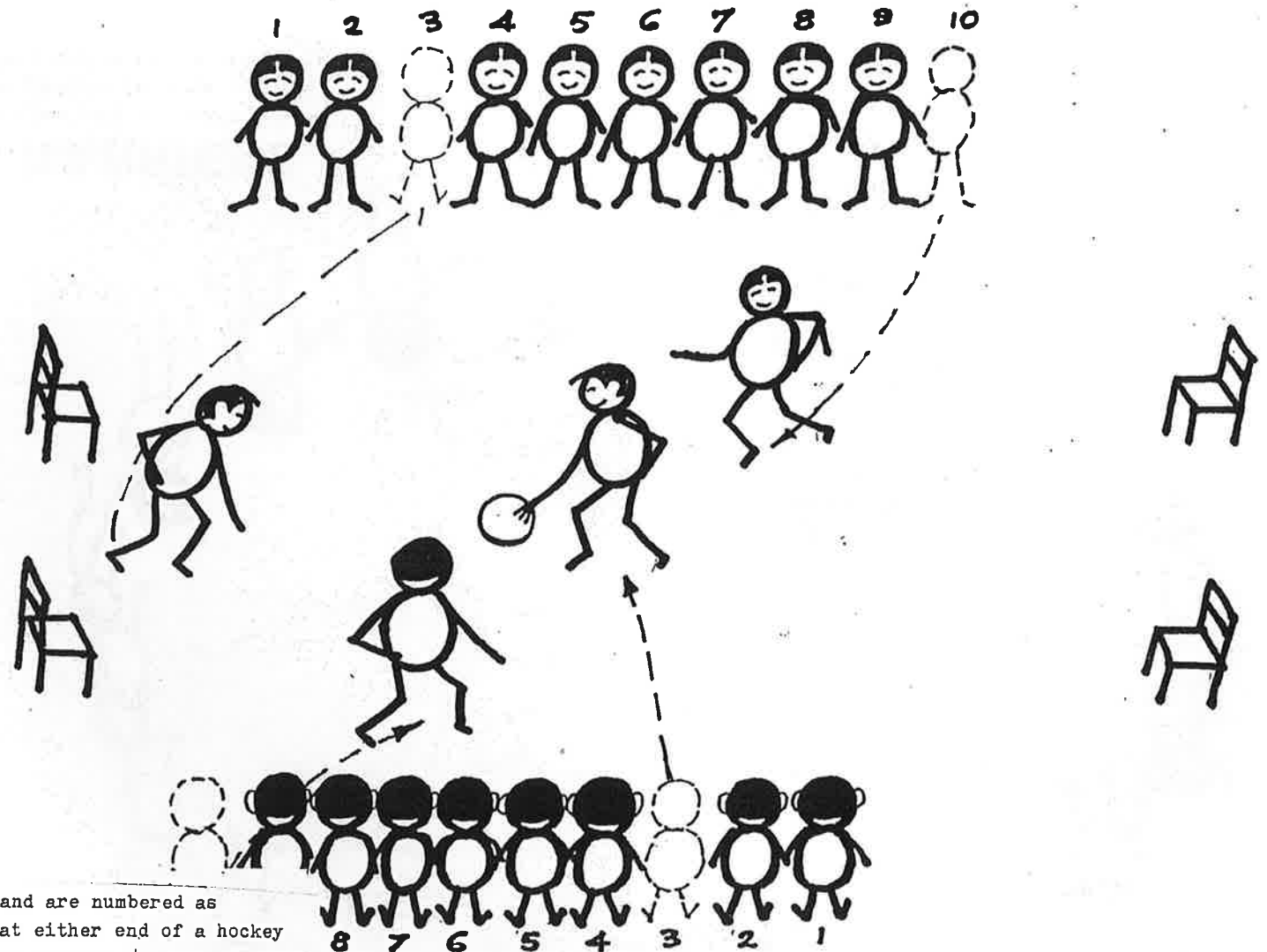
## Guess the Leader

The children sit on the floor in a circle. One is chosen to go out into another room so he cannot see who is chosen as the leader. The child chosen as leader starts to lead an action which all the other children imitate exactly eg. clapping, tapping head, etc... As the leader changes the others follow trying not to look directly at the leader and thus give him away. The child from the other room is called in and stands in the centre of the circle, and has to try to pick who is the leader. Every now and then, the leader changes the action usually when his opponent is facing in the opposite direction. When his opponent succeeds, the leader goes into the other room and the opponent picks who will be the new leader, and the game continues.

# GYPSY

One child is chosen to be "mother" and another "gypsy". The mother goes away and covers her eyes. While mother is gone the "gypsy" comes and takes each child, one at a time and hides them until all are hidden. Then the mother has to look for them and when she has found them all, and brought them all home, they all chase the "gypsy". The one who catches the gypsy first becomes the new gypsy. Very exciting.



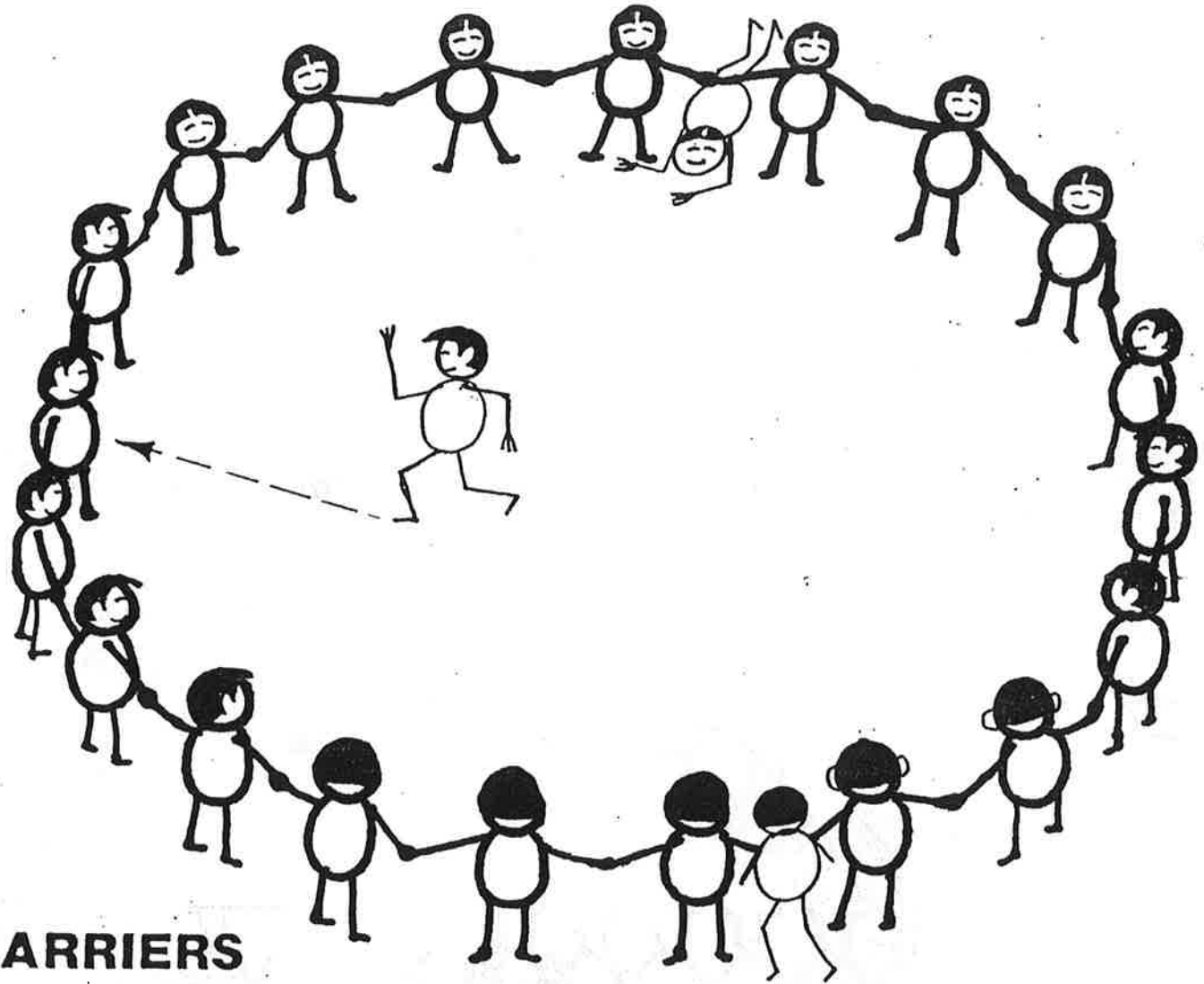


## HAND HOCKEY

Two teams are lined up on either side and are numbered as shown. Two pairs of chairs are placed at either end of a hockey field. The leader calls out any pairs of numbers say TWO AND FIVE

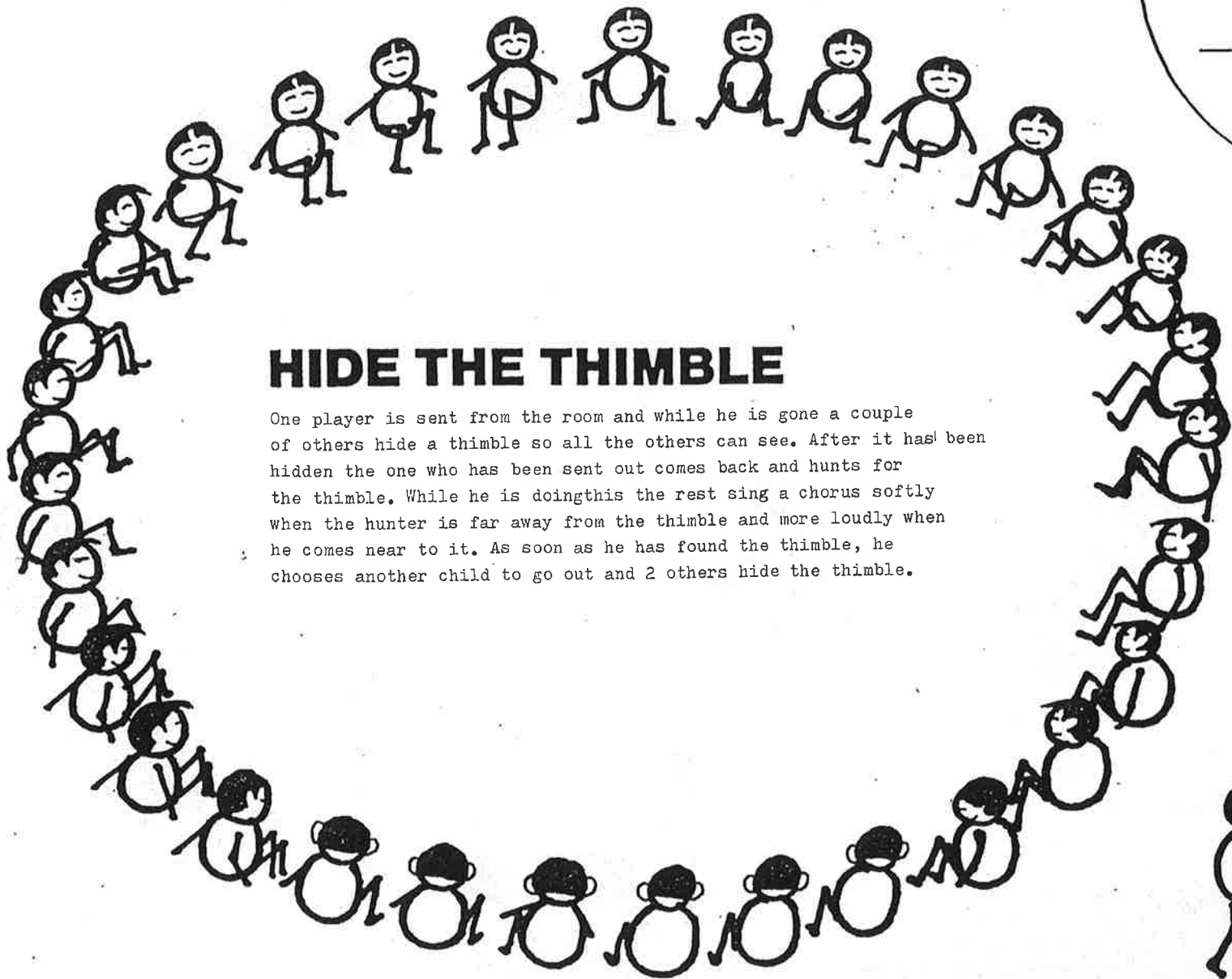
The players may not come out until the leader says GET ON YOUR MARK, GET SET, GO. Then the two pairs come out from each side each player with one hand behind his back and the other acting as a hockey stick and they attempt to knock the centrally placed basketball through their own goal. The pair of one team works together against the pair of the other team and soccer rules apply.





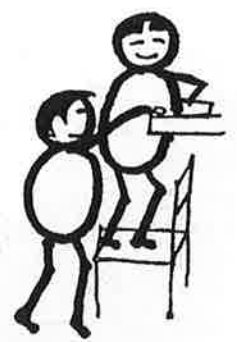
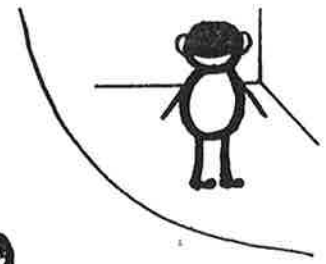
## HARES AND HARRIERS

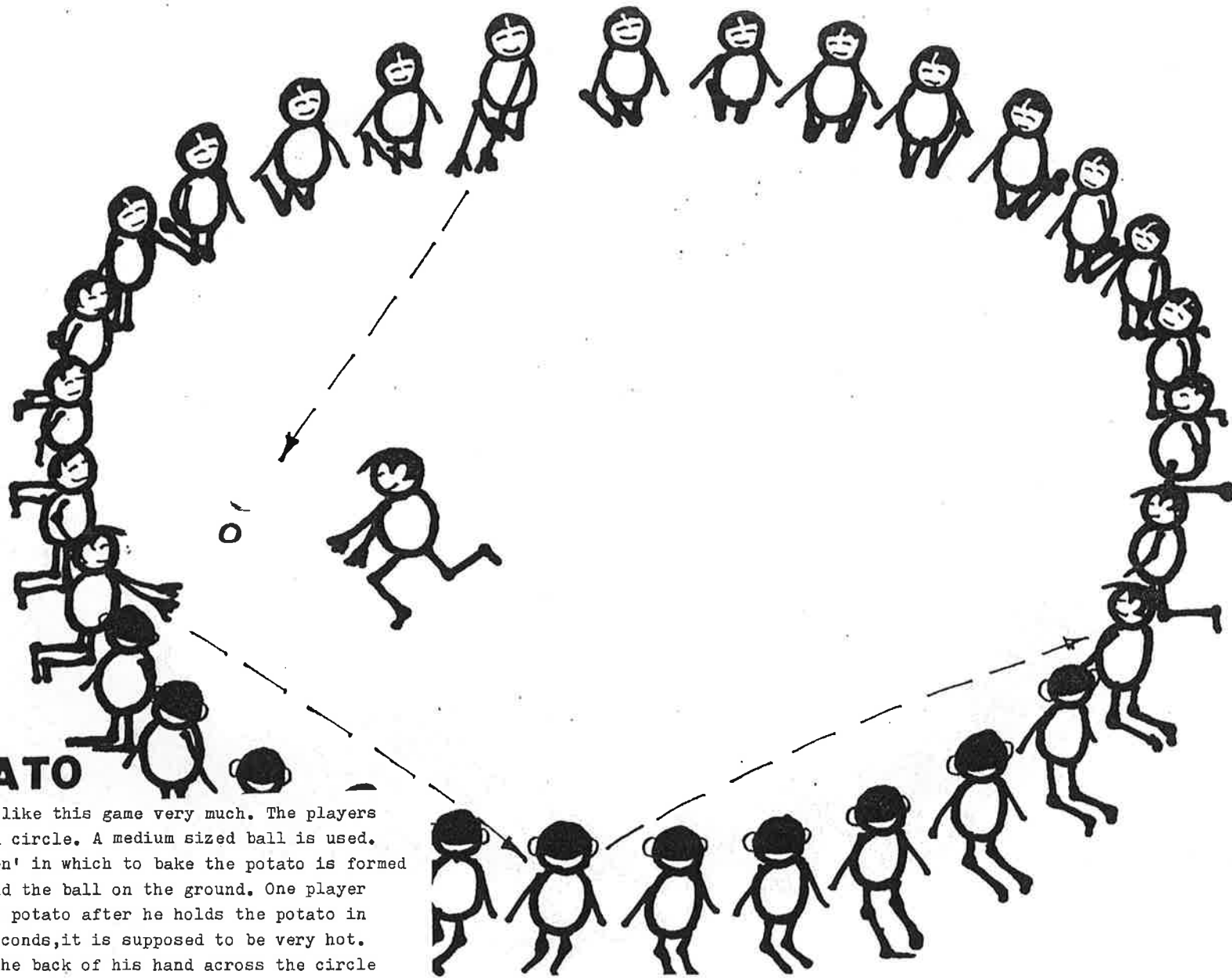
Players join hands in a circle. The hare is inside and two hounds outside. The hounds now endeavour to catch the hare, but they are hindered as far as possible by the circle of players, who, on the other hand, let the hare in and out as they wish.



## HIDE THE THIMBLE

One player is sent from the room and while he is gone a couple of others hide a thimble so all the others can see. After it has been hidden the one who has been sent out comes back and hunts for the thimble. While he is doing this the rest sing a chorus softly when the hunter is far away from the thimble and more loudly when he comes near to it. As soon as he has found the thimble, he chooses another child to go out and 2 others hide the thimble.

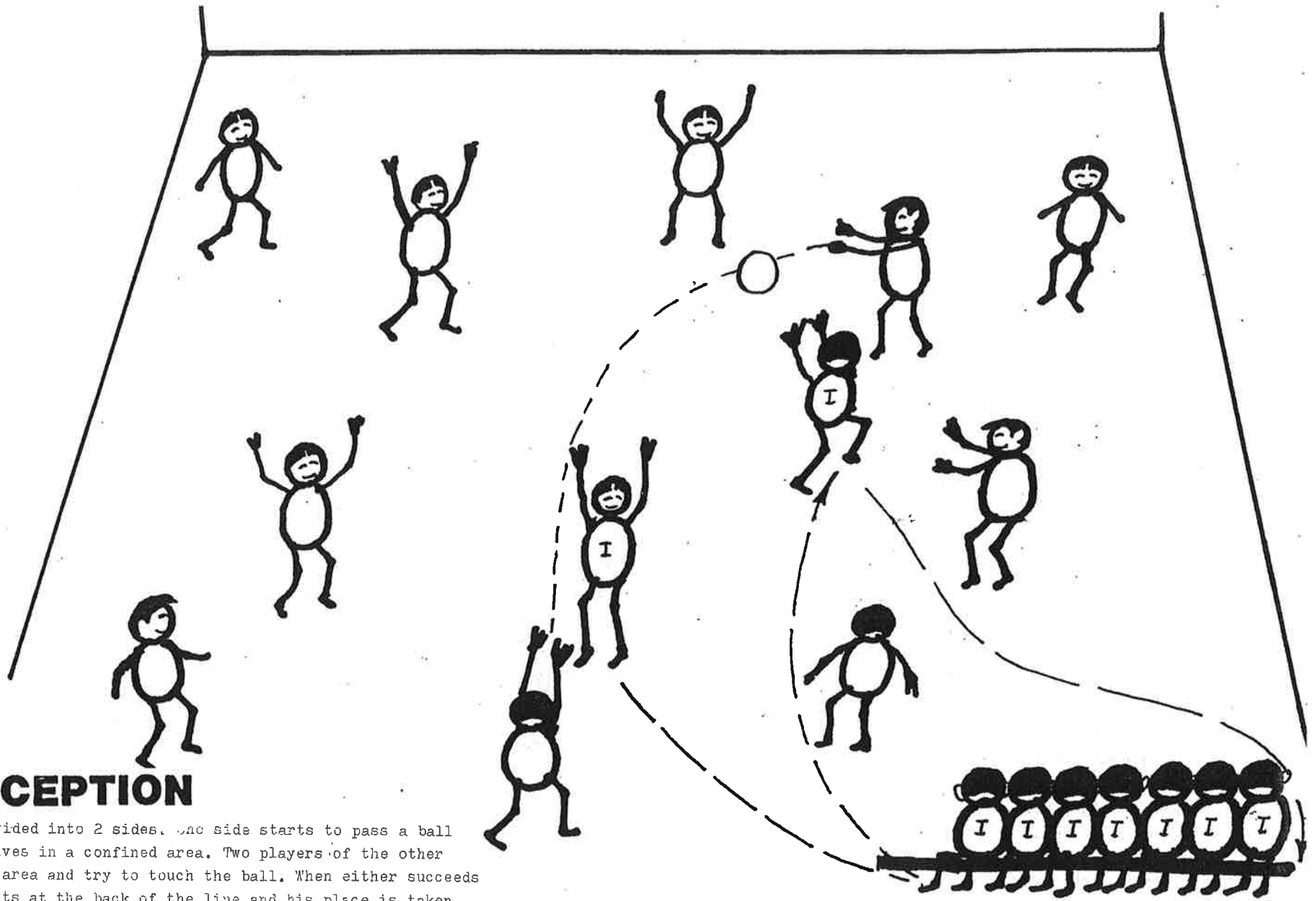




## HOT POTATO

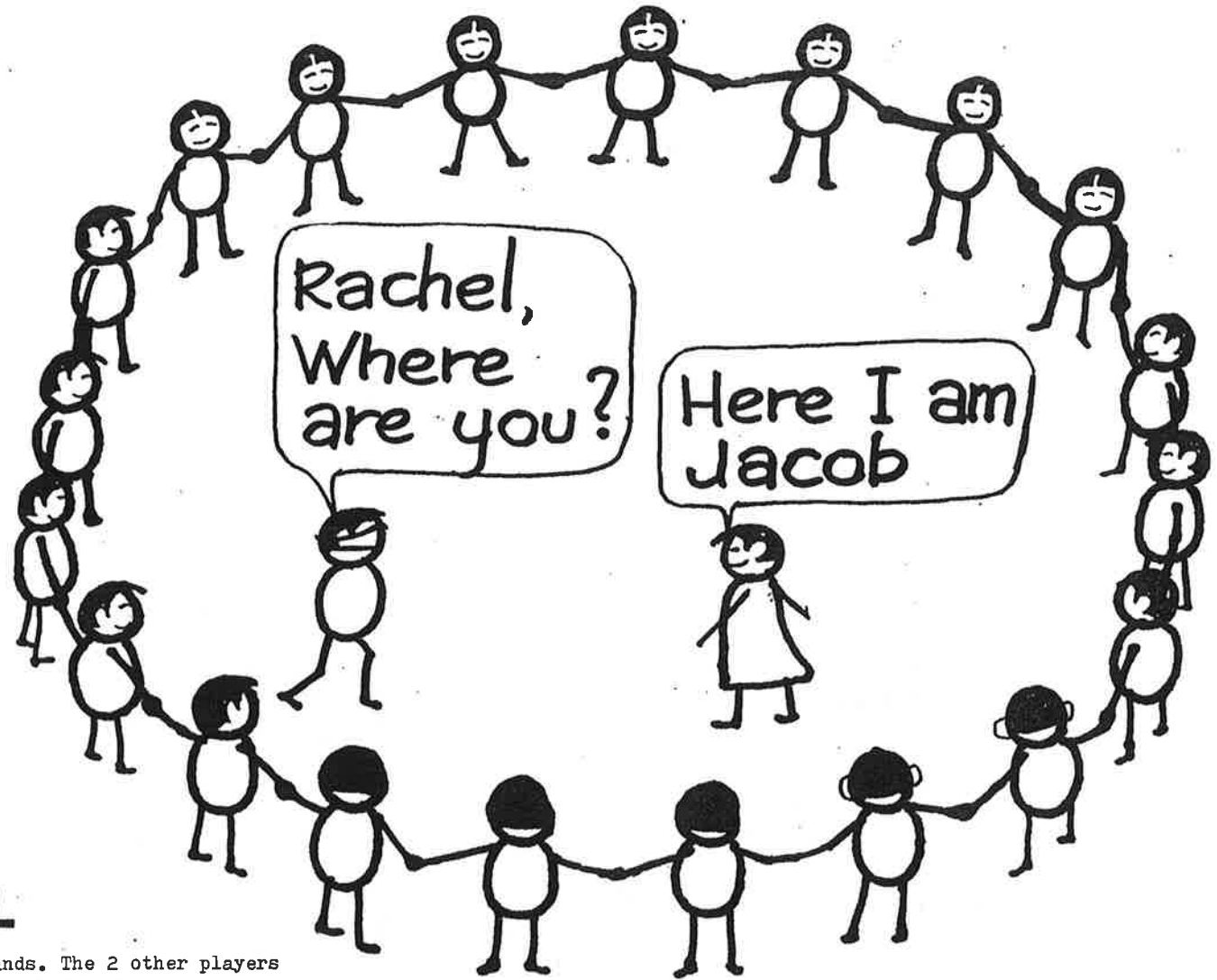
Children under ten like this game very much. The players sit on the ground in a circle. A medium sized ball is used.

A make believe 'oven' in which to bake the potato is formed by holding hands around the ball on the ground. One player who is 'it' 'heat' the potato after he holds the potato in his hands for a few seconds, it is supposed to be very hot. He then bats it with the back of his hand across the circle on the ground. The player to whom it rolls must bat it across the circle to someone else. No one must pick up the 'hot potato', or hold it in his hands even for a second, for fear he will burn his fingers. If the one who is 'IT' can tap any of the players while the 'potato' is touching him, that player becomes 'IT'.



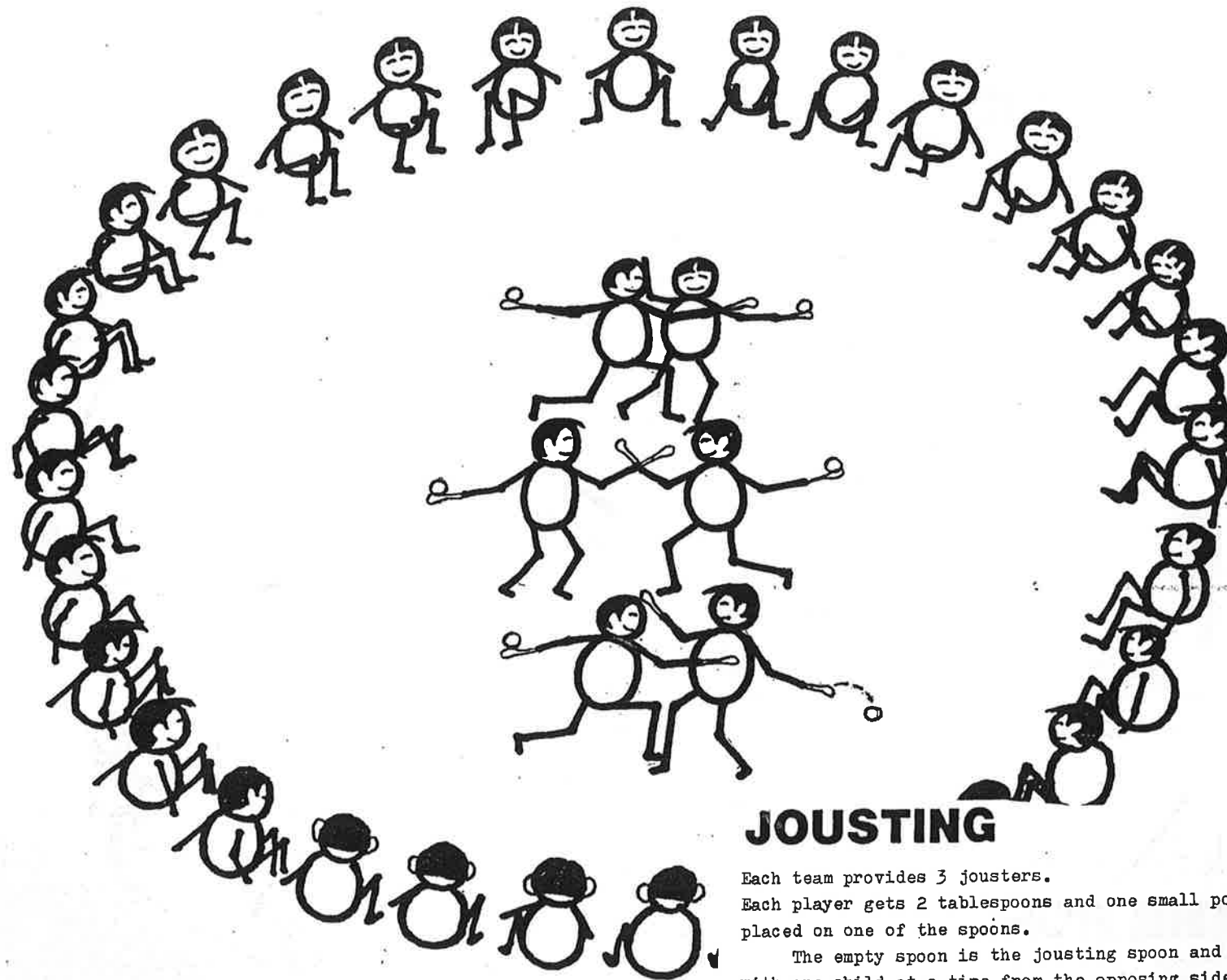
## INTERCEPTION

Players are divided into 2 sides. One side starts to pass a ball amongst themselves in a confined area. Two players of the other side enter the area and try to touch the ball. When either succeeds he goes out, sits at the back of the line and his place is taken by the first in line. This goes on until all have had a turn at invading, and the side to get its members in and out most quickly is the winner.



## JACOB AND RACHEL

All players but 2 form a circle with clasped hands. The 2 other players are placed in the centre, one of them being Jacob blindfolded. The object of the game is for Jacob to catch the other player Rachel. Rachel does all she can to avoid being caught by Jacob. Jacob begins the game by asking RACHEL, WHERE ARE YOU? Rachel replies, HERE I AM, JACOB and at once tip toes to some other point in the ring to avoid being caught. Jacob repeats the question whenever he wishes. Rachel must answer at once each time. No one else of course must speak. When Rachel is caught, a new pair is chosen.



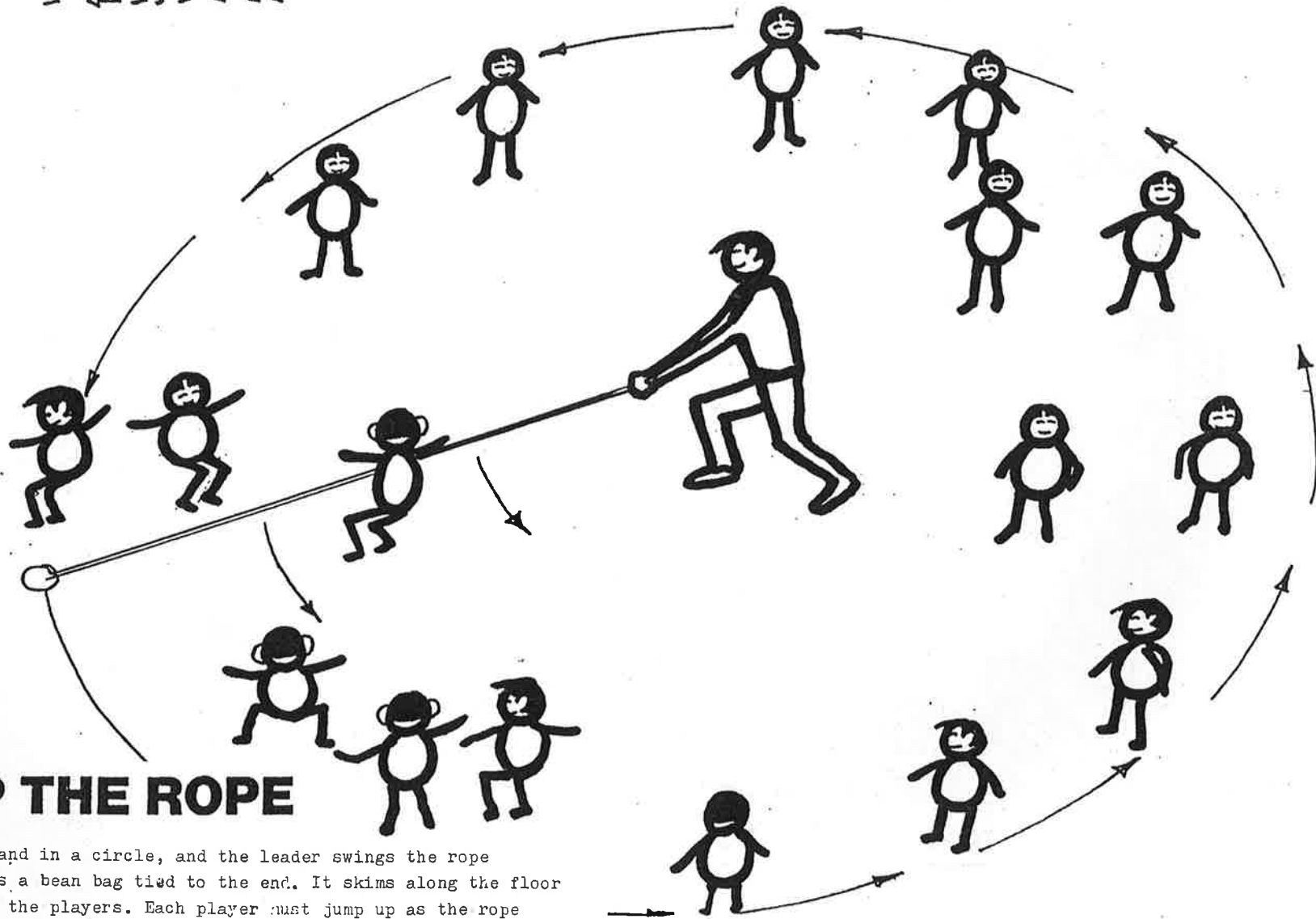
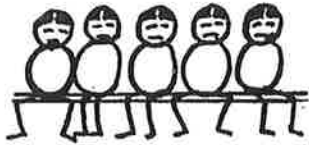
## JOUSTING

Each team provides 3 jousters.

Each player gets 2 tablespoons and one small potato, the potato placed on one of the spoons.

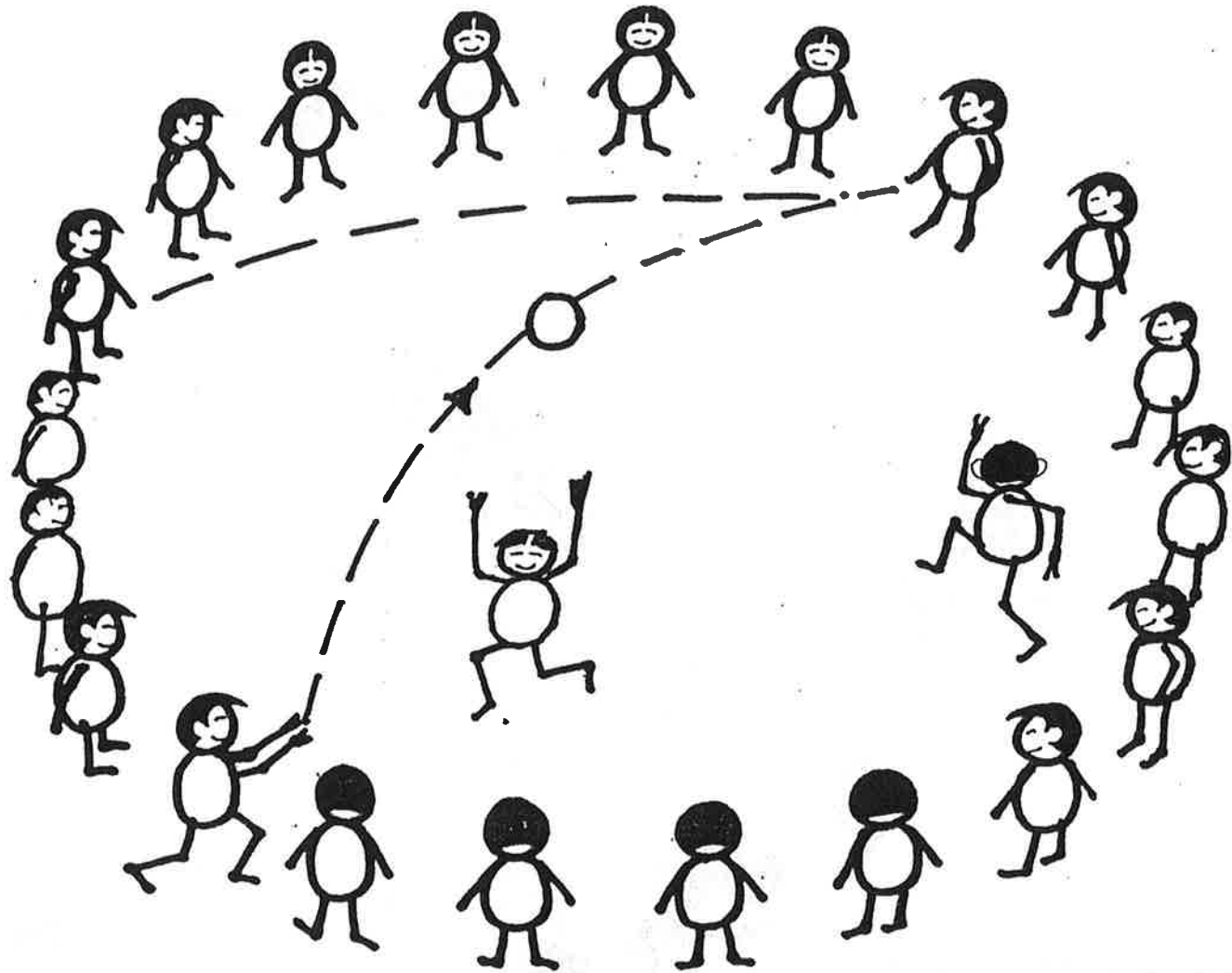
The empty spoon is the jousting spoon and each child jousts with one child at a time from the opposing side. The way to joust is to knock off your opponent's potato with your spoon. At the same time you must protect your own potato.

When your potato falls you must retire. Players from each team joust until one team has no one left to joust. Then that team is the loser and the other team wins.



## JUMP THE ROPE

The players stand in a circle, and the leader swings the rope around that has a bean bag tied to the end. It skims along the floor at the feet of the players. Each player must jump up as the rope gets near him, so that it may pass beneath his feet. If it touches him the player is out. The player wins if he is the last one touched, or bitten by the snake. The swinger should not swing the bean bag higher than the ankles of the other players, and nothing heavier than a bean bag should be used.



## KEEP AWAY

Players stand on masonite squares in a circle. Two players are chosen to be IT and stand in the circle. The other players throw the ball around or across the circle. They try to keep the ball away from the two ITs, while the ITs try to get their hands on the ball. When one of the ITs either intercepts or grabs the ball, he changes place with the last child who threw it or the person caught holding the ball.

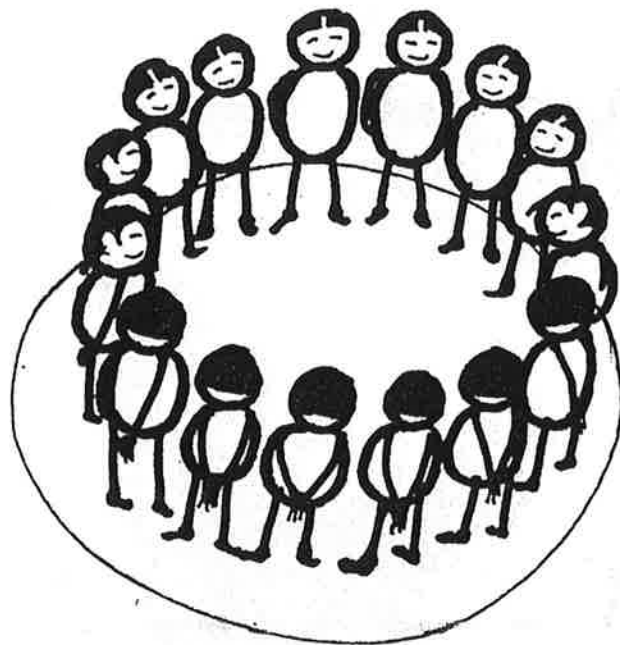




## KING OF THE RING I.

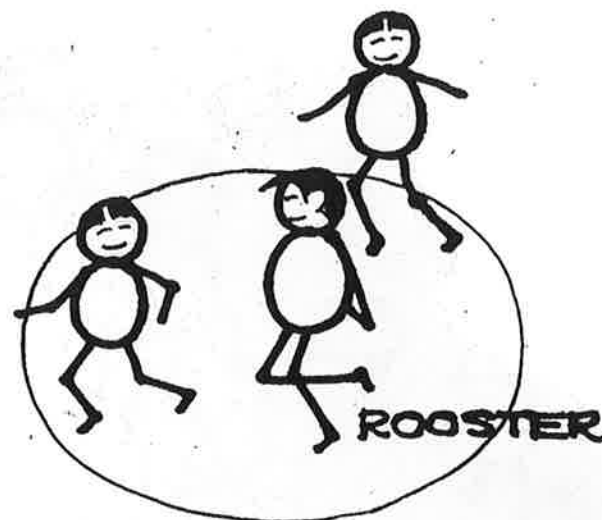
All players stand inside a circle which has been marked on the ground. They fold their arms in front of them and on the starting signal try to force each other out of the ring by pushing and prodding with their shoulders.

A player who is pushed outside the ring is eliminated from the game. The teams could wear coloured sashes and try to push opposing team members out, or you could have a girl's heat and a boy's heat.



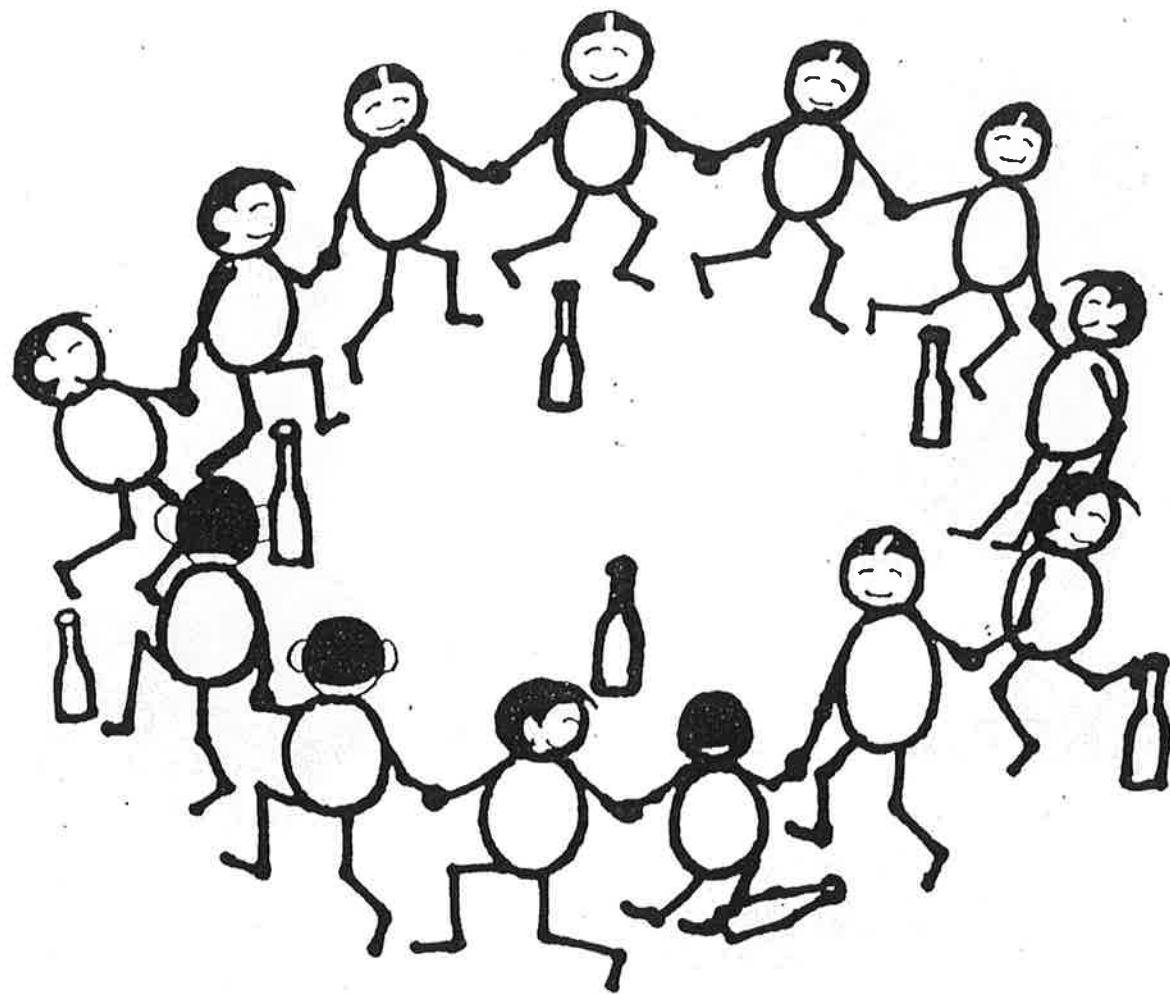
## KING OF THE RING 2.

This is a lively and rather rough game and is usually played only with boys. The players stand shoulder to shoulder in a circle facing in with arms either folded on the chest or their hands clasped behind their backs. A circle is drawn on the ground just behind the players. At a signal, each player tries to push others out of the circle by using the shoulders. Anyone who unfolds his arms or unclasps his hands or falls down is out of the game. The one who succeeds in putting all the others out of the game by putting them out of the circle, wins.



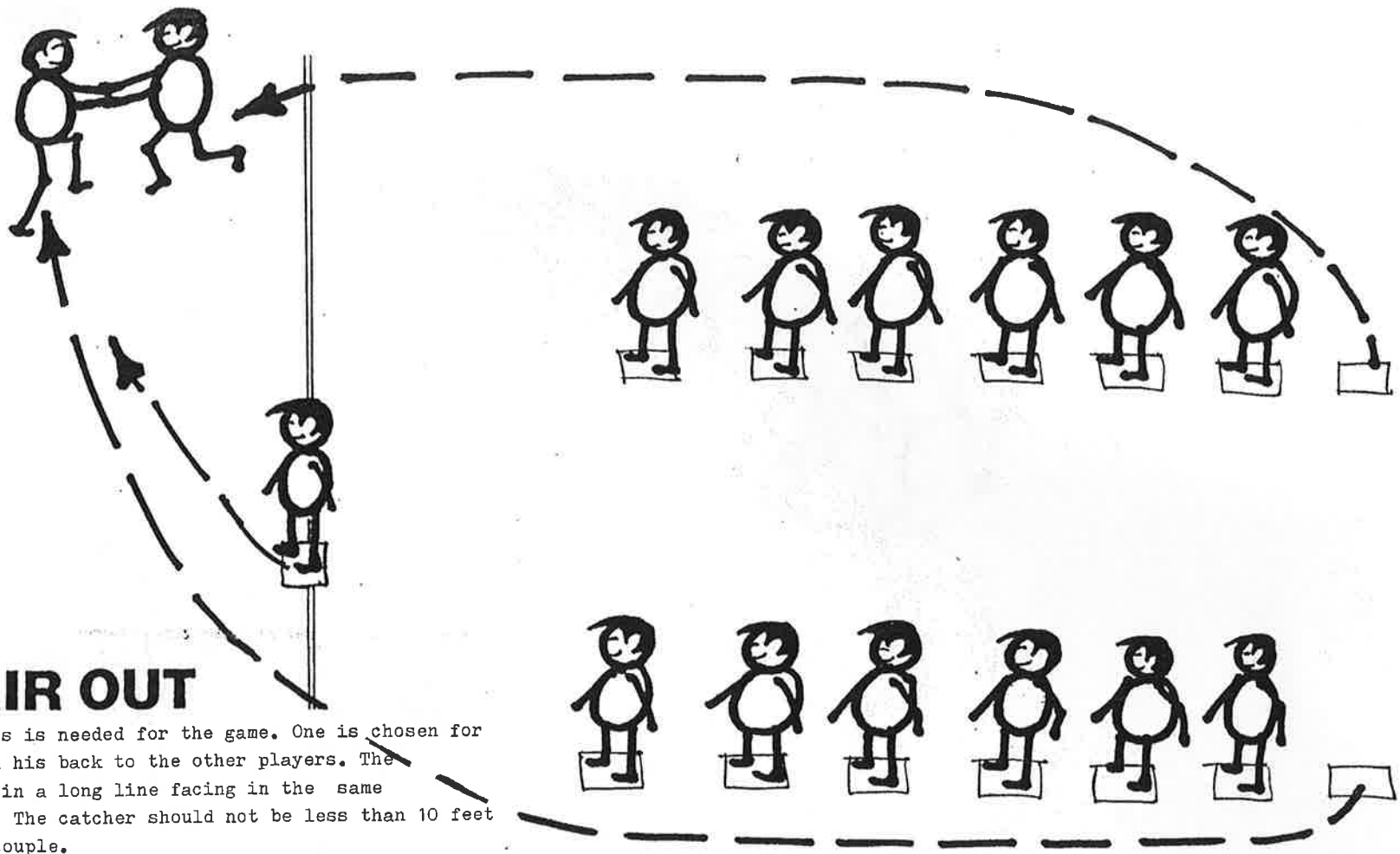
## ROOSTER FIGHT

ROOSTER FIGHT is usually played by 2 or 3. The one whose turn it is to be rooster stands on one leg while attacking and trying to put the others out.



## Knock the Bottle

Players hold hands and form a circle. The ring circles the ten pins, each player trying to pull his neighbour on to a tea-pin while nimbly jumping them himself. Every player to knock over a pin is eliminated. If the circle breaks, both causes of the break are eliminated. Keep going until there is one child left.



## LAST PAIR OUT

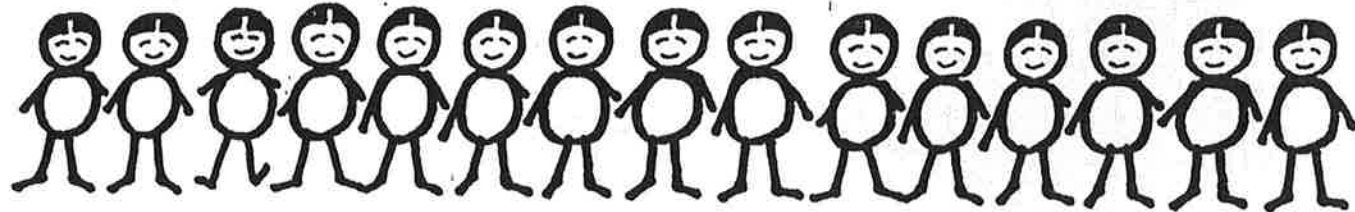
An odd number of players is needed for the game. One is chosen for catcher who stands with his back to the other players. The others stand in couples in a long line facing in the same direction that he does. The catcher should not be less than 10 feet in front of the first couple.

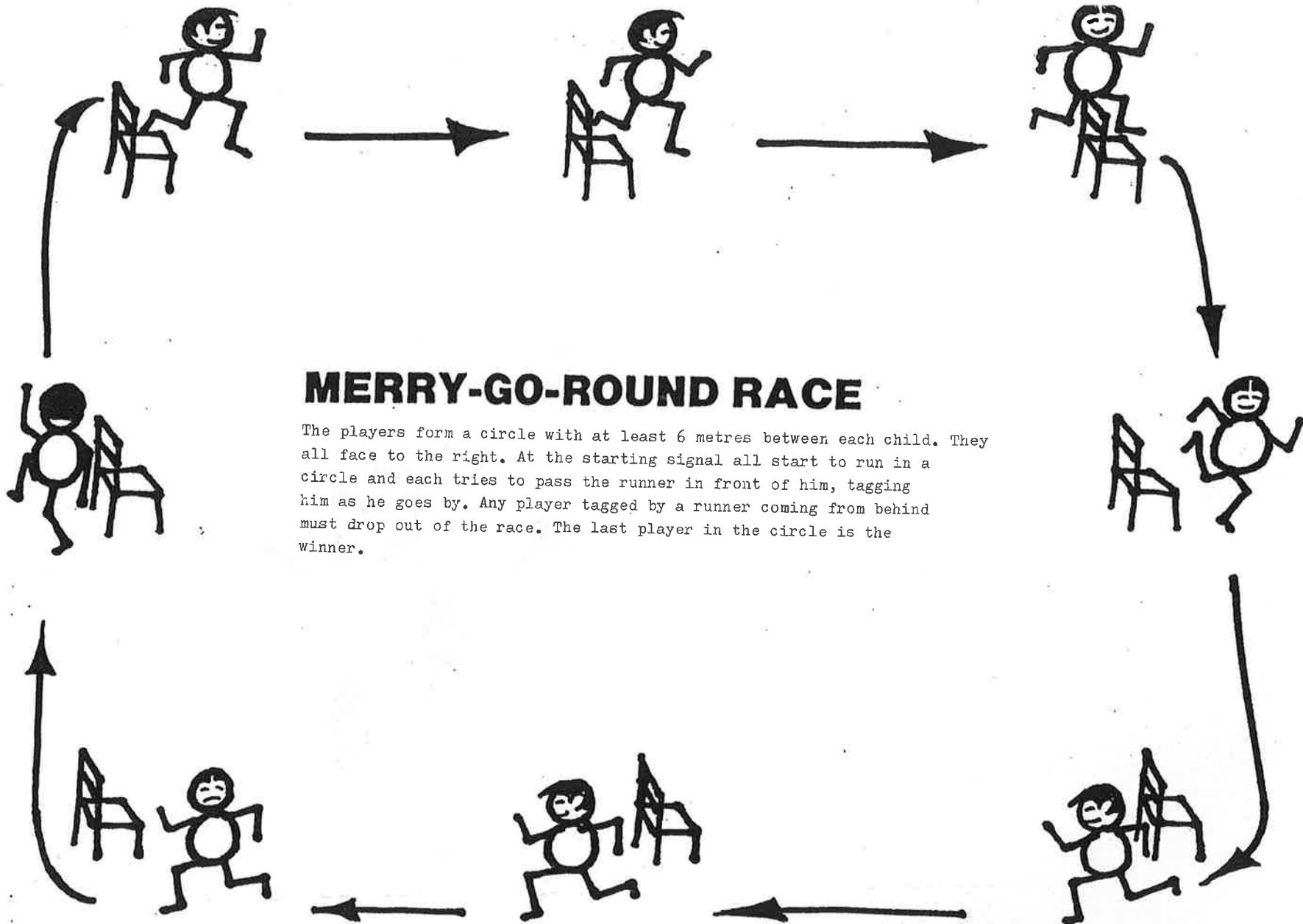
The catcher call LAST COUPLE OUT. Then the last pair in the line run towards the front as shown and try to join hands in front of the catcher before he tags either of them. The catcher must not chase them before they are in line with him and must not turn his head to see when the runners are coming. The runners should sometimes circle far out beyond on each side, or one of them should do this while the other one is running close to the line. If the catcher catches one of the players before that player can clasp hands with his partner, the player tagged becomes the catcher, and the first catcher and the other player form a couple and take their places at the head of the line which should move backward to make room for them. If neither is caught, they take their places at the head of the line, and the catcher calls again LAST COUPLE OUT!

# LOLLIPOPS

Children start off on the starting line with their backs turned. Lollipops ( one less than the number of children ) are sprinkled out indiscriminately on the running track so the children cannot see where (their backs are turned). On 'GO' they turn around and dive for the lollipops when they find them. One will miss out and he gets a lollipop as a consolation prize and is eliminated from the race.

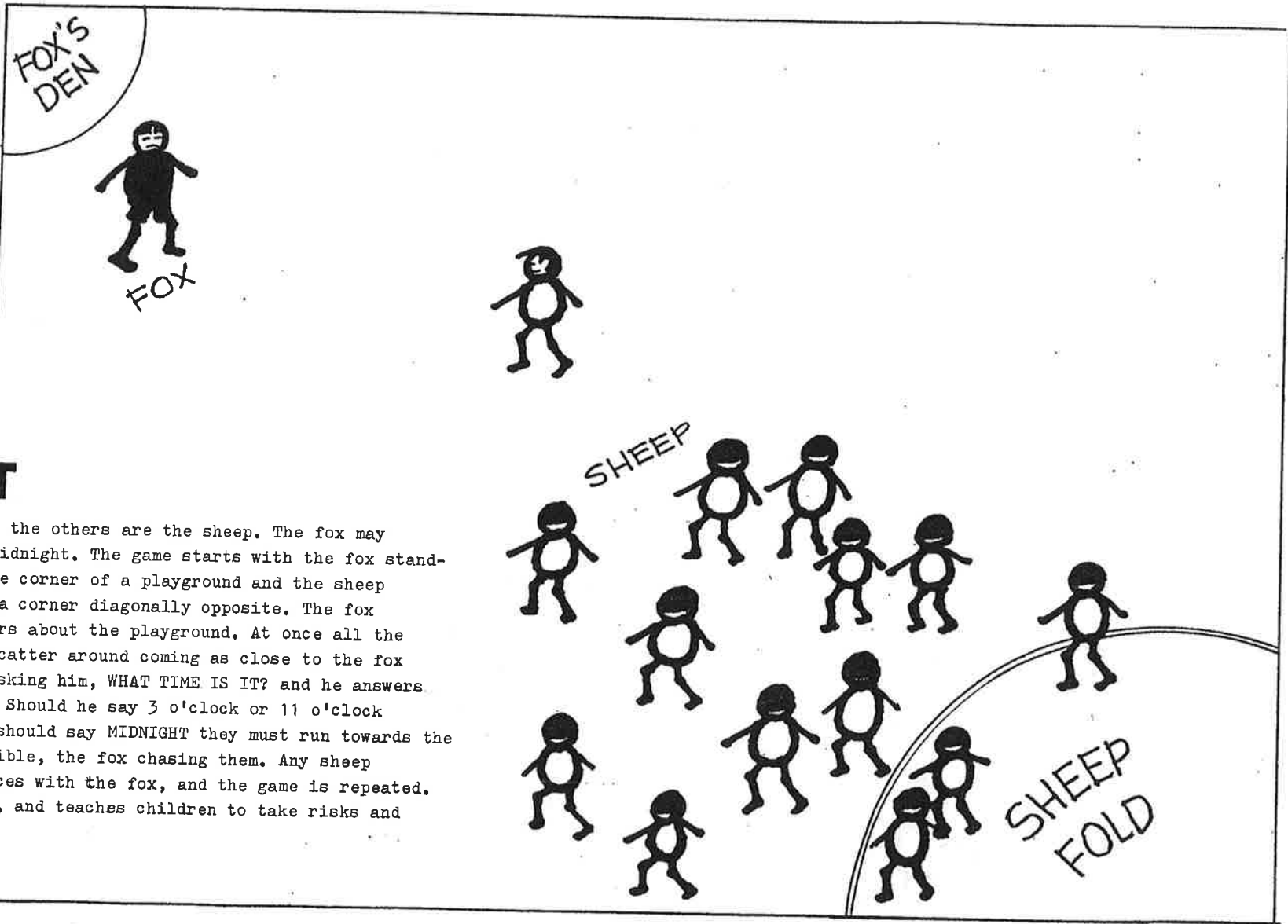
As the game continues, take away one lollipop each time a child is eliminated, but remember to give two to the last child in.





## MERRY-GO-ROUND RACE

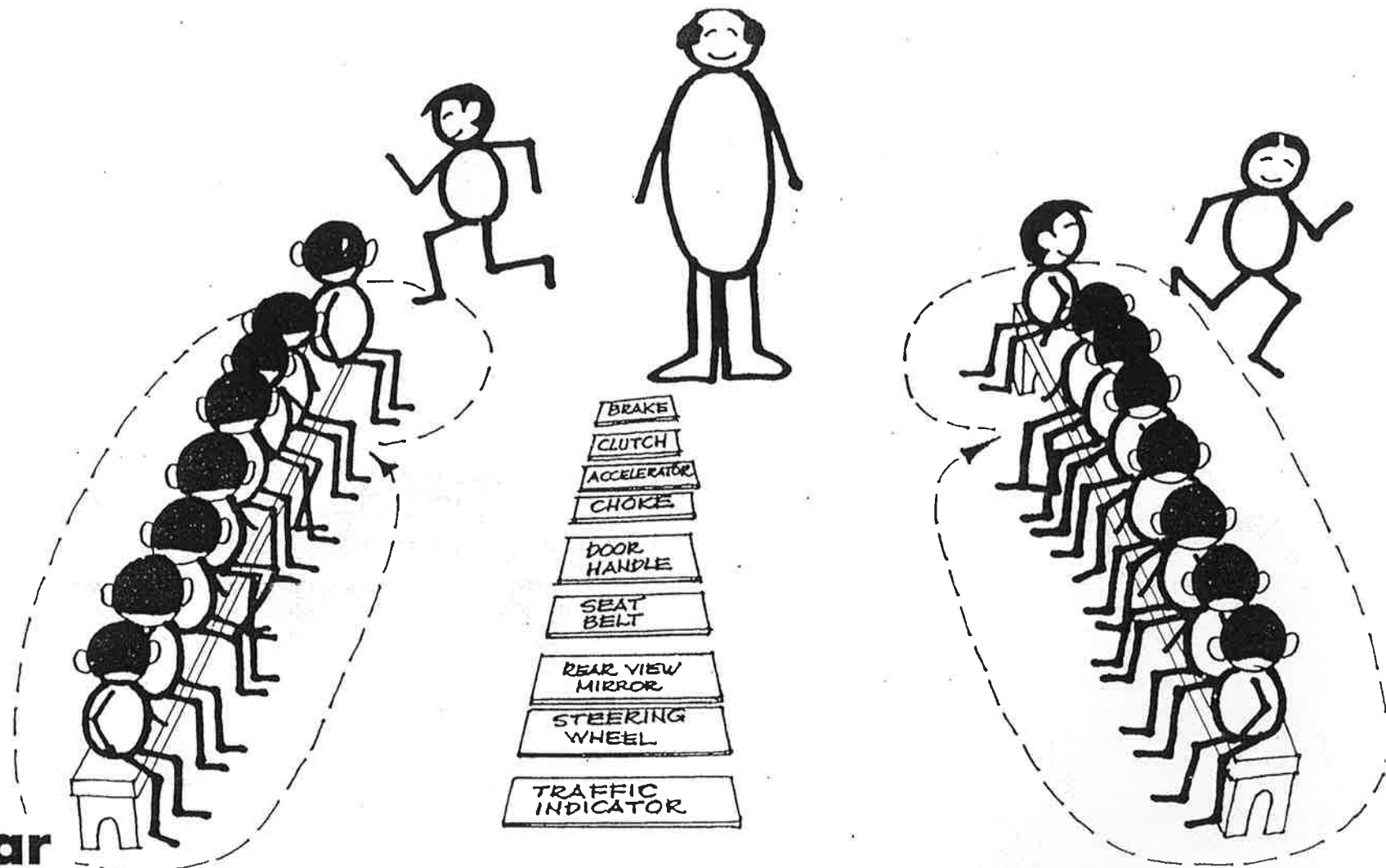
The players form a circle with at least 6 metres between each child. They all face to the right. At the starting signal all start to run in a circle and each tries to pass the runner in front of him, tagging him as he goes by. Any player tagged by a runner coming from behind must drop out of the race. The last player in the circle is the winner.



## MIDNIGHT

One player is the fox and the others are the sheep. The fox may catch the sheep only at midnight. The game starts with the fox standing in a den marked in one corner of a playground and the sheep in a sheepfold marked in a corner diagonally opposite. The fox leaves his den, and wanders about the playground. At once all the sheep also come out and scatter around coming as close to the fox as they dare. They keep asking him, WHAT TIME IS IT? and he answers with any hour he chooses. Should he say 3 o'clock or 11 o'clock they are safe; but if he should say MIDNIGHT they must run towards the sheepfold as fast as possible, the fox chasing them. Any sheep who is caught changes places with the fox, and the game is repeated. This is a good group game, and teaches children to take risks and to dare.

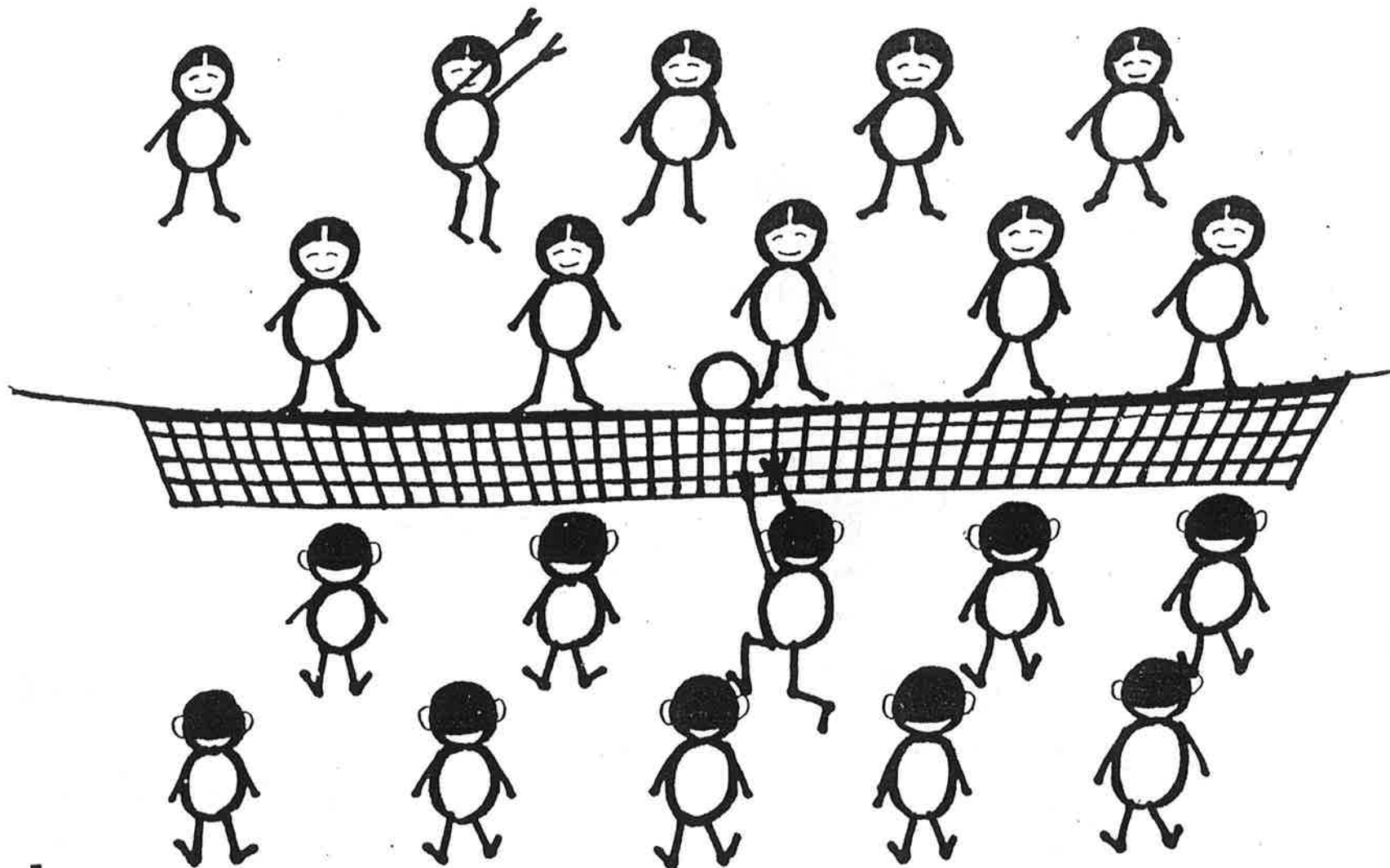
# Motor Car



Two members sit in 2 lines, instead of numbers, the players are given the names of different parts of a motor car. Have these written out on cards and placed between the players as shown. The leader tells a story and whenever the particular part of the car is mentioned, the 2 players have to get up and run around their team as shown, and sit down again. The first seated wins the point. Occasionally mention the word "motor car", then the whole team has to get up run around the seats in order and sit down.

Sample : "This morning, I got up early, went out to the garage, opened up the garage door, put my hand on the door handle, opened the car door and got in. As it was a very cold day, I thought I should warm up the car first, so I pulled out the choke, revved the engine a few times. The 8 cylinders roared into action. So that I wouldn't knock anybody over, I had a quick look through the rear view mirror, saw that everything was clear, put my foot on the clutch, put the car into reverse gear, etc, etc,..."

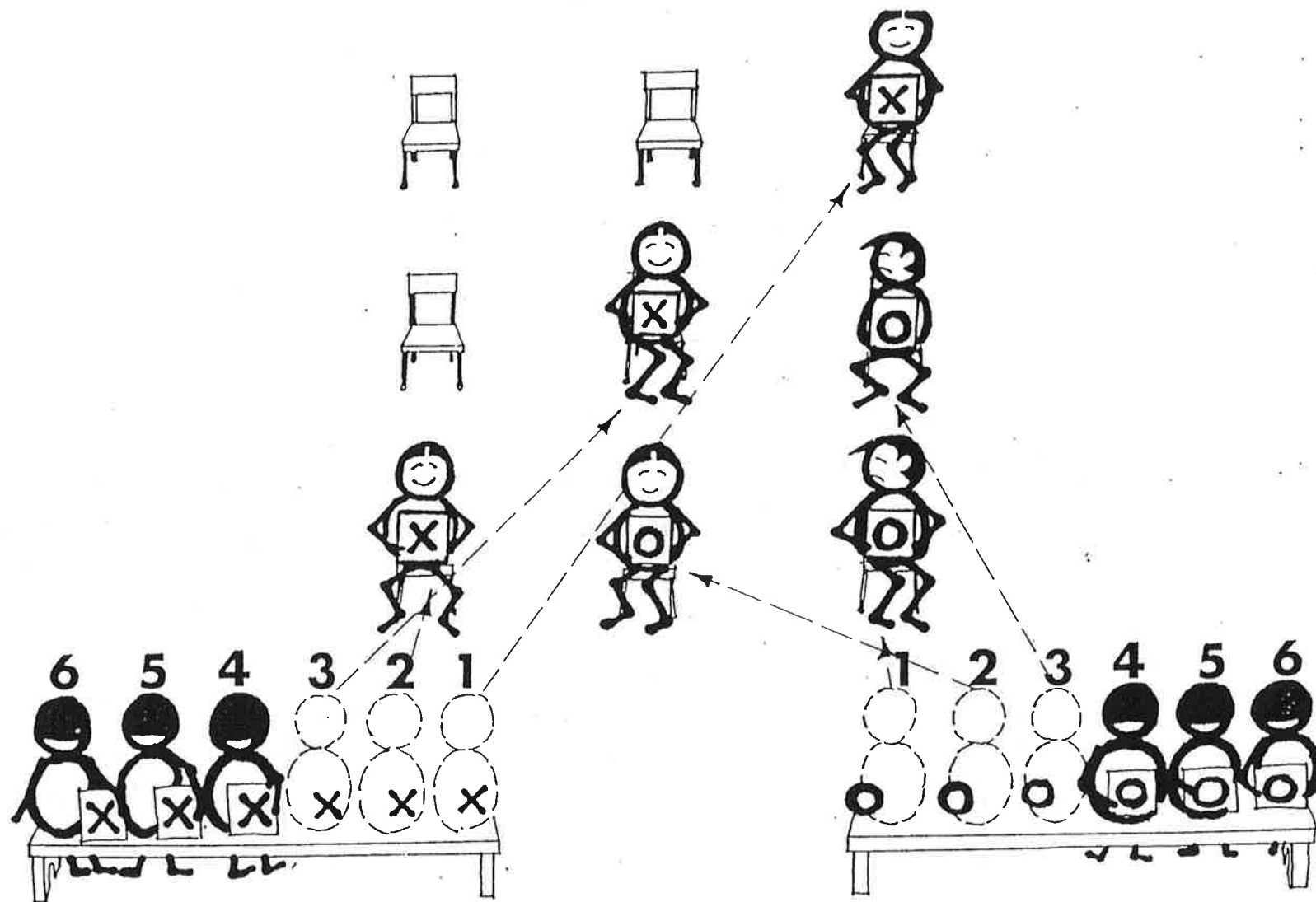




## Newcombe

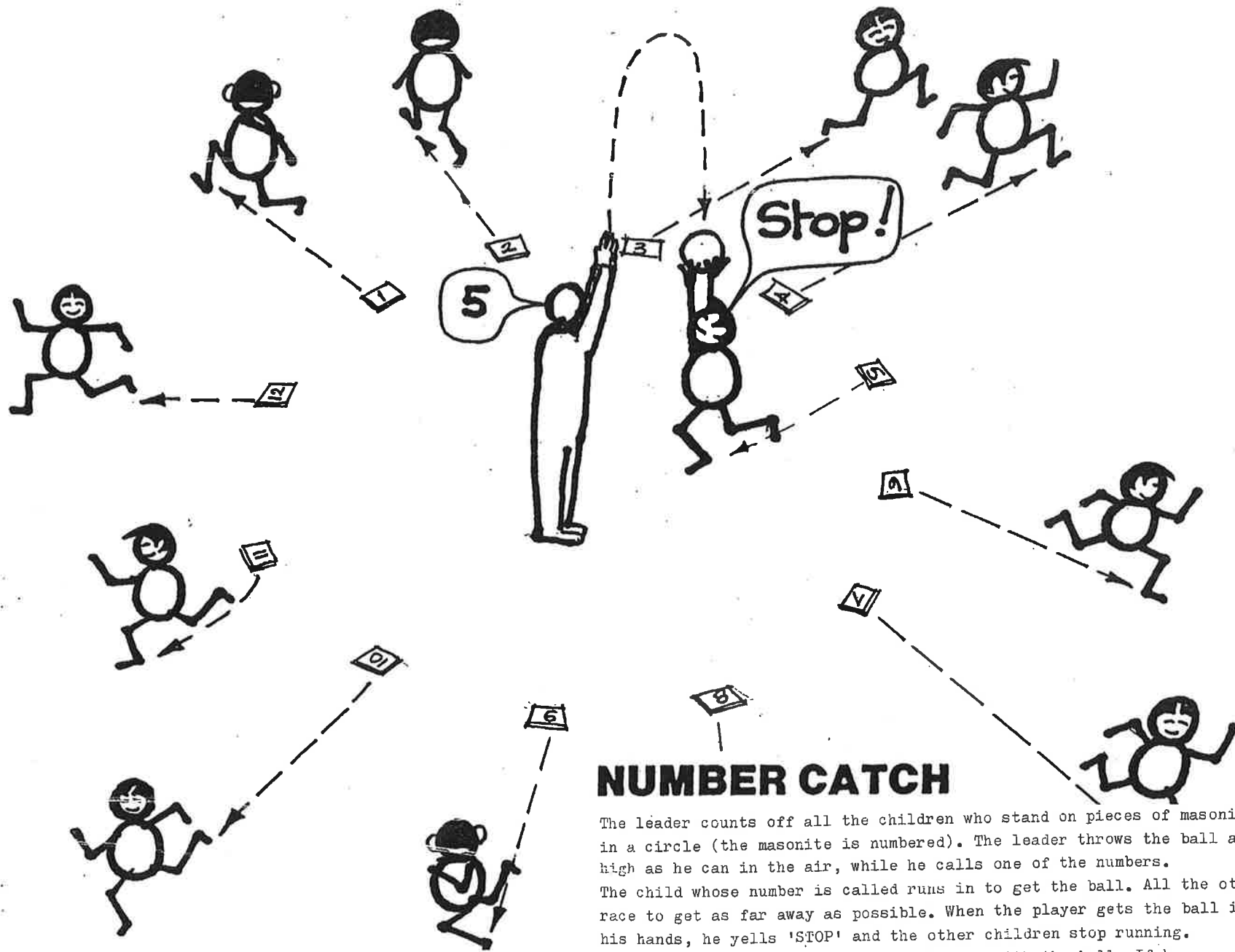
Teams are positioned in 2 rows front and back rows on either side of a net 6 feet to 8 feet in height. This game is played to the same rules as volleyball except that children catch the ball and have to throw the ball from exactly where they have caught it over the net in one throw. Every time the ball touches the floor on the other side of the net, your side gains a point. If it hits the floor over the sideline or over the backline on your side of the net, your side wins the point. Serving is from the back right hand corner. Every time your side loses a point, when serving the team has to rotate 1 position so all children have a turn at serving.

## THROWING A RUBBER QUIT OVER A NET



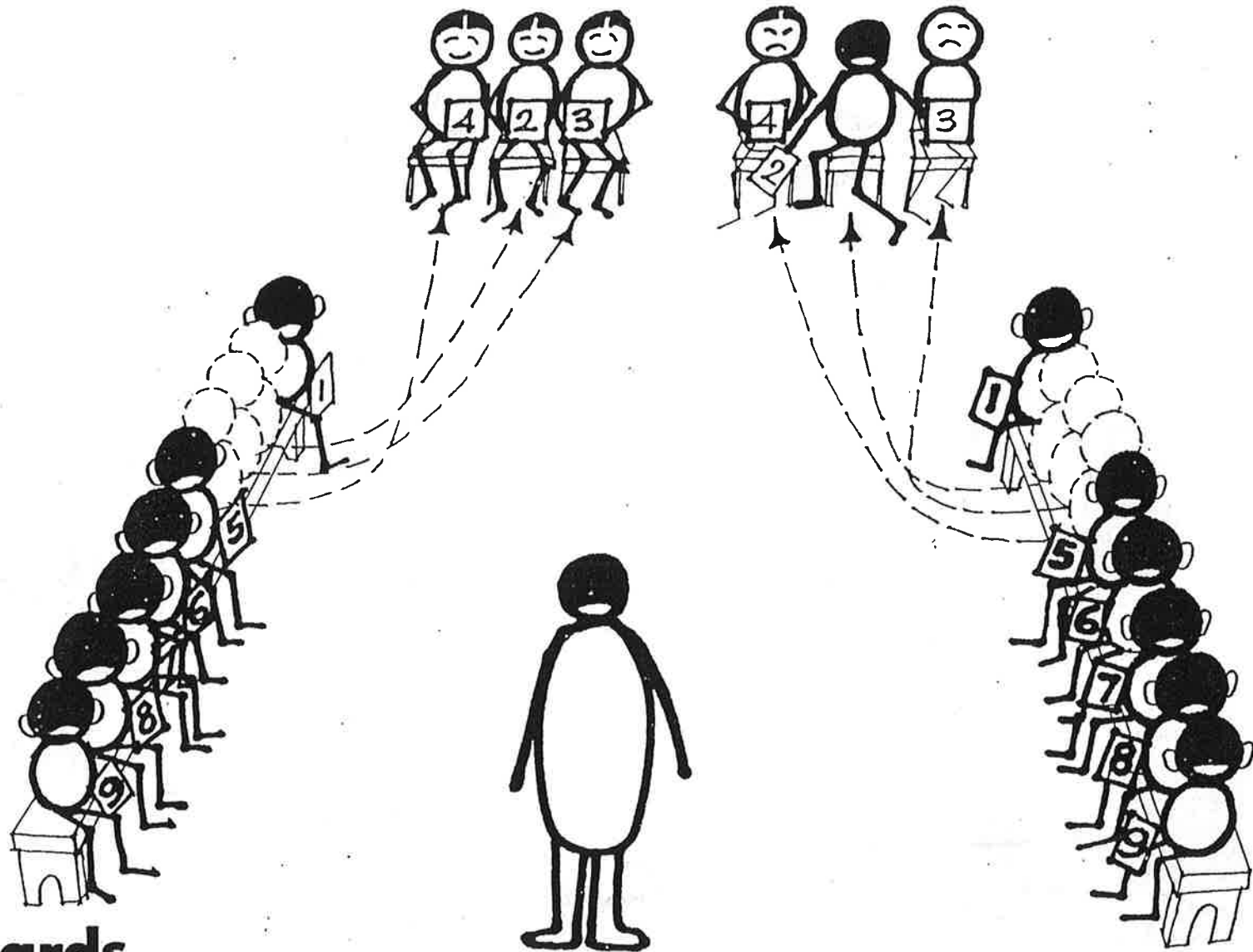
## Noughts & Crosses

Nine chairs are laid out in the hall in 3 rows of 3 as shown. Two opposing teams are seated at one end of the hall, one team holding cards with crosses and the other team holding cards with noughts. Each team is numbered. The leader call out a number. One member from each side run out with their respective cards, pick chairs to sit on and hold the cards to their chest, so that they are clearly visible. Then the leader calls out another number and then another until the game of noughts and crosses is won by one side or the other.



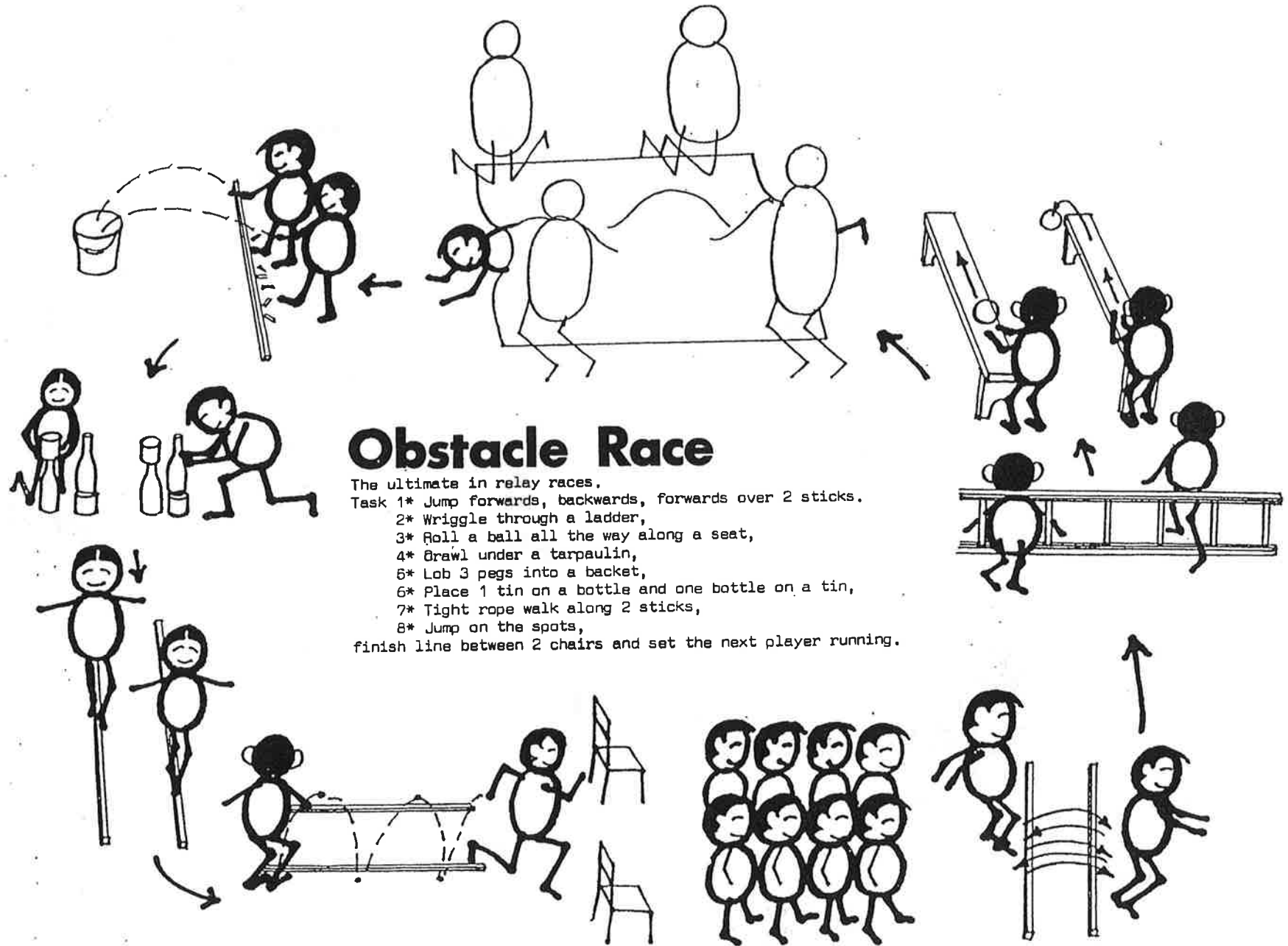
## NUMBER CATCH

The leader counts off all the children who stand on pieces of masonite in a circle (the masonite is numbered). The leader throws the ball as high as he can in the air, while he calls one of the numbers. The child whose number is called runs in to get the ball. All the others race to get as far away as possible. When the player gets the ball in his hands, he yells 'STOP' and the other children stop running. The child tries to hit one of the players with the ball. If he succeeds he gains a point. The children take up their positions again on the numbered masonite and the leader throws the ball again into the air and calls another number and the game proceeds as before.



## Number Cards

2 teams are lined up on either side of the hall. Each team is given the numbers 1 to 9 on separate cards, one card for each player. The leader calls out two, three, four or five digit numbers, say four hundred and twenty three. The players have to run to the other end of the hall, turn around and display their numbers in their correct order to their teams, and the judge (the leader). First team to do so wins the point. The same game can be played with letters of the alphabet spelling simple 3 letter words.



# Obstacle Race

The ultimate in relay races.

Task 1\* Jump forwards, backwards, forwards over 2 sticks.

2\* Wriggle through a ladder,

3\* Roll a ball all the way along a seat,

4\* Crawl under a tarpaulin,

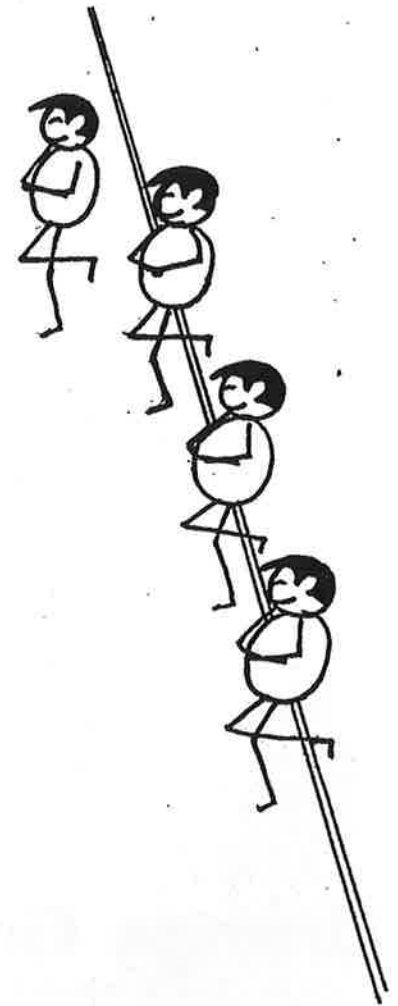
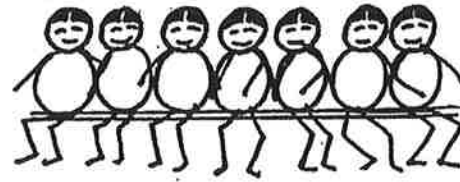
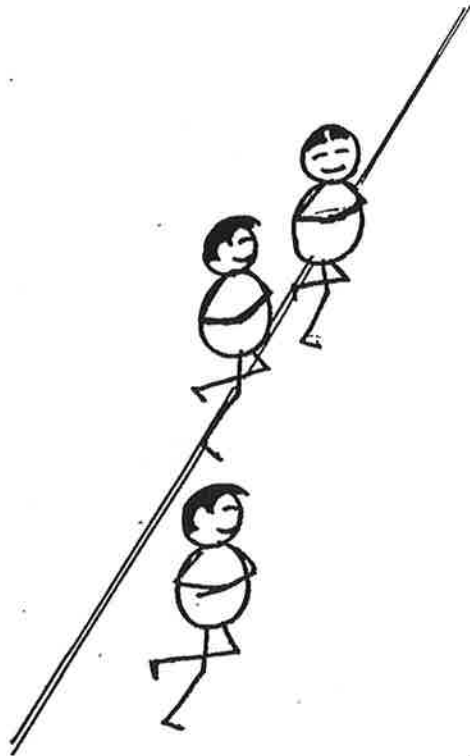
5\* Lob 3 pegs into a bucket,

6\* Place 1 tin on a bottle and one bottle on a tin,

7\* Tight rope walk along 2 sticks,

8\* Jump on the spots,

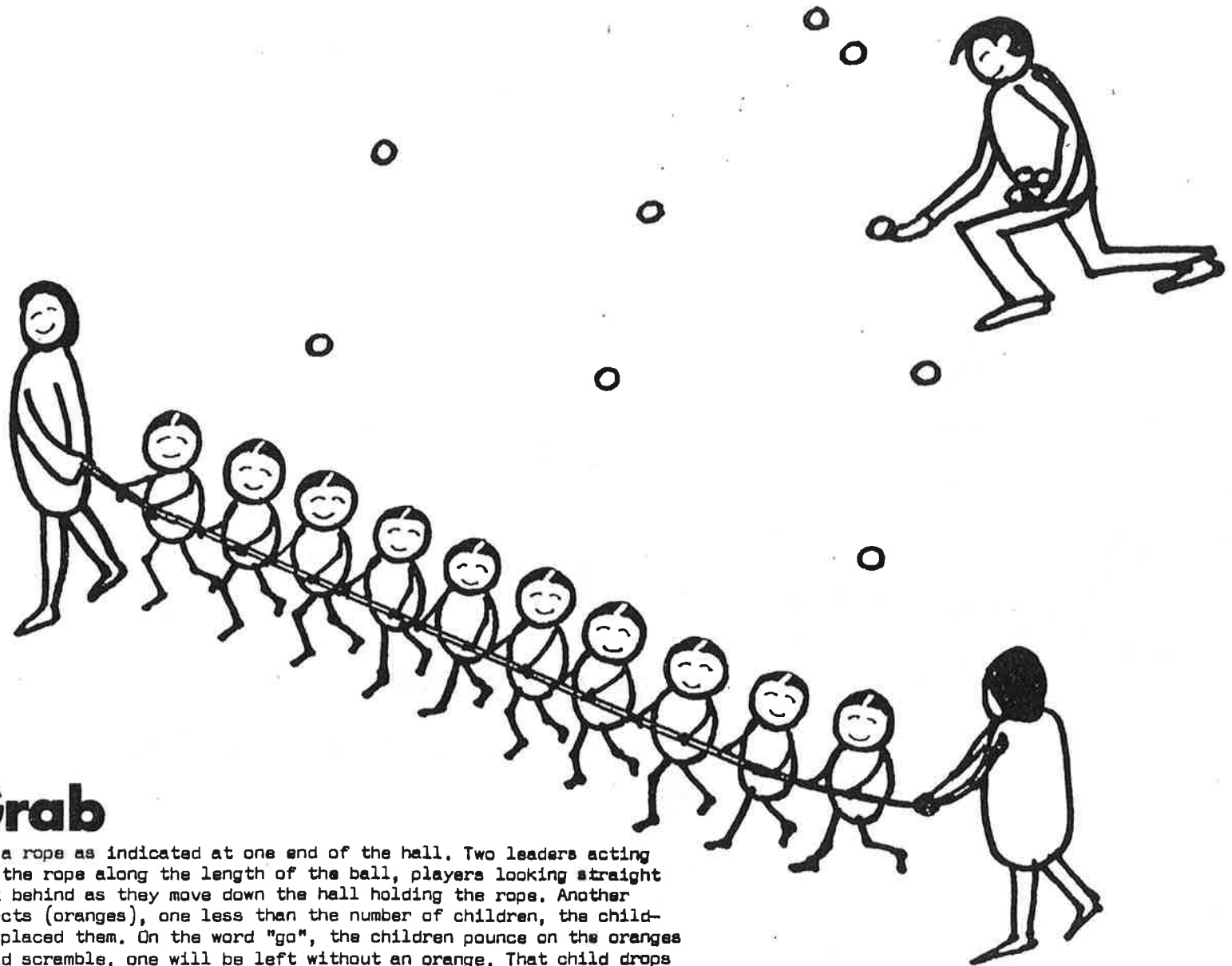
finish line between 2 chairs and set the next player running.



## ONE FOOT UP

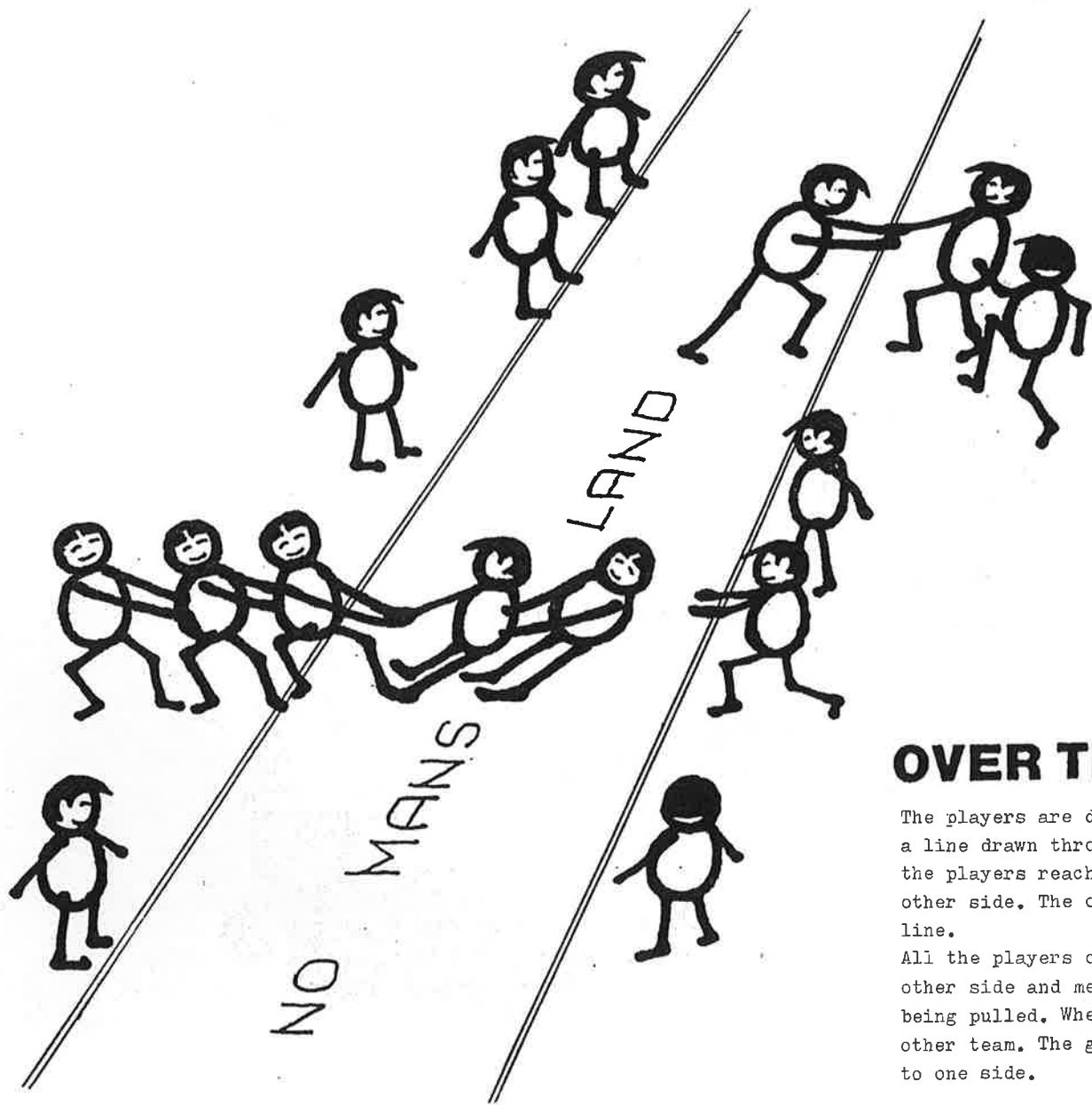
The players are divided into two teams. Two goal lines should be drawn about 7 metres apart. Each team stands behind its own goal line.

At the starting signal, both teams advance hopping on one foot. The object is for the player to reach across the opposing team's goal line without setting his foot on the ground. The children try to unbalance one another by butting with their shoulders. The team that gets the most players over their opponent's goal line wins (or those unbalanced can sit out and the game is kept on being repeated backwards and forwards until one team is eliminated.)



## Orange Grab

Players line up holding a rope as indicated at one end of the hall. Two leaders acting as anchor men gradually move the rope along the length of the hall, players looking straight ahead are not allowed to look behind as they move down the hall holding the rope. Another leader drops a number of objects (oranges), one less than the number of children, the children not knowing where he has placed them. On the word "go", the children pounce on the oranges only one per child. In the mad scramble, one will be left without an orange. That child drops out. The game is repeated again and again with the line moving down the hall, one child dropping out each time until only 2 are left in the game, one orange is dropped and the winner is the first to grab it.

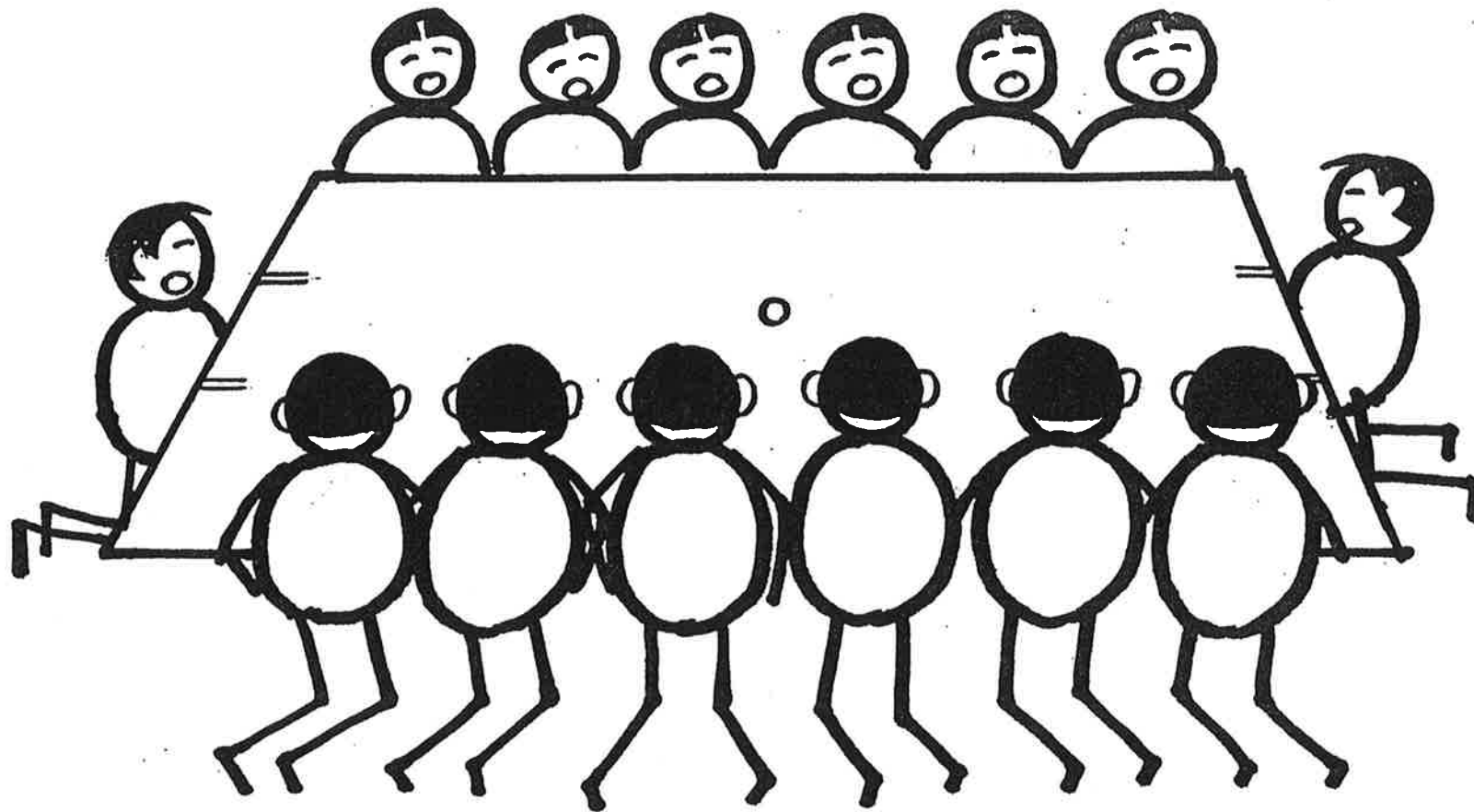


## OVER THE LINE

The players are divided into two teams which stand on either side of a line drawn through the centre of the playing area. When the game starts the players reach across the line and try to grab a child on the other side. The object is to pull as many players as possible across the line.

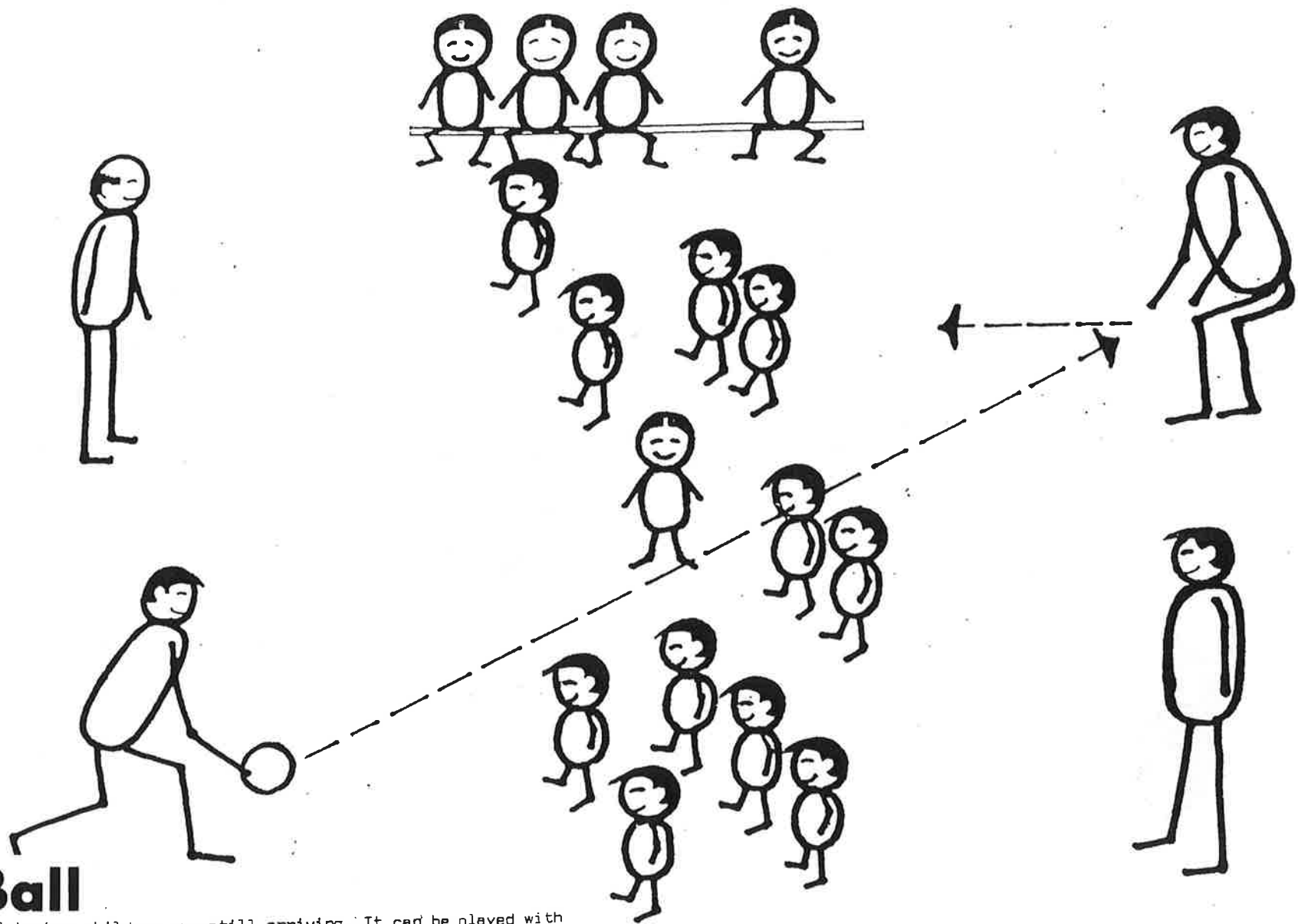
All the players on a side may help their team mate pull a player from the other side and members of the other team may try to hold the child being pulled. Whenever a child is being pulled over a line, he joins the other team. The game is over when all the players have been pulled to one side.





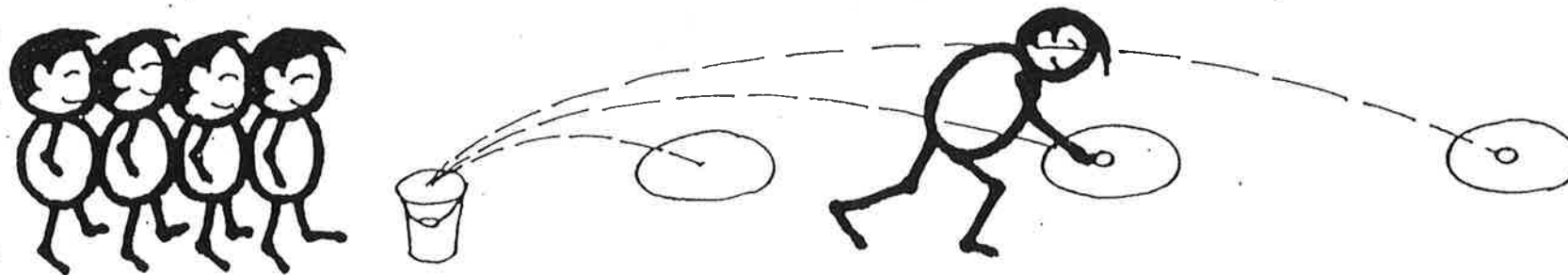
## PING PONG BREEZE

You can play Ping Pong Breeze on any fairly large table and can have a number of tables going at once. Mark goals with chalk at each end of the table. Each team is lined up along one side of the table and has one team member defending the goal. Put a ping pong ball in the centre of the table. That will be the starting point. Each team must now blow the ball to its own goal and at the same time try and stop the other team from blowing the ball to its goal. The players on each side can all blow at the same time or take turns in blowing. The ball cannot be touched by any player, it can only be blown. If the ball falls off the edge of the table, it is replaced at the centre of the table level with that point. A team gets one point when it blows the ball to its goal. The first team to get 5 points wins the game.



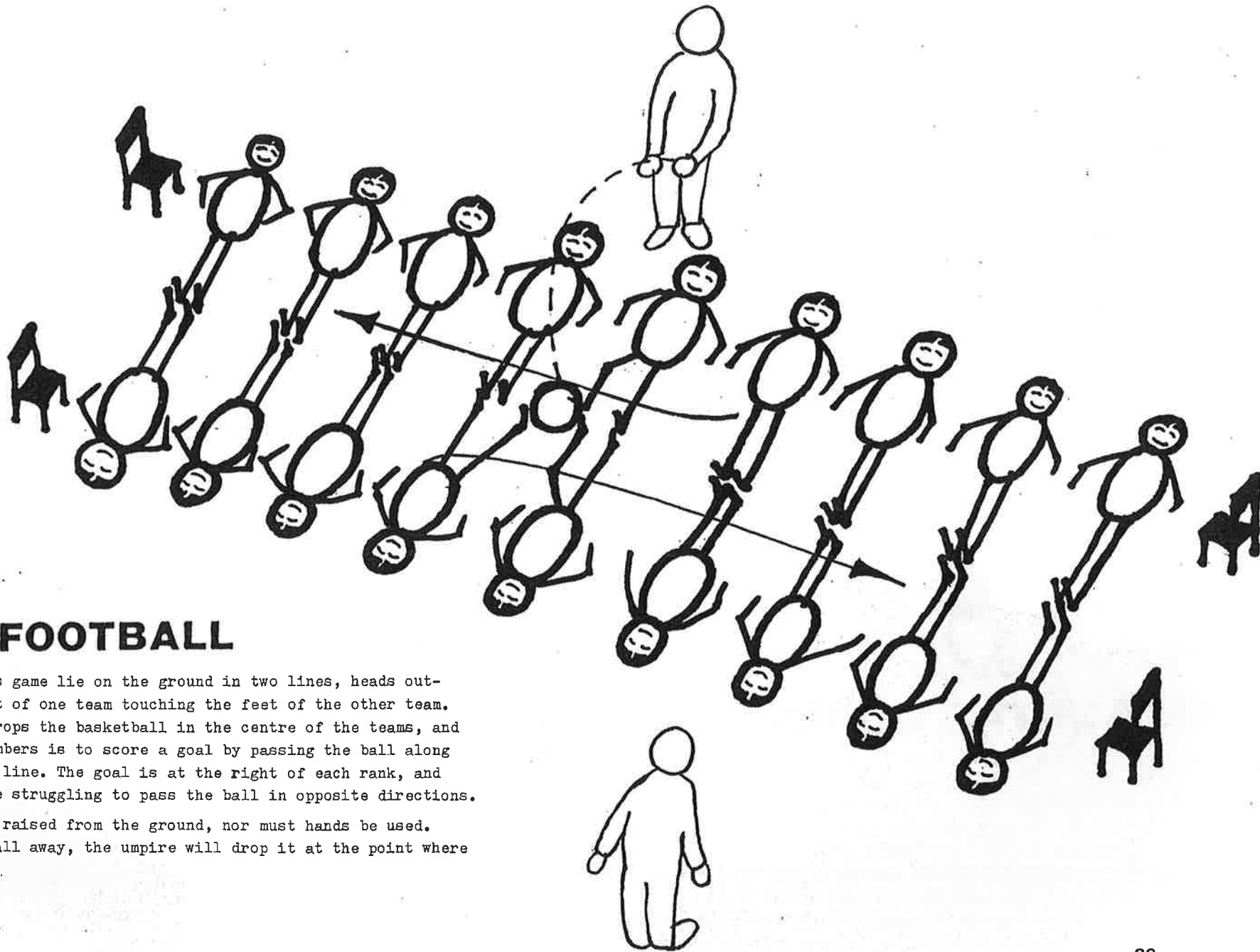
## Poison Ball

A good game to start a club when children are still arriving. It can be played with 3 or 50 children. The children stand in the centre and the leaders at either end. The leaders throw a plastic basketball backwards and forwards trying to hit the children. When a child is hit, he drops out but if a child catches the ball on the full, he is able to bring a knocked out child back into the game.



## Potato Race

Each team has 3 potatoes laid out in 3 circles. The first player has to return the 3 potatoes one by one to the bucket, the second player has to run the potatoes out, one by one to the 3 circles. The third and fourth repeat the sequence and so on through the team, until the relay is completed.



## PRONE FOOTBALL

The teams for this game lie on the ground in two lines, heads outwards and the feet of one team touching the feet of the other team. The umpire then drops the basketball in the centre of the teams, and the aim of the members is to score a goal by passing the ball along to the end of the line. The goal is at the right of each rank, and they are therefore struggling to pass the ball in opposite directions.

Heads must not be raised from the ground, nor must hands be used. Should the ball roll away, the umpire will drop it at the point where it left the line.

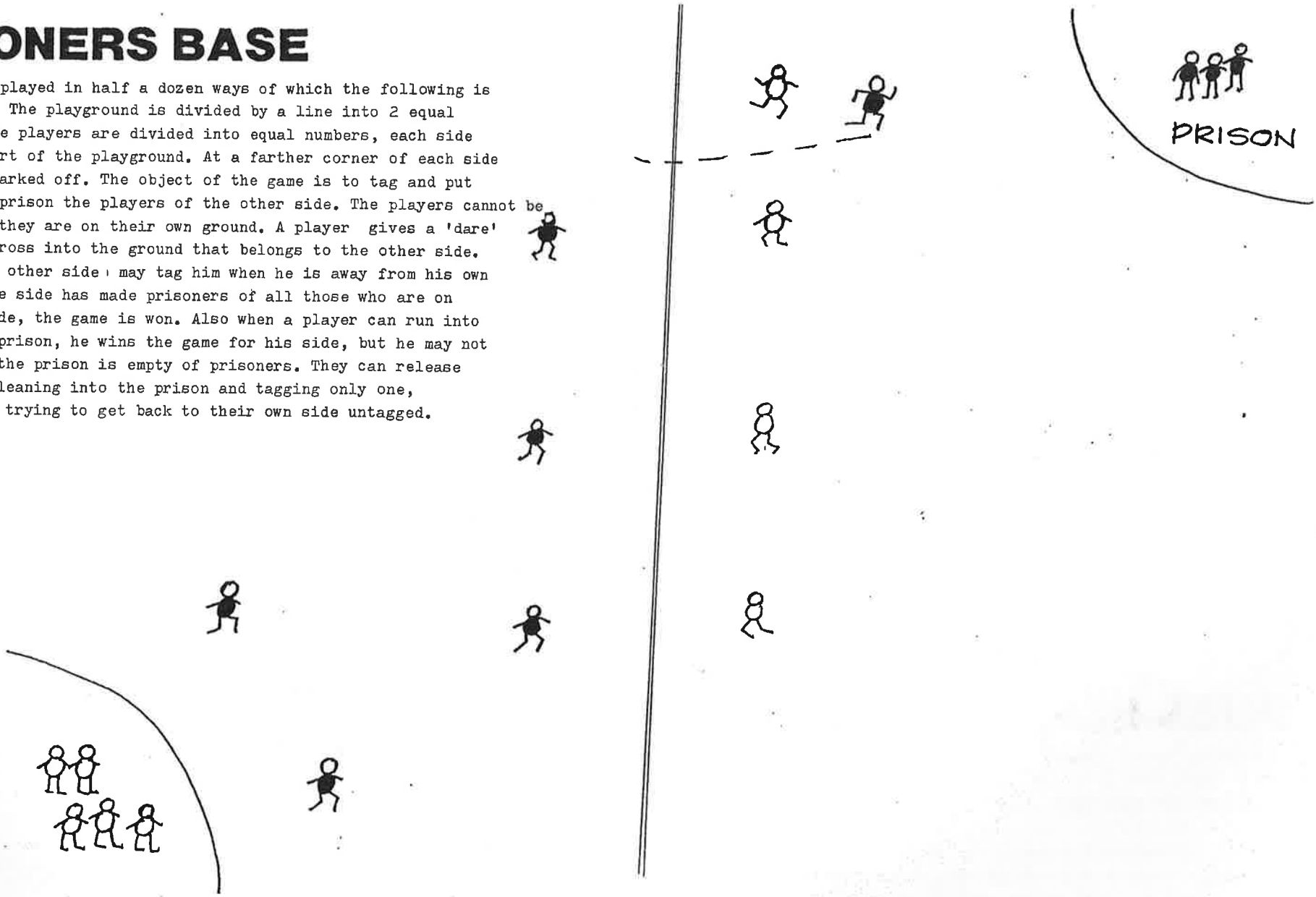


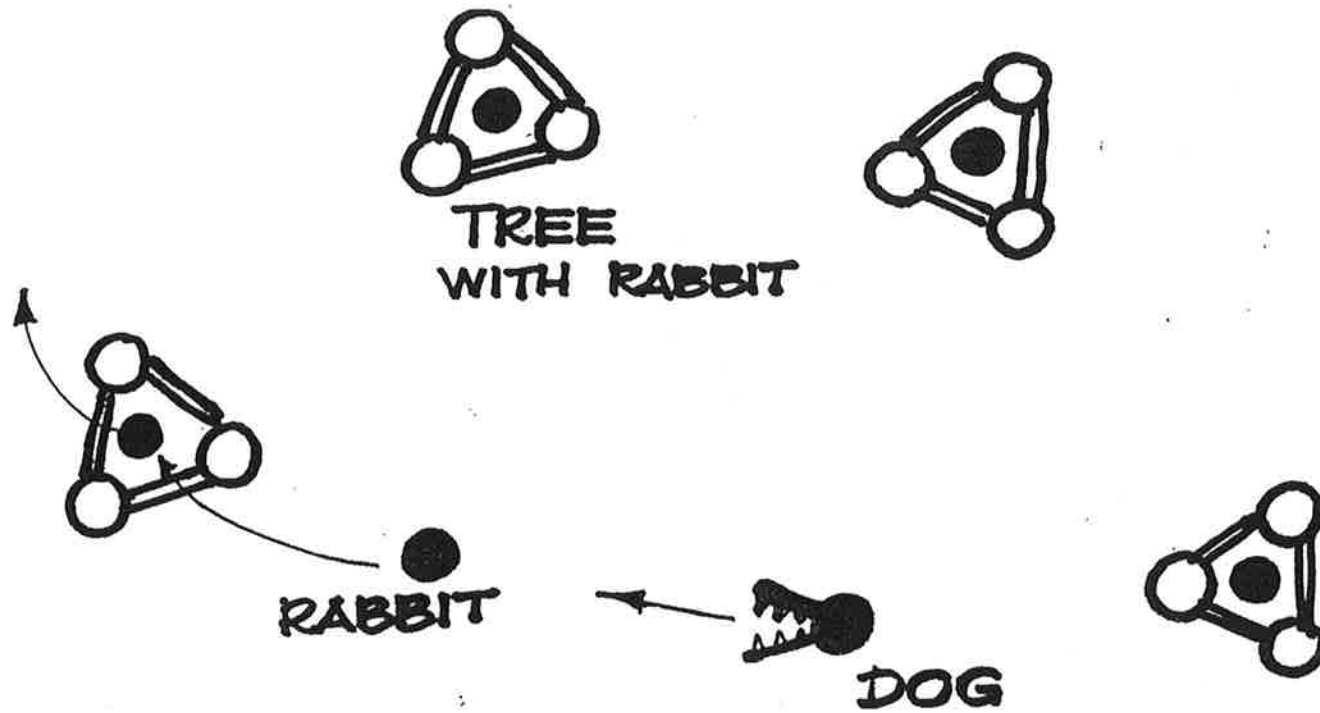
## PUSS IN THE CORNER

The chairs are set about the room in odd places. Each player but one has a chair. The one who has no chair goes up to another player on a chair and says PUSSY WANTS A CORNER. The answer is ASK YOUR NEXT DOOR NEIGHBOUR. On that, any others can signal to each other to change chairs and the odd player PUSSY tries to get one. If he has tried several times, and has not yet got a seat, he may go to the centre of the room and call out ALL CHANGE! This gives him a better chance to get a seat for himself. The one who gets left out is now IT and the game begins as before. The fun consists in the players trying to change places without being caught; but they are bound to call PUSS PUSS first and to beckon to the one they wish to change with. A great favourite with young children!

# PRISONERS BASE

This game is played in half a dozen ways of which the following is the simplest: The playground is divided by a line into 2 equal parts, and the players are divided into equal numbers, each side having one part of the playground. At a farther corner of each side a prison is marked off. The object of the game is to tag and put in one's own prison the players of the other side. The players cannot be tagged while they are on their own ground. A player gives a 'dare' by running across into the ground that belongs to the other side. Anyone on the other side may tag him when he is away from his own side. When one side has made prisoners of all those who are on the other side, the game is won. Also when a player can run into the opposite prison, he wins the game for his side, but he may not enter unless the prison is empty of prisoners. They can release prisoners by leaning into the prison and tagging only one, and then both trying to get back to their own side untagged.

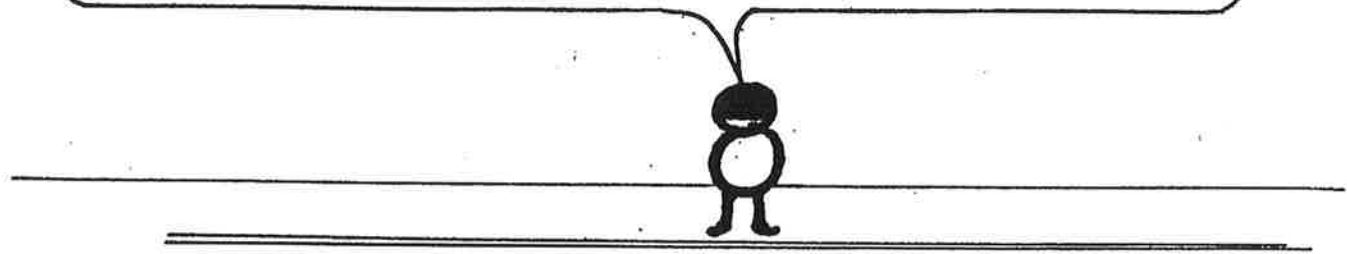




## RABBIT IN A HOLLOW TREE

The players stand in groups of three with their hands on each others' shoulders, each group making a small circle which is supposed to be a hollow tree. In each tree is a child who is a rabbit. There should be one more rabbit than the number of trees. One player is also chosen to be dog. The dog chases the rabbit who may find safety in any tree always running in and out under the arms of the players forming the trees. The rabbit already there must run for another tree. Whenever the dog catches a rabbit, they change places, the dog becomes the rabbit and the rabbit the dog.

1 2 3 4 5 6 7 8 9 10 'RED LIGHT'

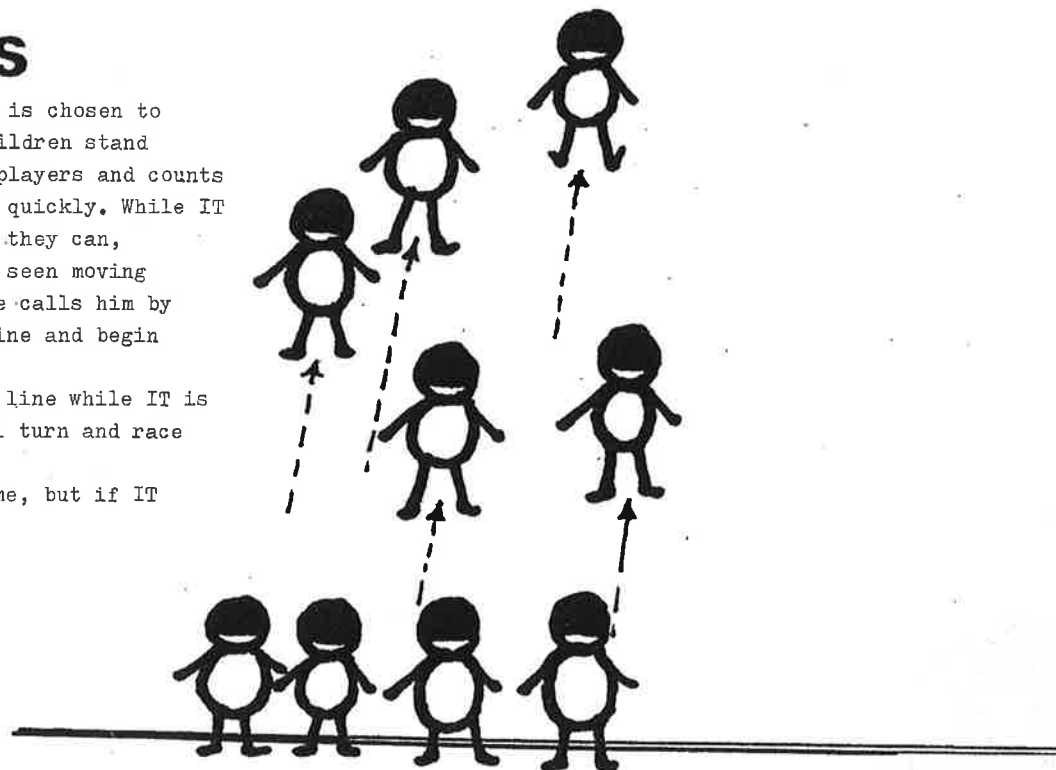


## RED LIGHT OR STATUES

Two lines are marked off 8 metres apart. One player is chosen to be IT and stands on the goal line. All the other children stand behind the starting line. IT turns his back on the players and counts to 10 and then says, 'RED LIGHT' as he turns around quickly. While IT is counting the other players walk or run as far as they can, but must be careful to stop in time so they are not seen moving when IT turns around. If IT sees a player moving, he calls him by name and that player must go back to the starting line and begin again.

The game continues until the child reaches the goal line while IT is still counting. This child tags IT and then they all turn and race for the starting line with IT running after them.

Any player tagged becomes IT and counts for next game, but if IT cannot tag anyone, he must count again.







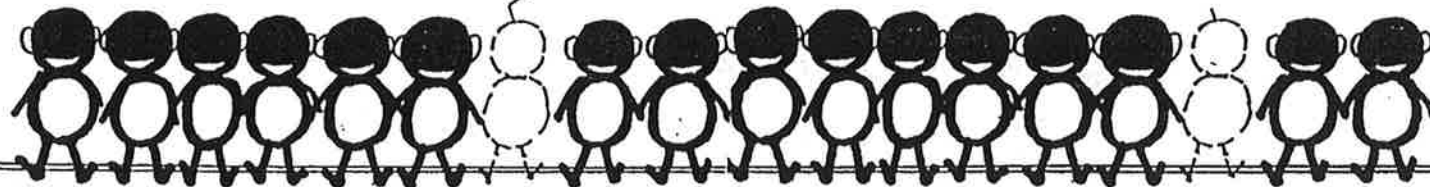
## RED ROVER

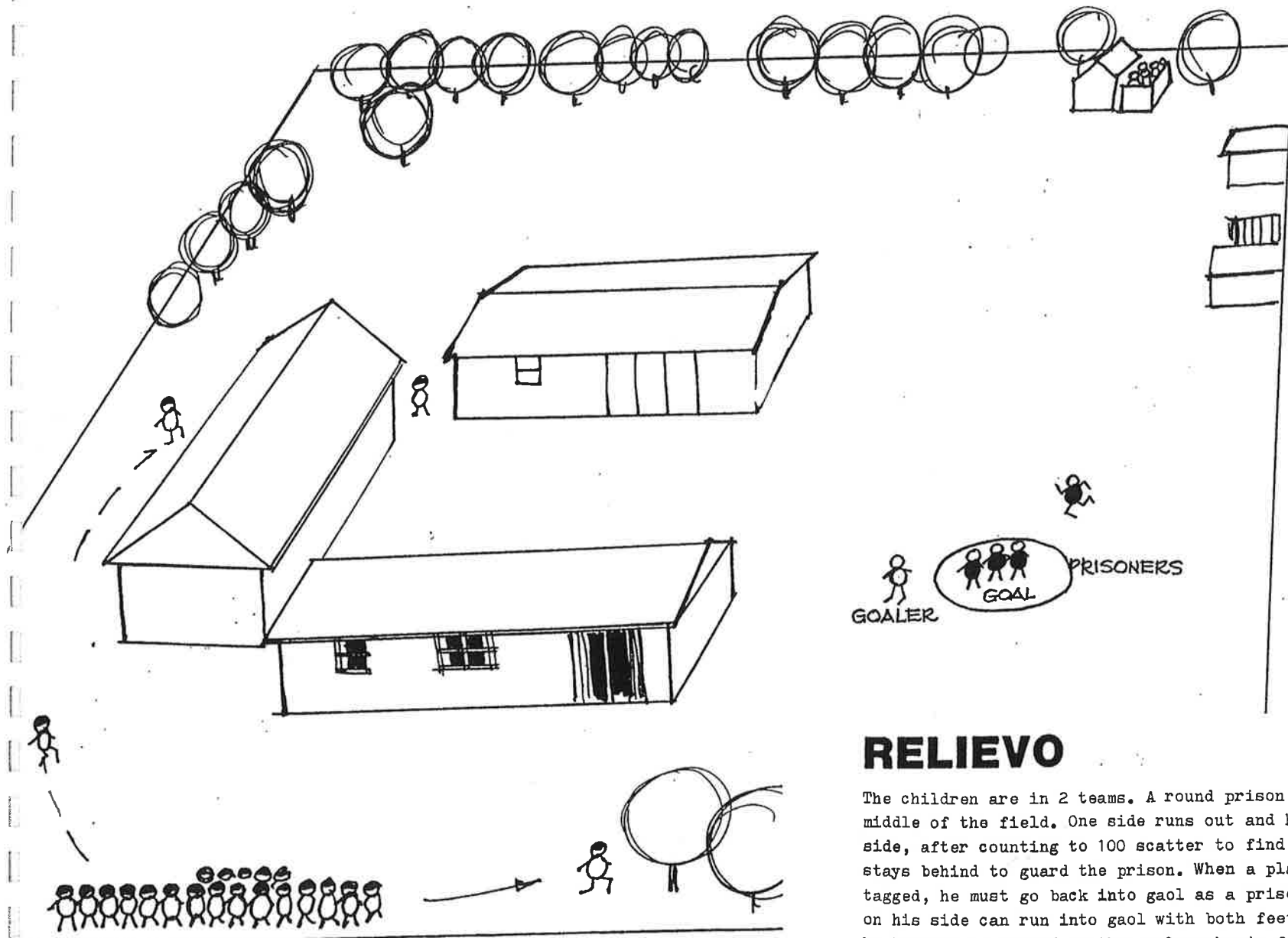
Two parallel lines are drawn about 8 metres apart. One player is chosen to be 'it' and stands in the centre. All the others go behind one of the lines. The child in the centre calls one of the players:

Red Rover, Red Rover

Let Michael come over.

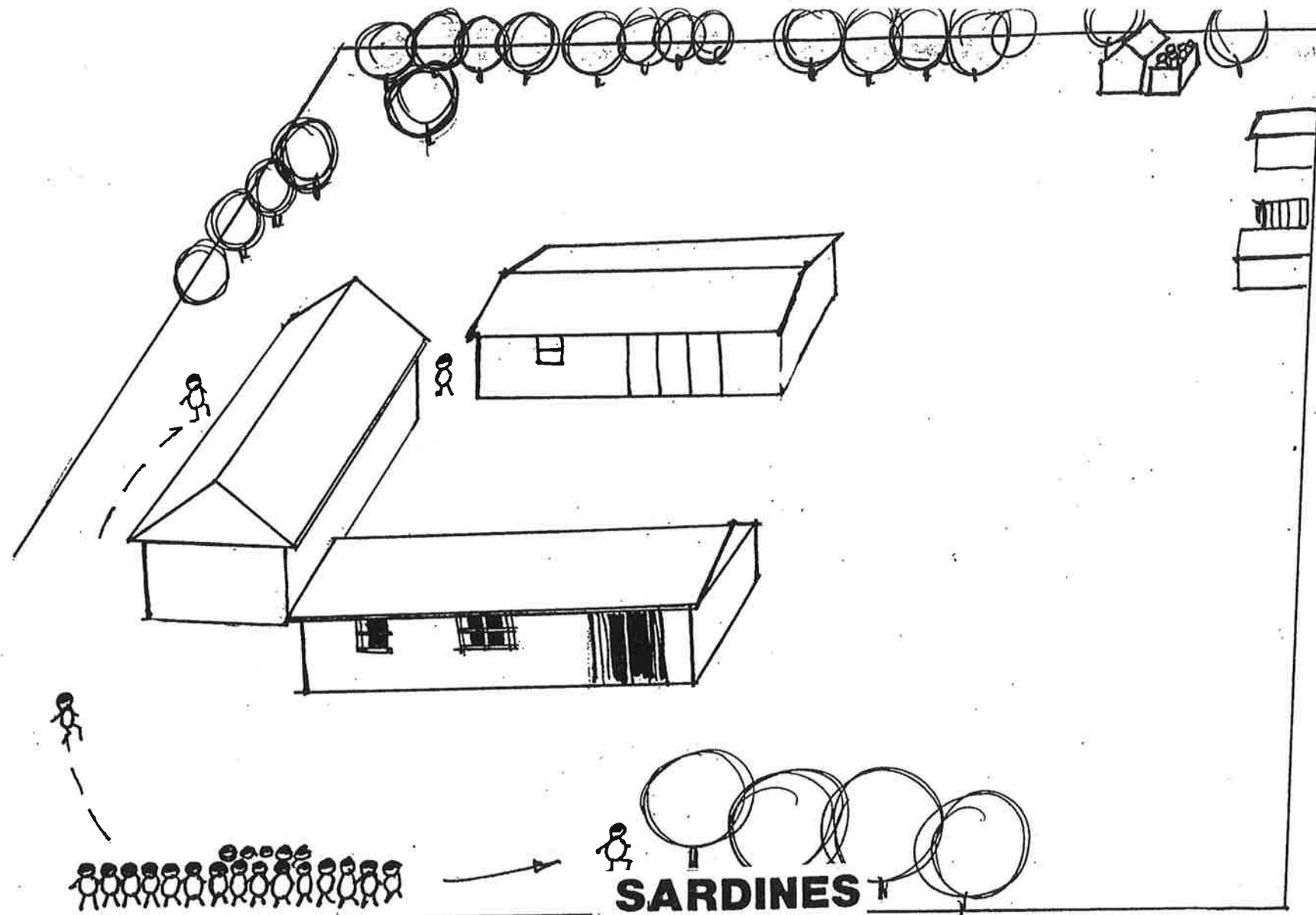
The player whose name is called tries to get to the other line without being tagged by 'it'. The game continues from side to side, with IT calling each player in turn. Any child tagged stays in the centre and helps IT catch the others. The last player tagged is IT for the next game.





## RELIEVO

The children are in 2 teams. A round prison is marked out in the middle of the field. One side runs out and hides, and the other side, after counting to 100 scatter to find them except one who stays behind to guard the prison. When a player has been found and tagged, he must go back into gaol as a prisoner. If anyone on his side can run into gaol with both feet and touch him before he himself is tagged by the gaoler, he is free. The gaoler may chase and tag them, if there is not any other prisoner in the gaol. The best time, of course, to let a prisoner out is when there are several prisoners in the gaol and several players trying to release them while the gaoler is so distracted that he does not know which way to turn.

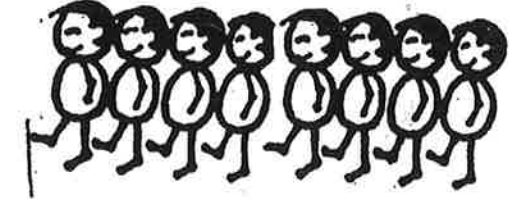
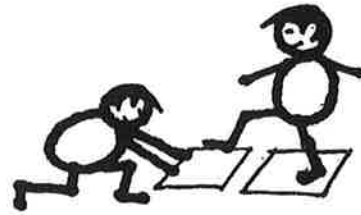
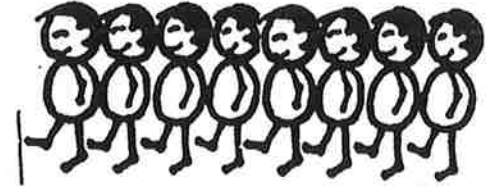
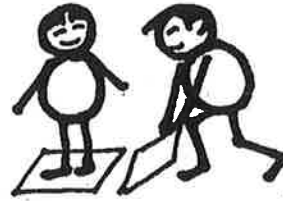


## SARDINES

Place : A large but definitely defined and wellknown outdoor area

Procedure : One child is chosen to go and hide. After 5 minutes the rest of the group start out to find him or her. When one finds him, they remain hidden together. When found by a third, the three become fugitives and so on until all have discovered the party hiding.

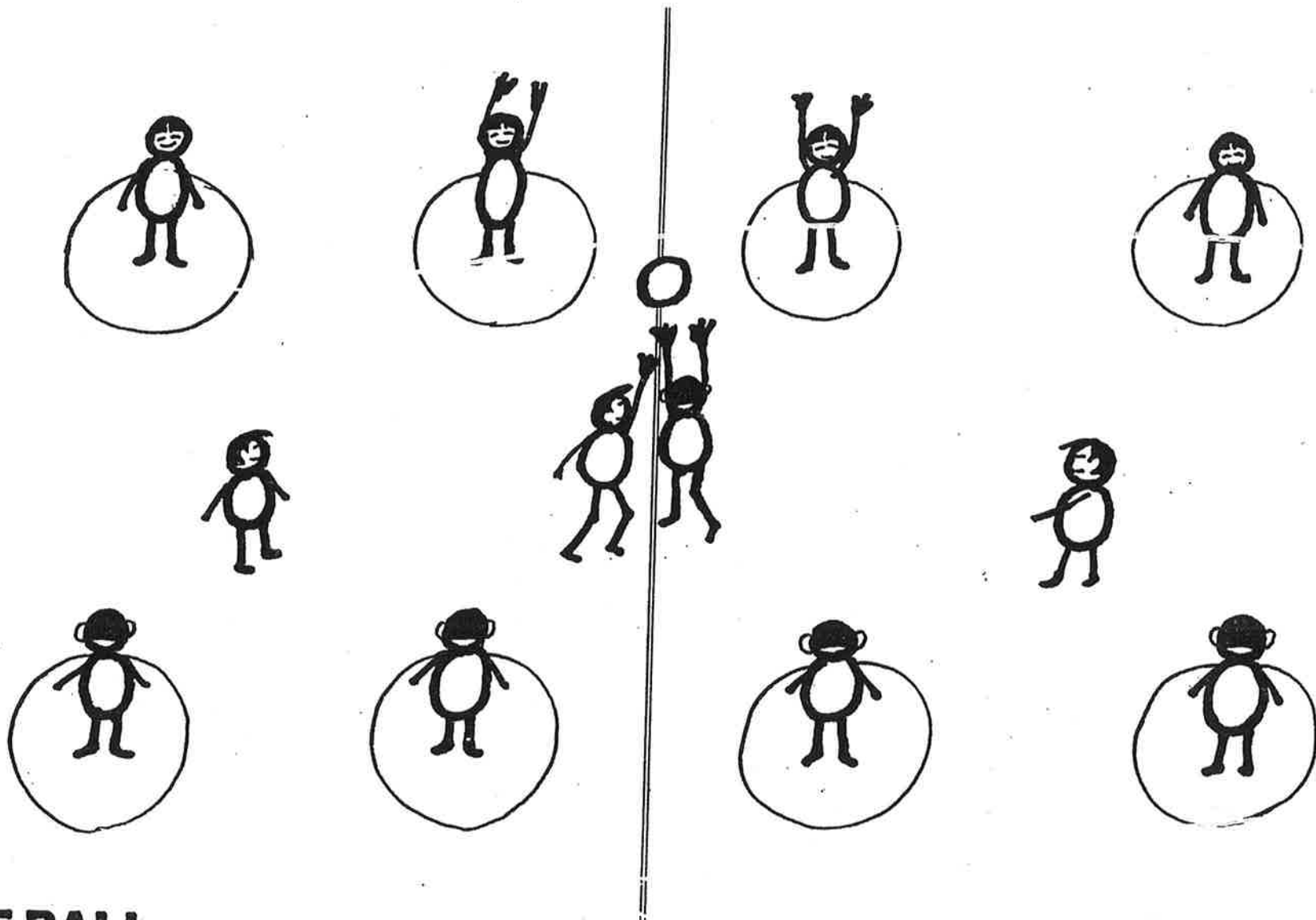
The first four who join the fugitive score for their teams.



## SIR WALTER RALEIGH

Divide the group into couples, boy and girl. It is the duty of the boy to impersonate Sir Walter Raleigh and have a cloak for the girl to step on, the coat consisting of 2 half sheets of newspaper.

Line up the competitors and the word 'GO' each boy puts down a piece of paper for the girl to step on. When she raises her foot for the next step, he quickly puts down the next piece and takes up the first. If she at any time puts her foot on the ground - not on the paper - the pair are out of the game. The first pair to traverse the course correctly are the winners.



## SQUARE BALL

4 circles or hoops 2 feet in diameter are arranged in square formation on either side of a centre line. Four players in each team stand in the circles on one side of the centre line. The other two are free players moving about on the other side of the line.

Play: The ball is bounced between 2 of the free opponents. Whoever receives it tries to send it to one of his base players on the other side of the line. The free opponents try to intercept it in order to do likewise, and to prevent opponents scoring.

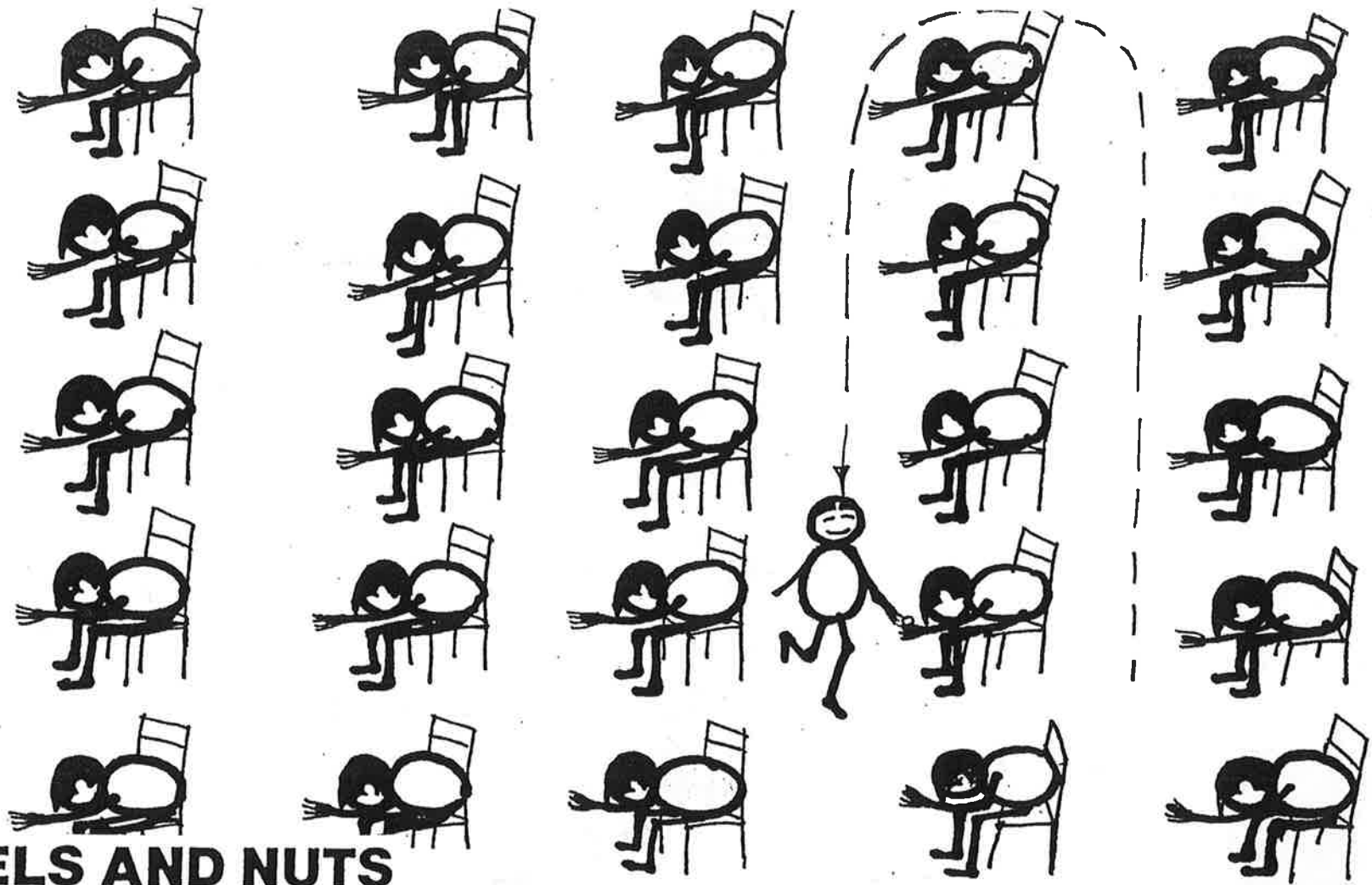
Scoring: A point is scored when the ball is passed around the square to each base player in turn, or 4 times between the same 2 base players. The passes must be consecutive.

Rules: a. A player must not run with the ball

b. Base players must have at least one foot in the circle when receiving or passing the ball

c. Players may not push or charge.

Penalty: the ball is given to the opposing player.



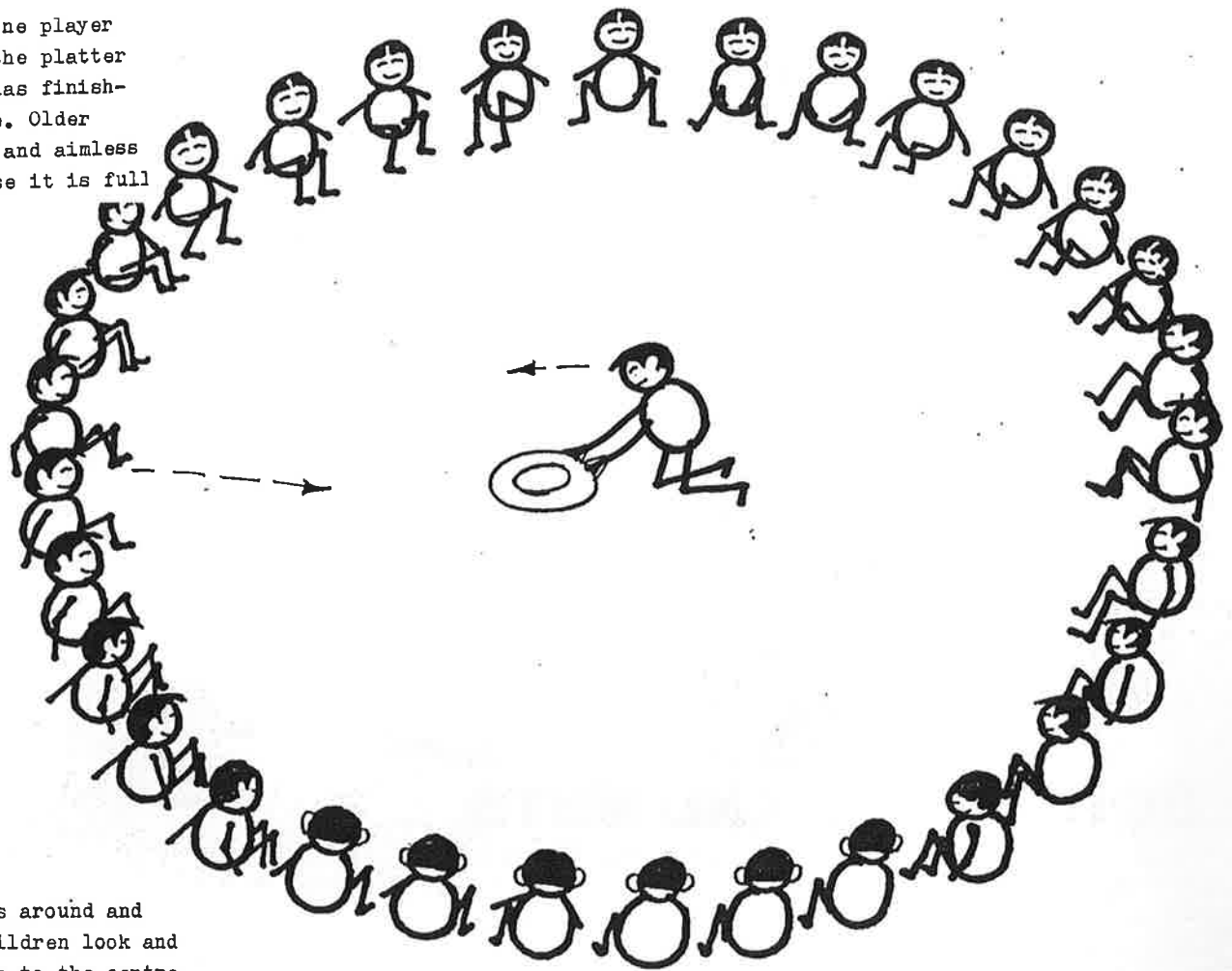
## SQUIRRELS AND NUTS

Have chairs arranged with aisles in 2 directions like in a school. All sit on the chairs with heads bowed on their arms as though they were asleep but each has his right arm outstretched with his palm up. One extra player has been chosen as the squirrel and has a nut or other small object. He runs on tip toes between the chairs and drops the nut into one of the waiting hands. The player who gets the nut at once jumps up and chases the squirrel who is safe only when he reaches the nest, or seat that has been left empty. If the squirrel is caught before he reaches the nest he must be squirrel a second time. If he gets to the nest safely then the player who took the nut must become the next squirrel. All the players wake up to watch the chase.

# SPIN THE PLATTER

Equipment: A waiter's tray.

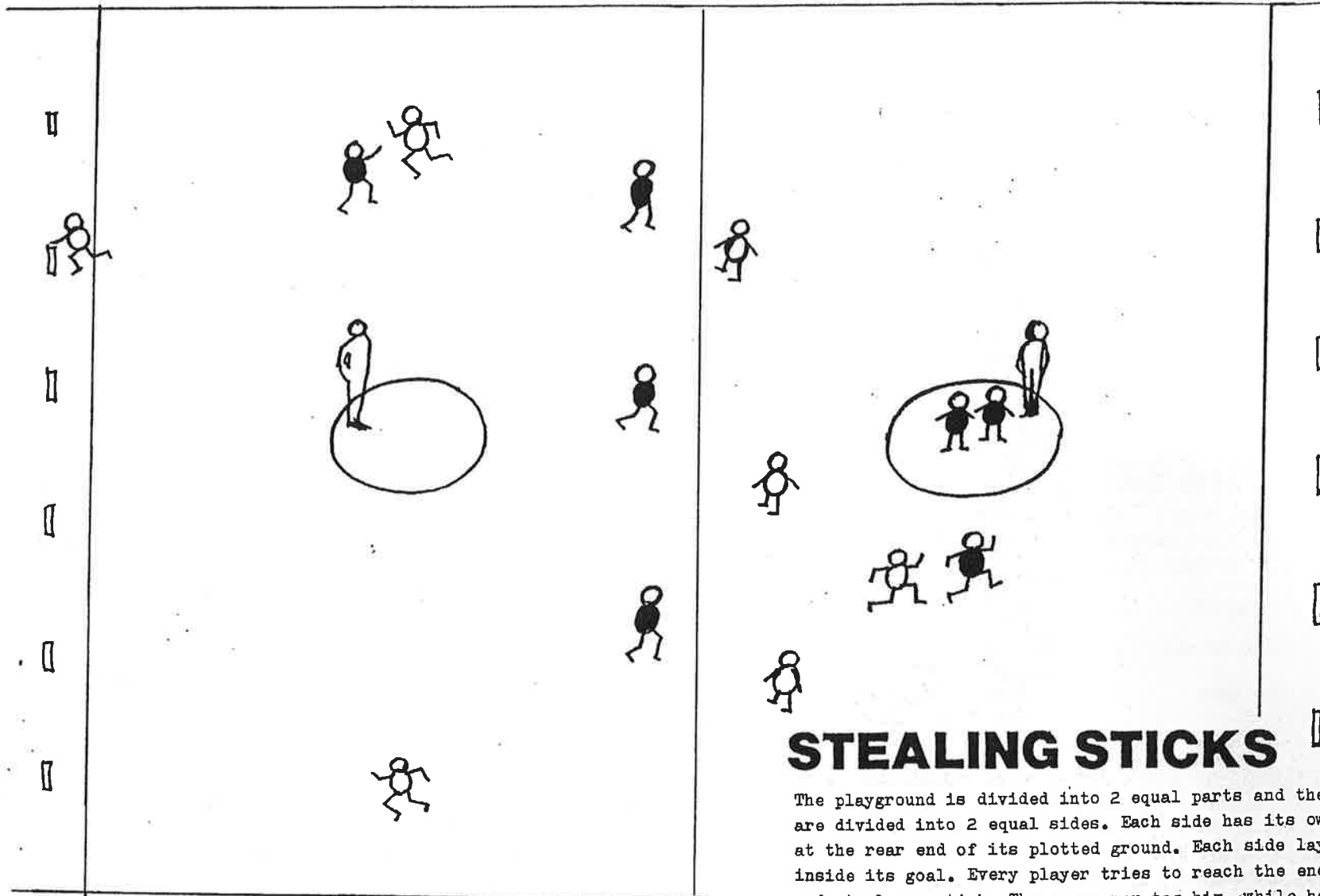
The children stand or sit around in a large ring, and one player stands in the centre with a tray or platter. He spins the platter calling out the name of someone to catch it before it has finished spinning. He then spins it and calls on someone else. Older people sometimes wonder why a game should be so simple and aimless and yet such a favourite with children. Probably because it is full of surprise and action.



## I SEE

The children are seated in a circle. The leader looks around and then says, I SEE SOMETHING THAT IS RED. The other children look and guess what it is. The one who guesses correctly comes to the centre, finds some other article in the room of some other colour and says, I SEE SOMETHING THAT IS GREEN. Whoever guesses right becomes the leader. Another way: I SEE SOMETHING MADE OF IRON. All have got to start with I SEE SOMETHING MADE OF.....

Another way: I SEE SOMETHING , THE FIRST LETTER OF WHICH IS A. The child who guesses correctly has to name something in sight that begins with the letter A and so on through the alphabet.



## STEALING STICKS

The playground is divided into 2 equal parts and the players are divided into 2 equal sides. Each side has its own large goal at the rear end of its plotted ground. Each side lays down 6 sticks inside its goal. Every player tries to reach the enemy's goal and steal one stick. The enemy may tag him, while he is running towards the goal but may not touch him, while he is running back. If he is caught, he is put as a prisoner inside the enemy's goal. He must stay there until he is tagged by one of his own side. A side that has a prisoner inside the enemy's goal may not pick up any sticks until its own prisoner has been freed. The side that gains all sticks wins. Sometimes in the midst of a game, if it moves somewhat slowly, the leader may call out PRISONERS ESCAPE! Letting the prisoners out creates new excitement and gets everybody on the move.



## STEEPLE CHASE

Get the children to sit in a circle. Pick 4 children who are willing to be blindfolded. Place objects on the floor in a circle.

- (1) A basin of water to step over.
- (2) A chair to walk around
- (3) 6 eggs to step in between
- (4) A mirror to step over
- (5) A table to crawl under

Get one of the 4 to test the course before he is blindfolded and allow the other 3 to watch for training. Get the circle children to call out directions. "Take 2 steps forward! Stop! Take a large step! Take 3 steps! Start running to the right!".etc.

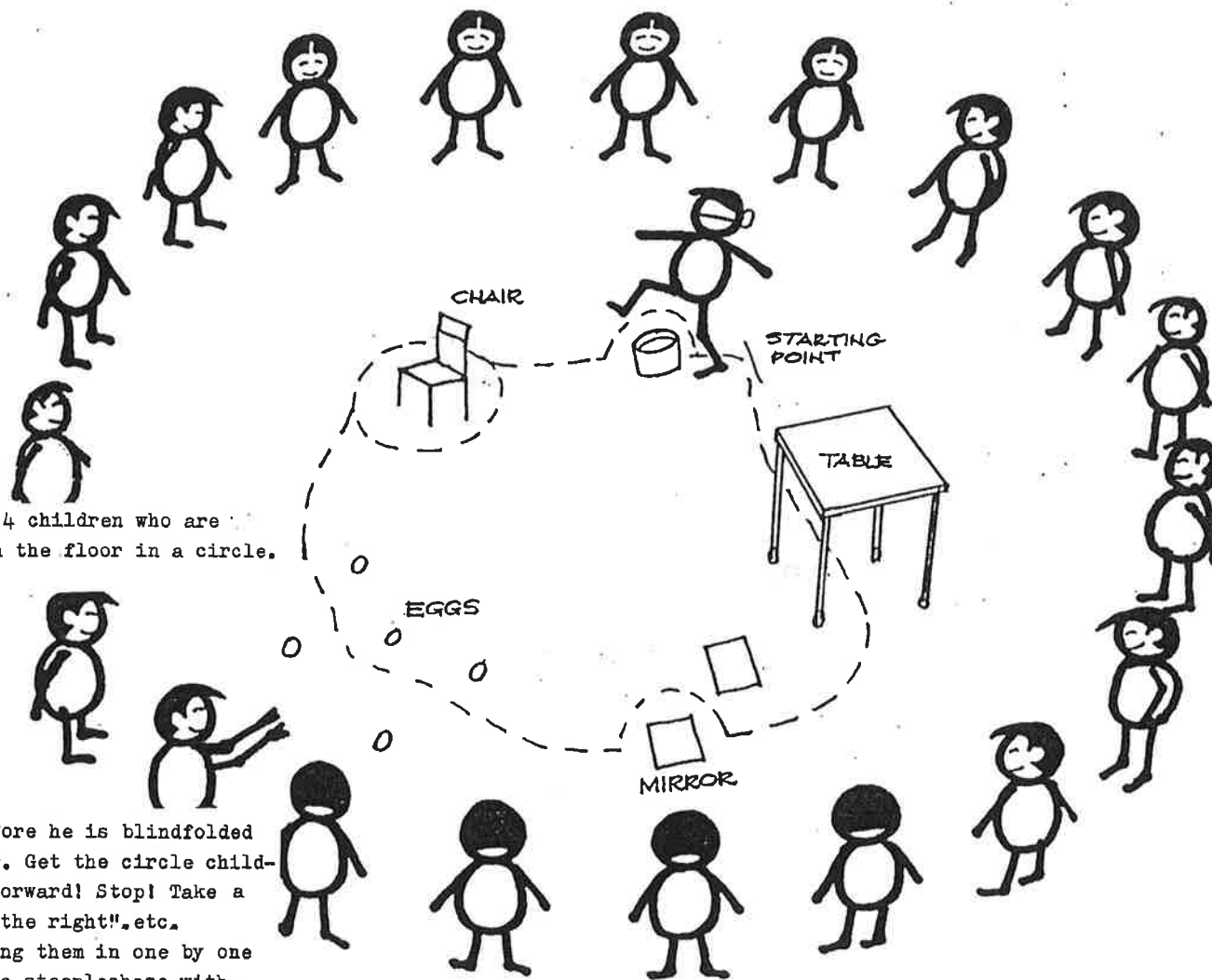
Then take the 4 children outside and bring them in one by one blindfolded to see if they can negotiate the steeplechase without stepping on or touching any of the objects. And here is the comedy. When they are out all the objects are removed. Children on the sideline, very seriously call out directions:

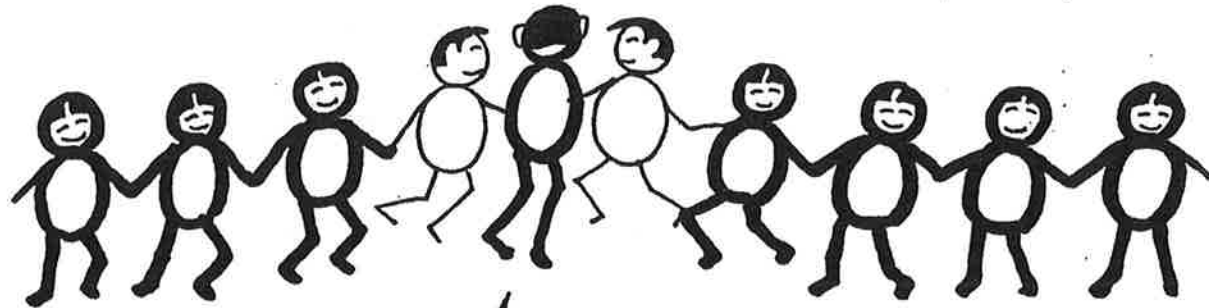
"Step higher watch the bucket of water"

"Step over the first egg"

"Crawl under the table"

And the blindfolded children step around the course stepping over absolutely nothing while everybody cheers them on.



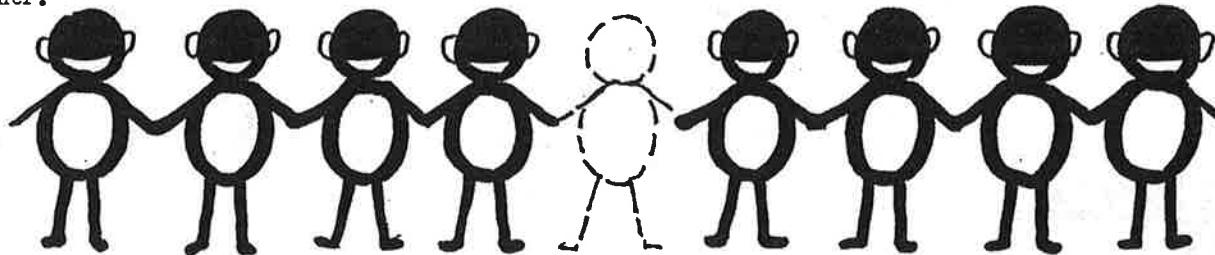


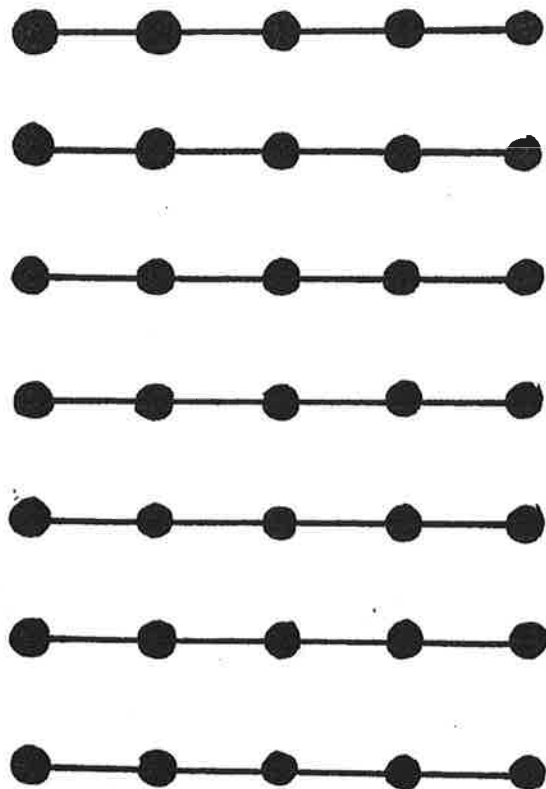
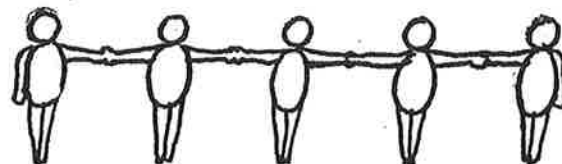
## STORMING THE GATES

Two teams standing, face one another at a distance of about 4 metres. Each has a captain. They grasp hands. The captain of number 1 team now orders one of his men to break through the opposing line.

He may dodge under their arms, through their legs, and break their grasp. Three tries are allowed, and if successful he takes to his side the 2 players who let him through. If he fails, he joins the opponents line.

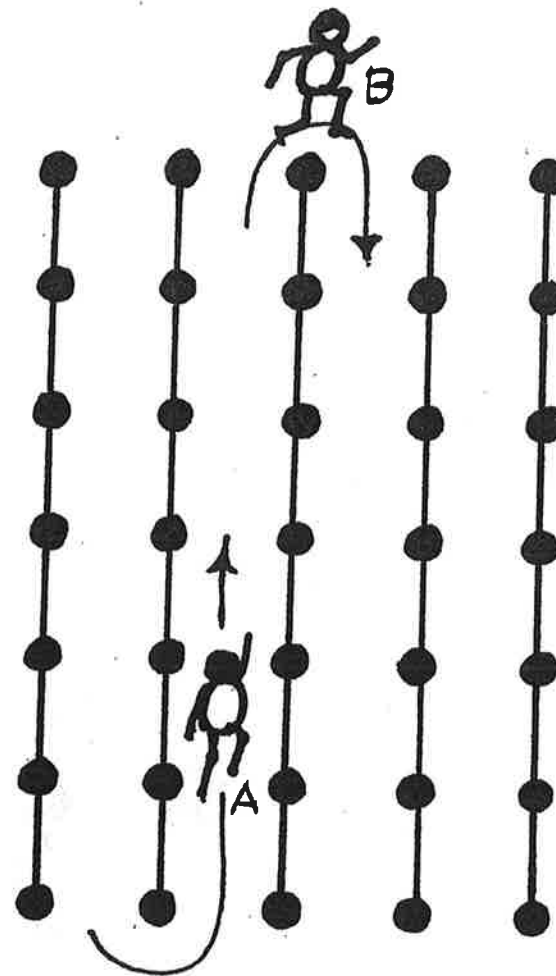
The attempt is made by number 1 and number 2 teams alternately. The game ends at a given time or when the whole of one side has been won over to the other.

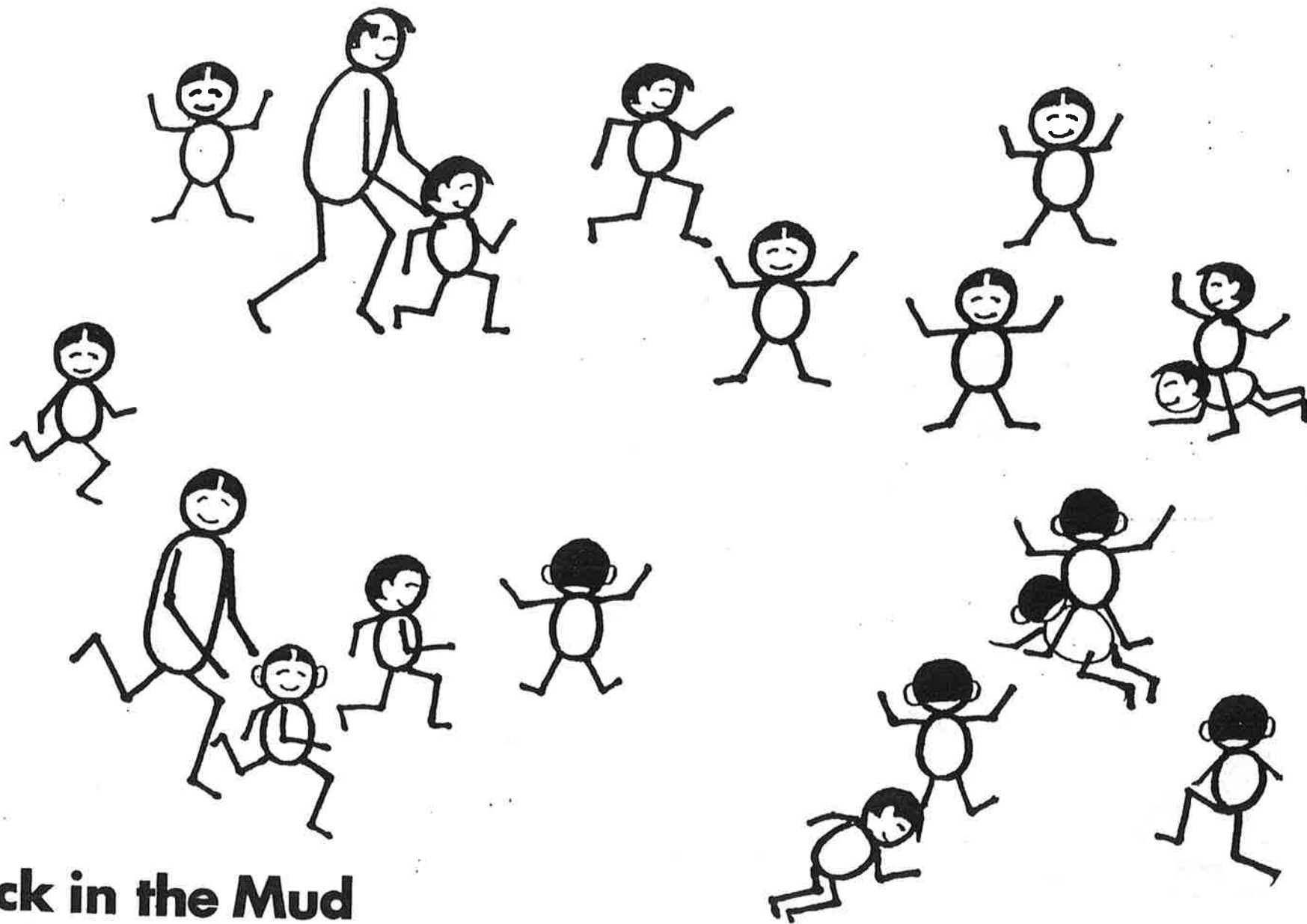




## STREETS AND LANES

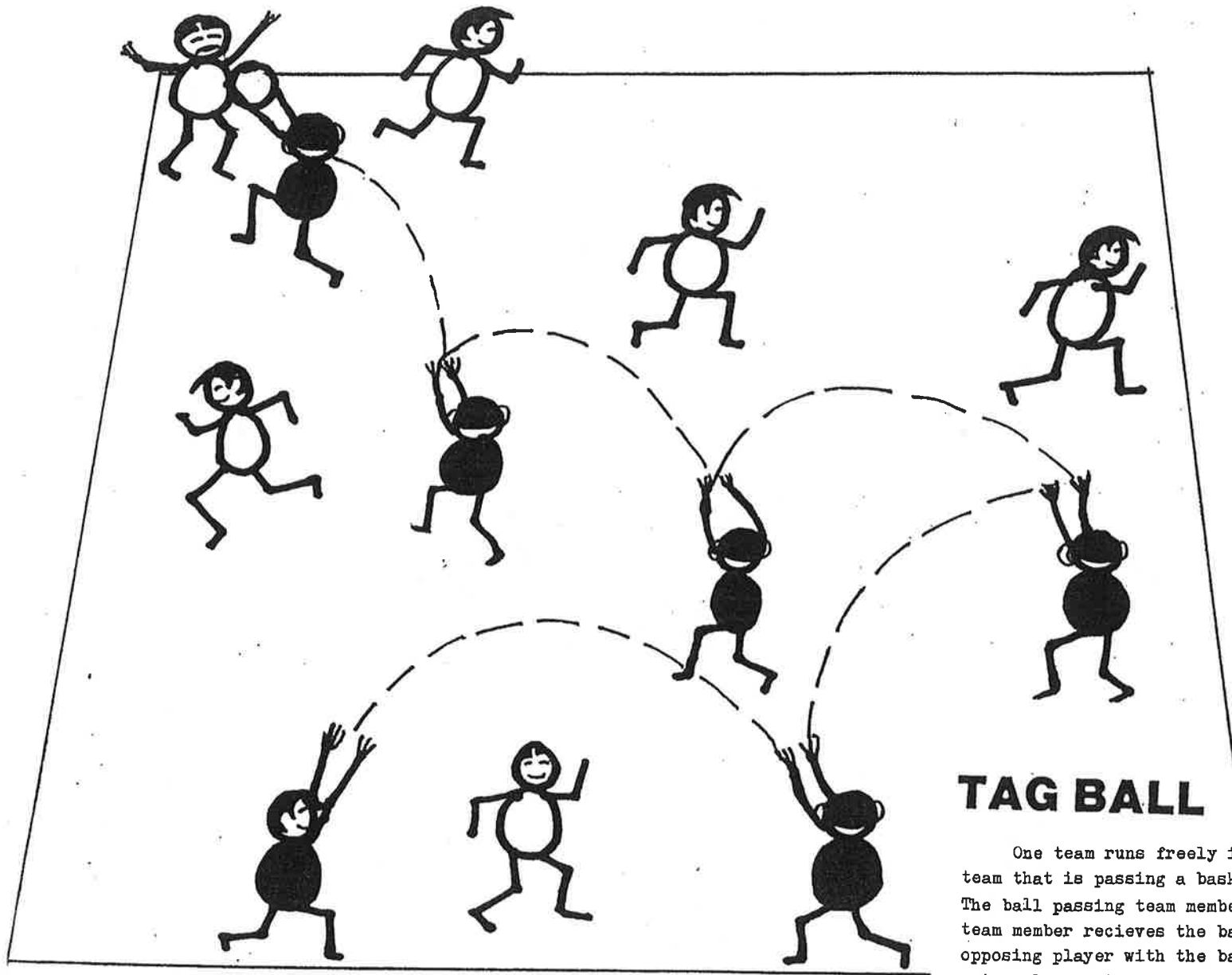
All the players except 2 are formed into parallel ranks, one behind the other, with sufficient space between for the joining of hands. The game now commences by the players in each rank joining hands, and then A runs after B (the 2 players left out) between the ranks and tries to tag him. The leader watches carefully and if he sees B in danger of being tagged, he calls out LANES or STREETS, whereupon all turn in the required direction and clasp hands with their new companions. The diagram shows the 2 positions. 2 things are not permissible; (a) to break through the ranks, (b) to tag across clasped hands.





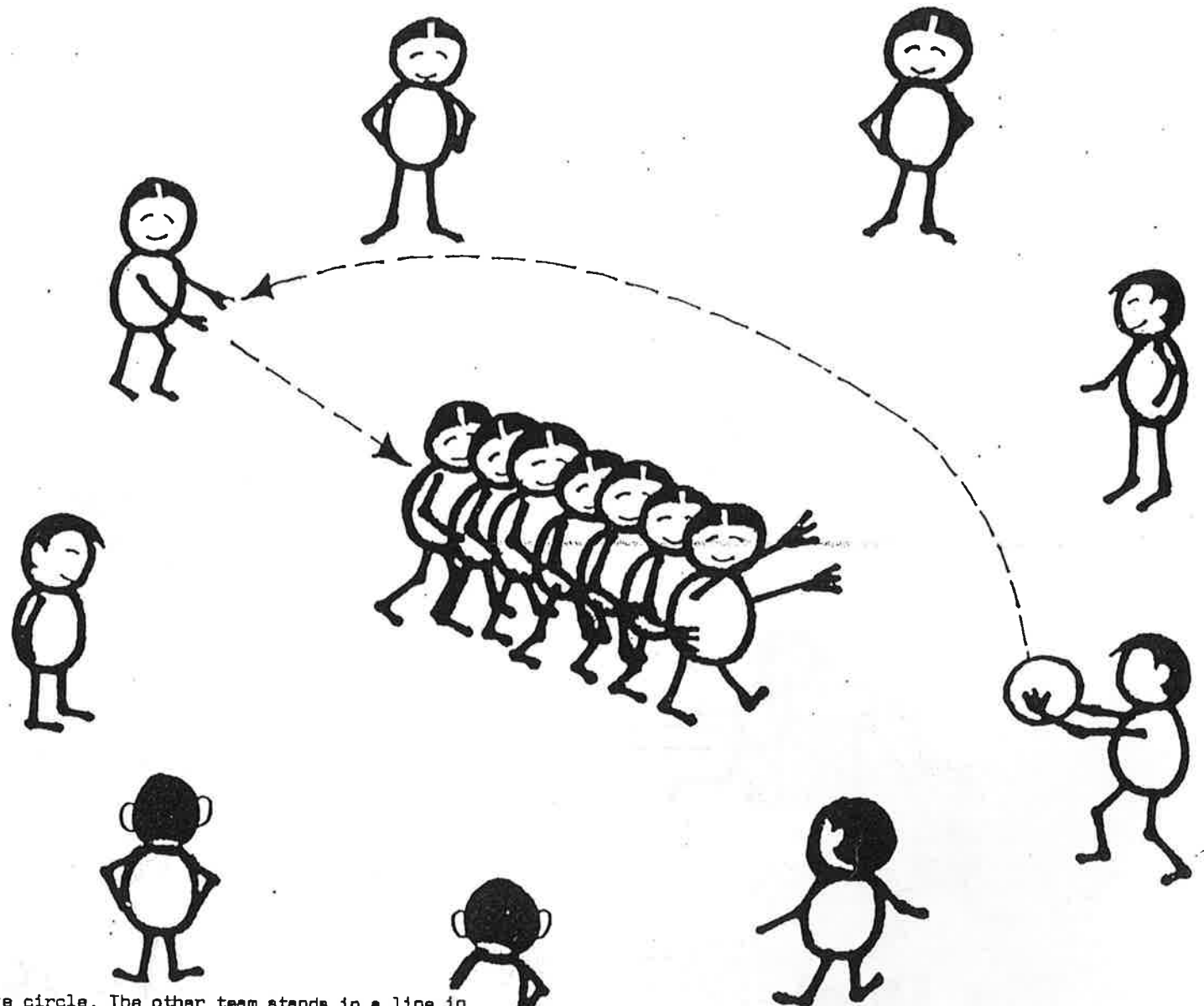
## Stuck in the Mud

A number of adults (in proportion one adult to ten children), chase the children and try to tag them. When tagged, the children have to stand still like a scarecrow, legs apart and hands held high. They remain stuck until another player who has not been caught is able to crawl right through between their legs, thus setting them free. The game is won by the adults if they can get all the children stuck at the one time.



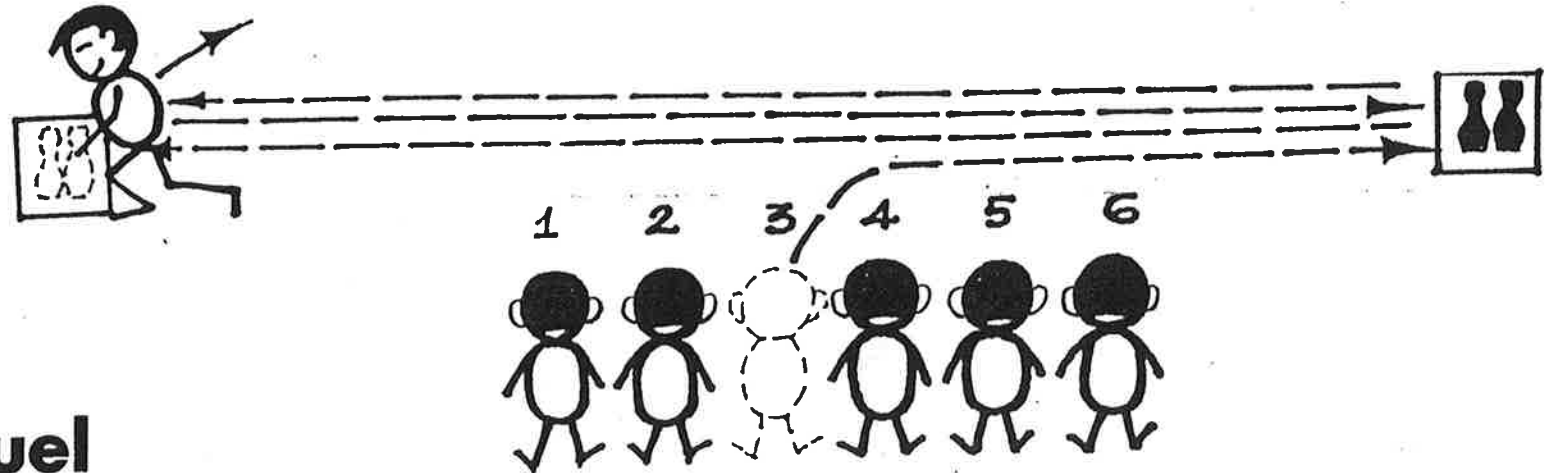
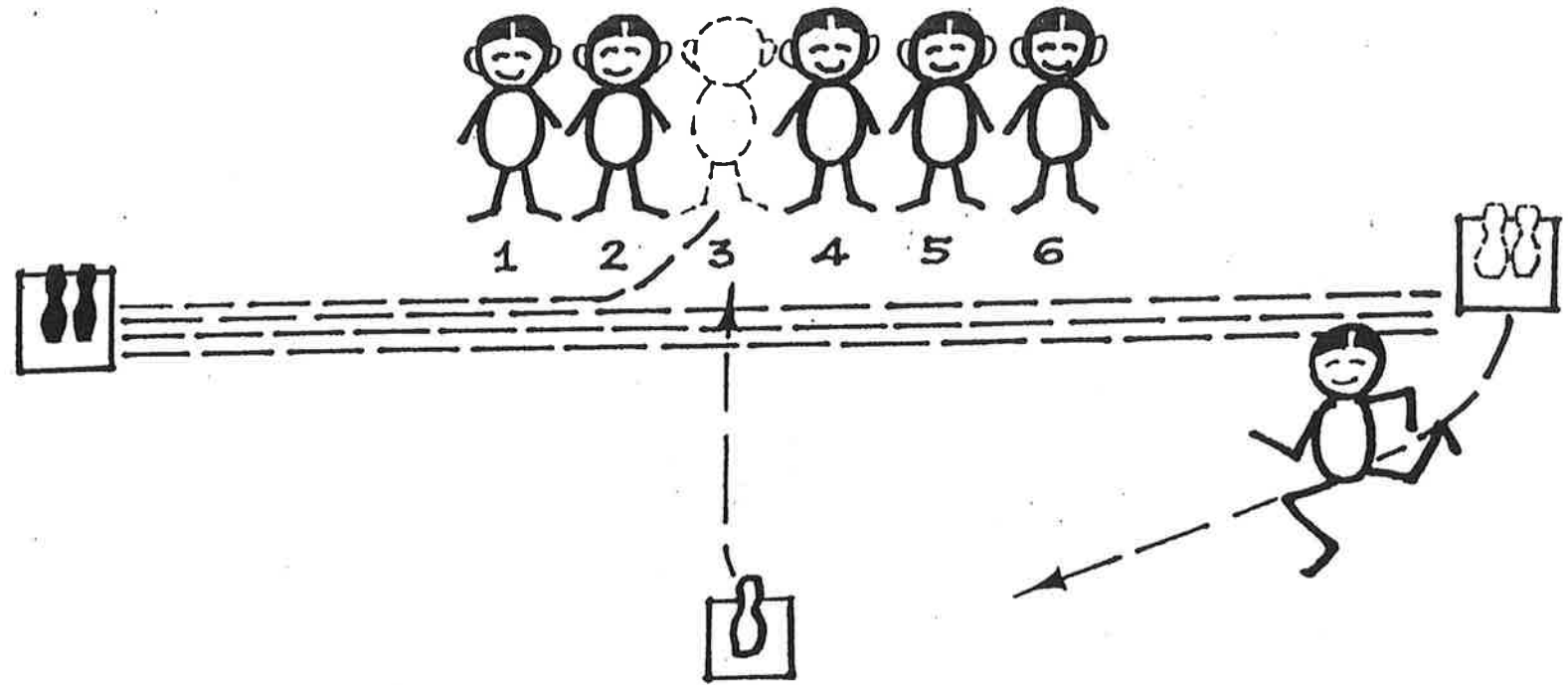
## TAG BALL

One team runs freely in a square trying to avoid the other team that is passing a basketball around from one to the other. The ball passing team members are only allowed one step when a team member receives the ball to step in any direction to tag an opposing player with the ball. A good tactic is to corner opposing players in a corner from which it is easy to tag them with the ball. One point is scored for each player tagged. One team has 5 minutes to tag the opposing team, and then roles are changed and the opposing team becomes the taggers.



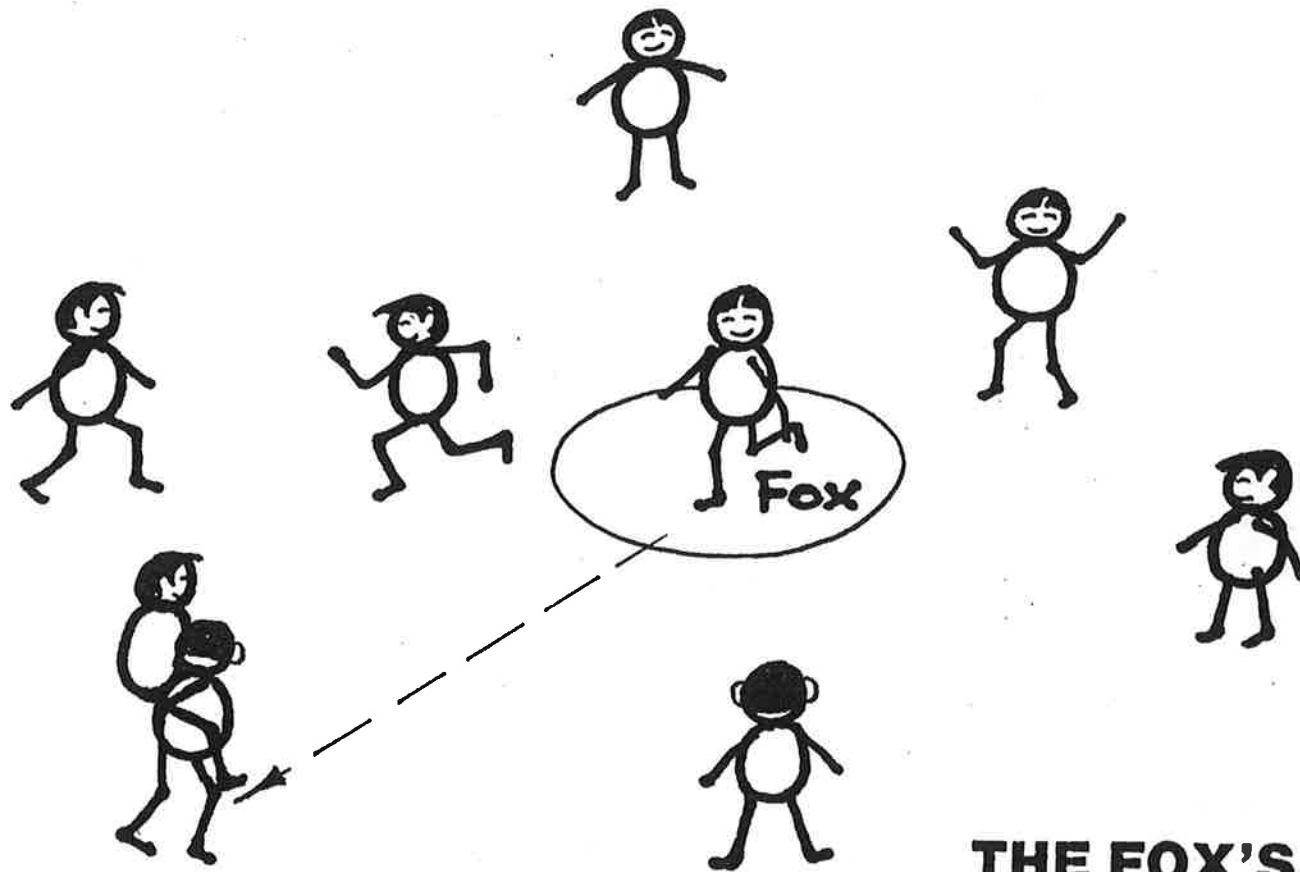
## Tail Dodge

One team stands on chalk crosses in a large circle. The other team stands in a line in the centre of the circle, each player holding the waist of the player in front. Only the front player is allowed to deflect the ball. The circle team throws the ball around the circle trying to manoeuvre the ball to a position where the last child in the tail is exposed. When this last child is hit, he has to drop out. The game continues until all the tail is gradually eliminated (only the last child each time being the target) until only the front player is left. The leader times the operation and the teams change over.



## Ten Pin Duel

Two teams are lined up either side of the Hall and are numbered as shown. On calling out a number, the 2 players of the same number have to transfer one by one the 2 plastic ten pins from one masonite board to the other before making a frantic dash to the centre to get the central plastic pin back to their side before being tagged. 2 points for a clean win, 1 point for tagging.

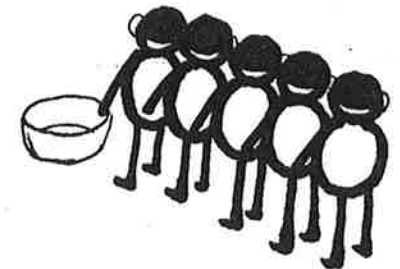
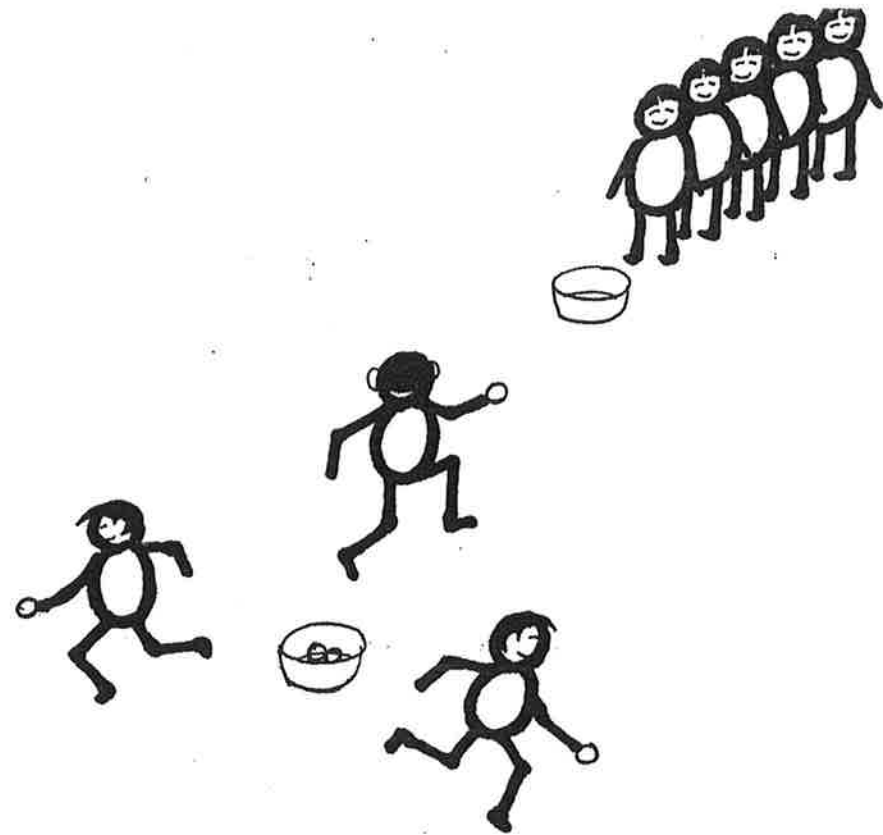
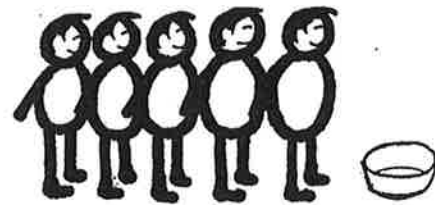


## THE FOX'S HOLE

One player is selected as 'Fox'. A circle of about 2 meters diameter is drawn for his hole, and he stands within it while other players are around, though the area of play should not be too large.

While the Fox is within his base he may stand on both feet, but whenever he comes out of it he must hop on only one foot; if by chance he puts down the second foot, he can be ridden back to his hole by the nearest player. If while on one foot, he succeeds in tagging any player, that one becomes the Fox and can be ridden back to base by anyone who catches him. 'Fox, Fox, come out of your hole!' is shouted in the course of play.





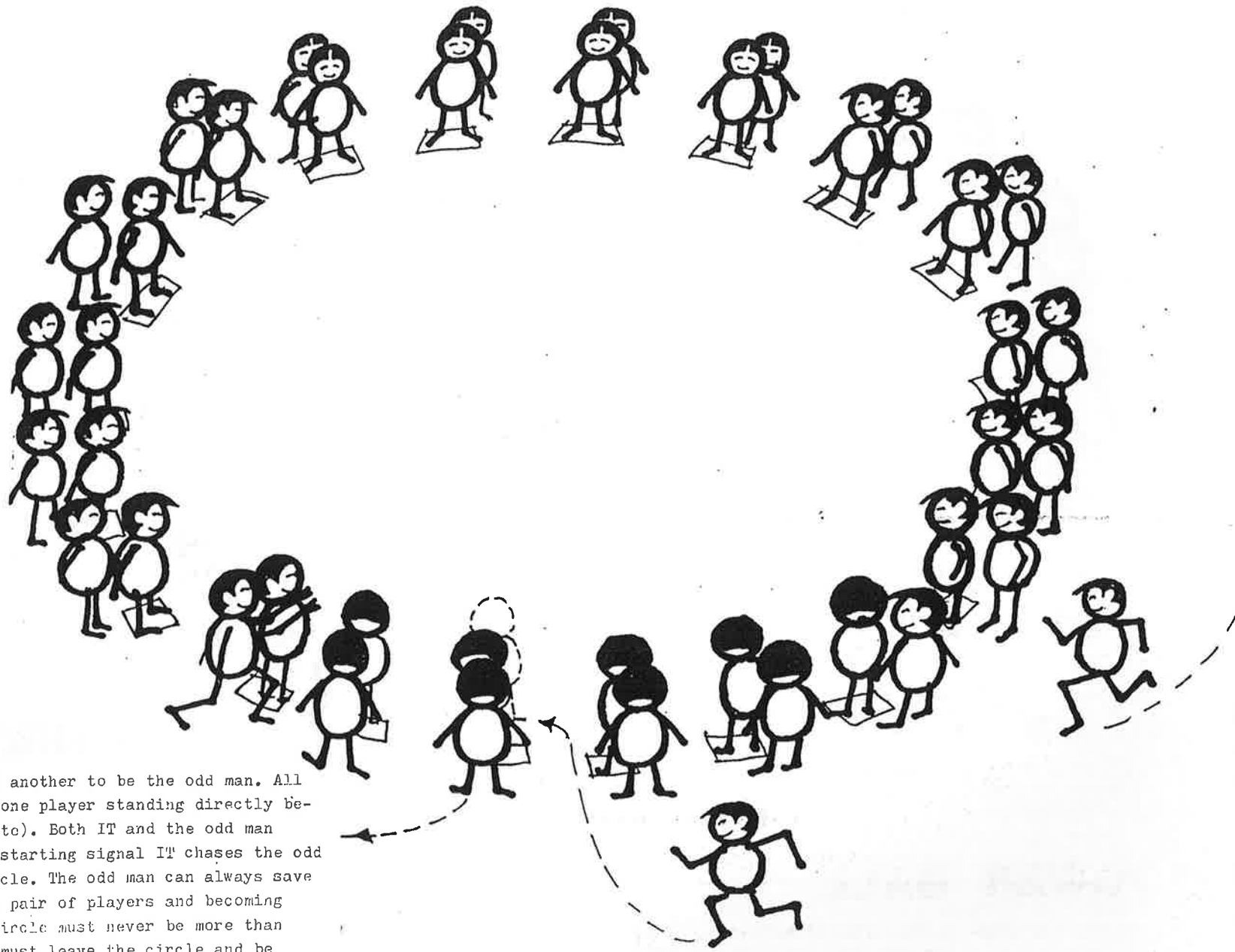
### 3 CORNERED CONTEST

Children are divided into 3 teams of which only one member participates at a time. The teams are placed at the corners of an equilateral triangle (sides approx. 5 metres)

A plastic container is placed in front of each team at each corner of the triangle and another plastic bucket is placed in the middle. Five tennis balls are placed in the middle bucket.

On the starting signal, each player runs to the centre bucket and takes one ball from it, runs back and places it in his own plastic container, leaving two balls in the centre bucket. Players then dash back to take the centre balls but of course one misses out and from then on all three players can steal from each other. The winner is the first to have three balls in his plastic container.

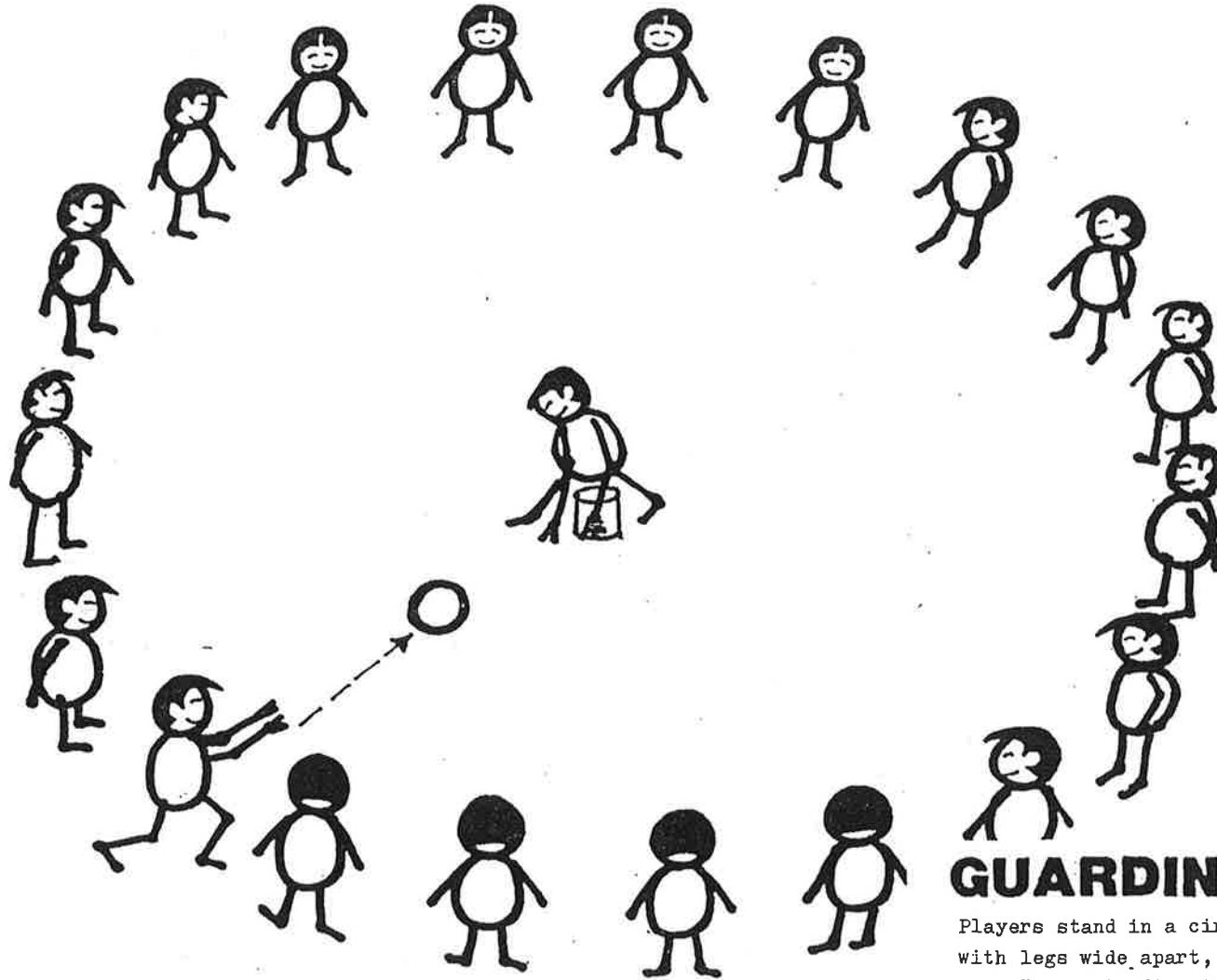
All interference from other players is banned.



## THREE DEEP

One player is chosen to be IT and another to be the odd man. All the others form a double circle, (one player standing directly behind another on a piece of masonite). Both IT and the odd man stand outside the circle. At the starting signal IT chases the odd man around the outside of the circle. The odd man can always save himself by standing in front of a pair of players and becoming first man. Because those in the circle must never be more than two-deep, the player in the rear must leave the circle and be chased by 'it'.

Play goes on, with the runners changing rapidly until one is caught. He is IT for the next game.

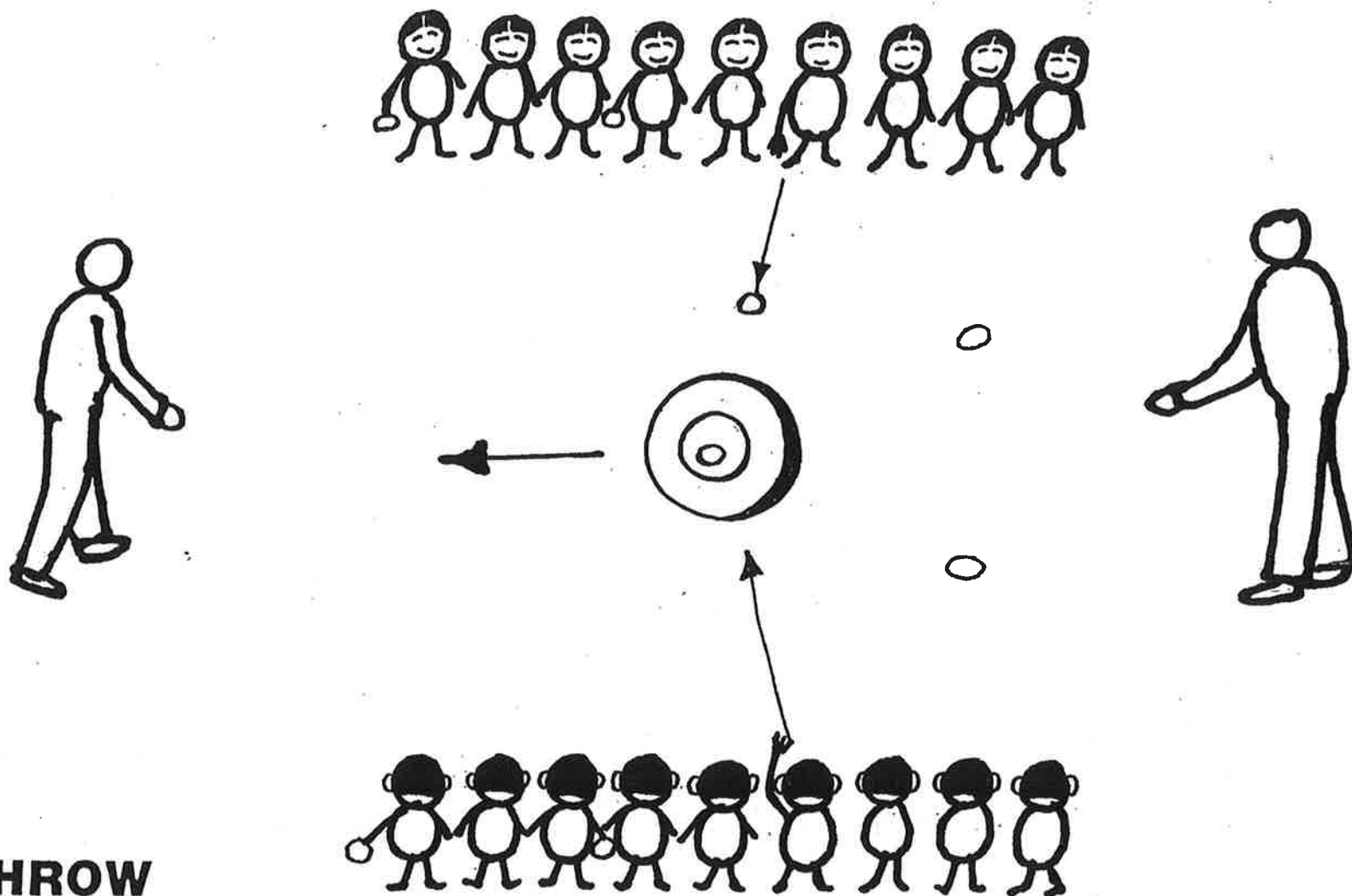


## TOWER BALL

The skittle stands in the middle of the circle, about 7 metres in diameter. One player stands in the middle of the circle guarding the skittle and passing to each other to get the defender out of position.

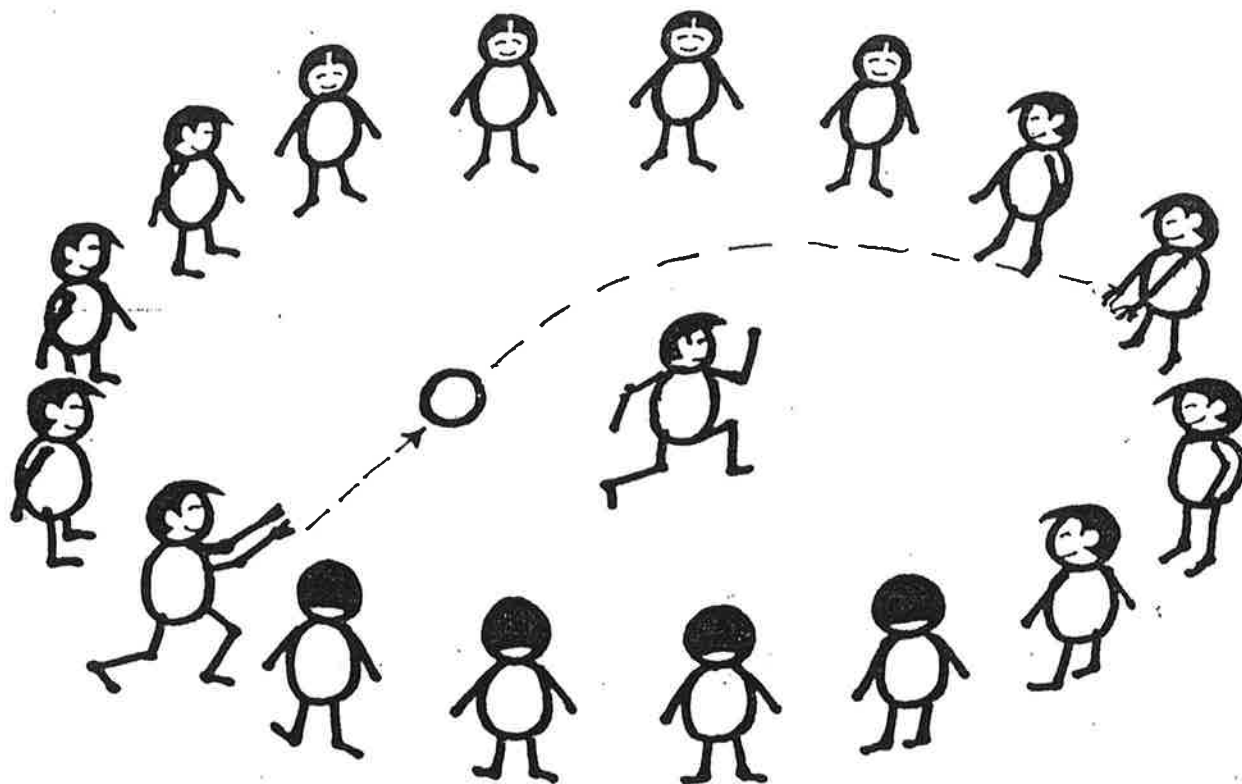
## GUARDING THE BOTTLE

Players stand in a circle facing inwards. One stands in the centre with legs wide apart, and between them is placed a large paint tin. Those standing in the circle have a basketball and bowl it with the idea of knocking the tin. The Keeper, to prevent this, is allowed to use his hands only. The attackers may neither throw nor kick the ball, but it may be passed around the ring, and if this is done quickly it may permit a surprise attack from the rear. The circle of children stand on masonite squares. The keeper gets one run every time he knocks the ball to the circle of attackers. Attackers are not encouraged to run into the circle to collect the ball.



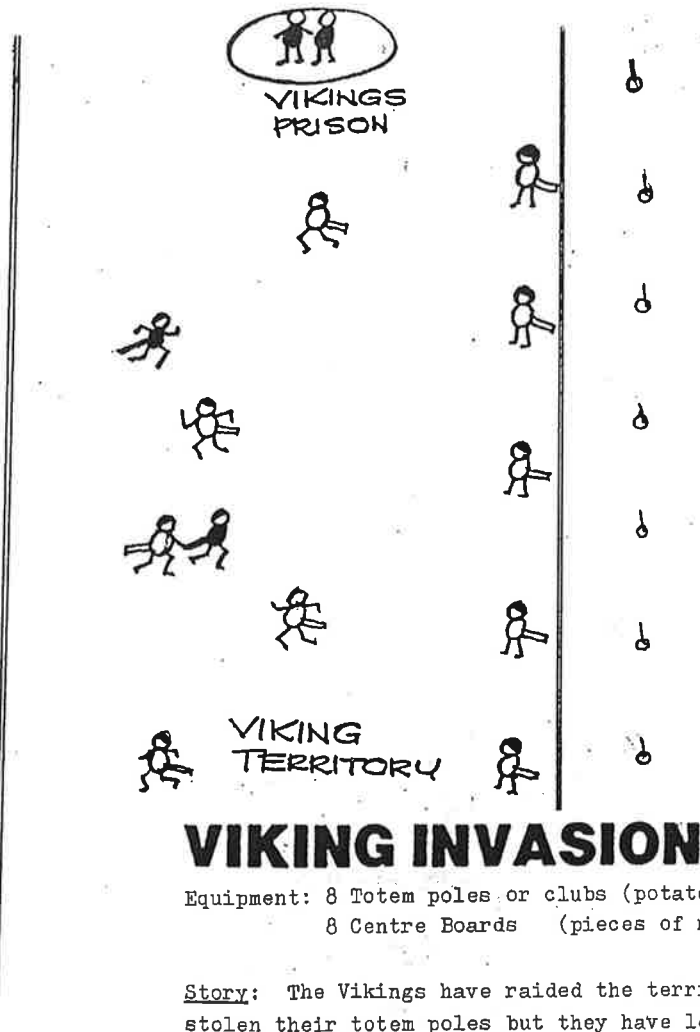
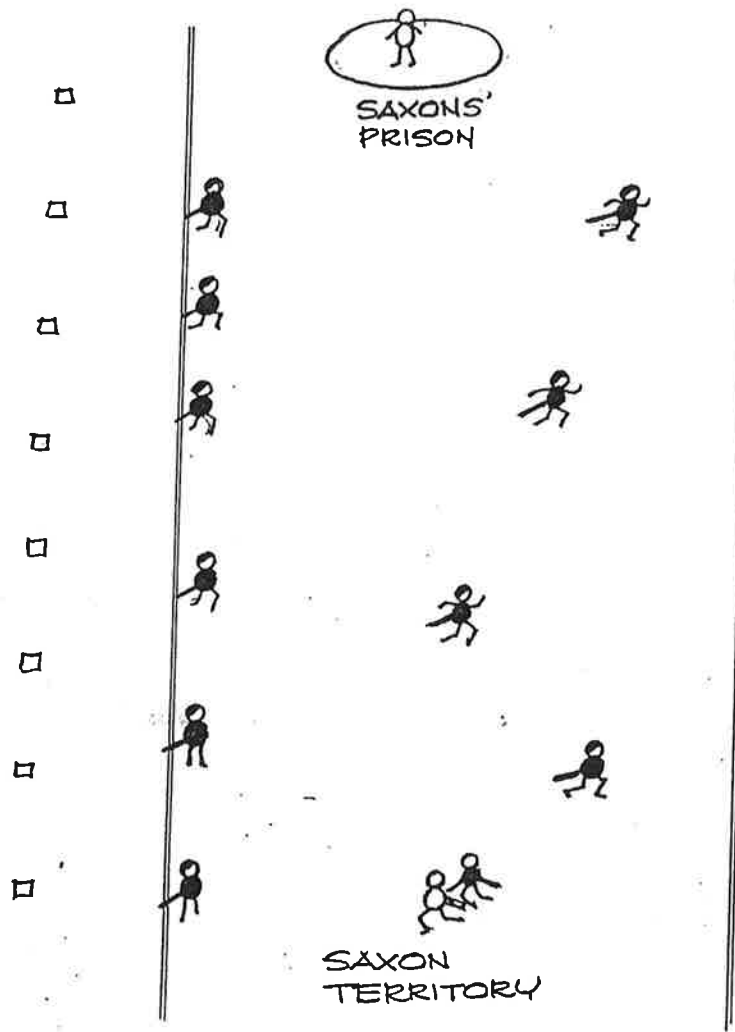
## TYRE THROW

The teams stand facing one another at a distance of about 3 metres. One team holds a number of bean bags. A leader stands at each end. The leaders propel a car tyre in a straight line (it is hoped) between the 2 teams and as it passes, the players with bags attempt to throw the bags through the tyre. A score is kept of the number of bags that go through. Then the tyre is bowled through from the other end and the opposing team, having picked up the bags, aim to throw them through. Continue for a number of rounds and then total the score.



## TRAVELLING BALL

For little children, in this game the players are in a circle, but some distance apart from each other. They can either pass the ball from hand to hand or throw it to each other across the circle. The one who is in the centre either leaps to catch the ball or runs to snatch it from the player who has it, whichever the need may be. When he gets it, the one who threw the ball last or dropped it, becomes the centre player.



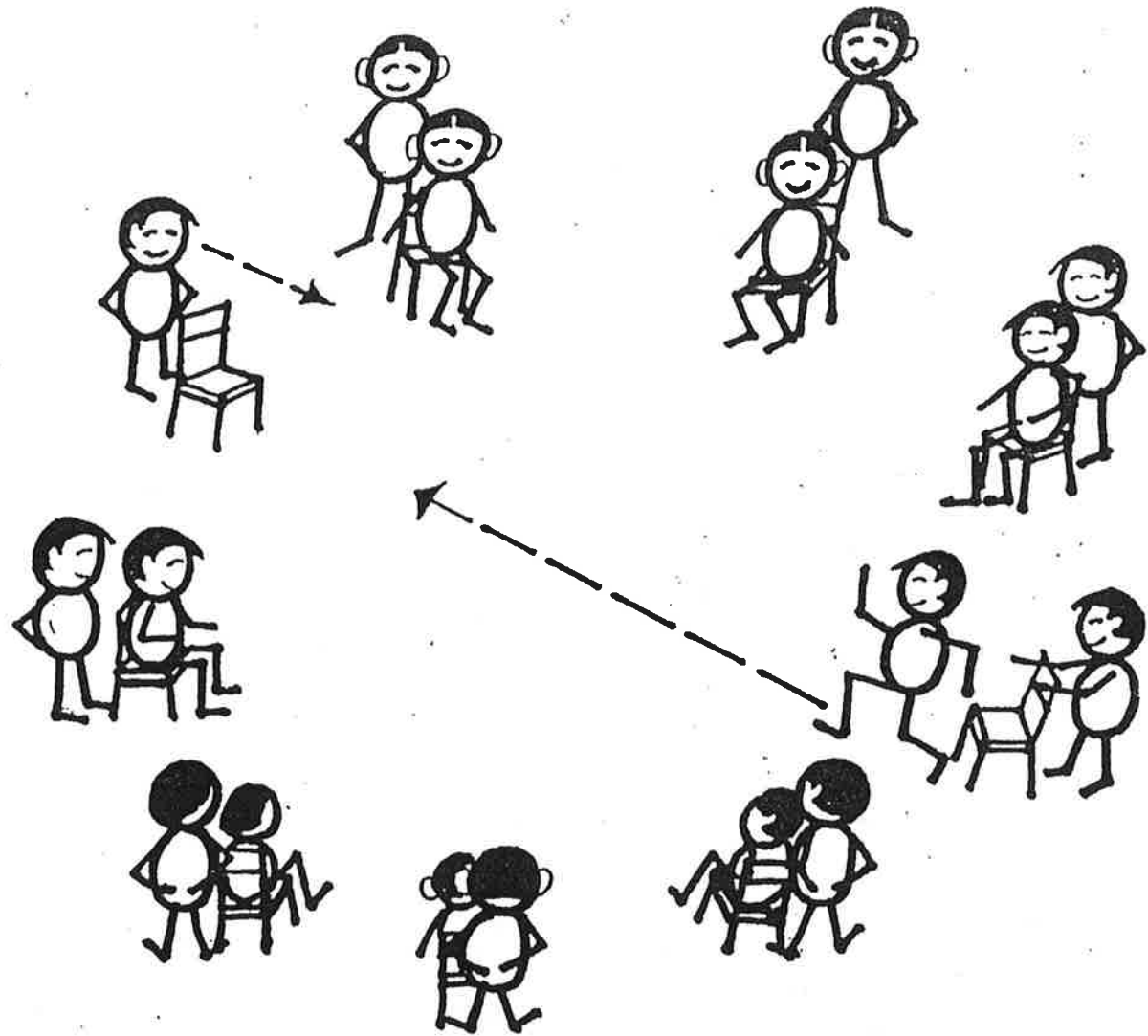
## VIKING INVASION

Equipment: 8 Totem poles or clubs (potatoes skewered on meat skewers).  
8 Centre Boards (pieces of masonite)

Story: The Vikings have raided the territory of the Saxons and have stolen their totem poles but they have left their long boats unattended so the Saxons have removed their centreboards and the Vikings cannot sail away. Now both sides are trying to gain their own property.

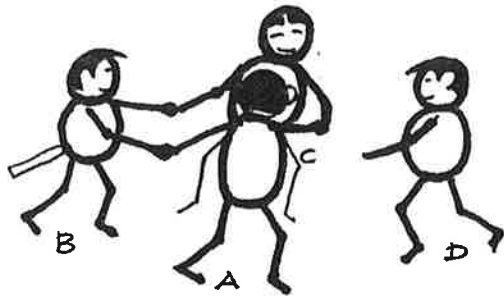
The Vikings fear the influence of the totem poles, so they will not go near them but they know if the Saxons recover them they will be able to conquer the Vikings. In the same way the Saxons fear the centreboards and know if the Vikings recover them the Saxons will be defeated.

Procedure: Vikings place the totems at a distance; no one guards them and the Saxons do likewise with the centreboards. Only one item may be taken at a time. Territory is divided by a path. Capture is made tearing off a streamer tied to the waist of an opponent.



## Winks

Place out 1 chair for every 2 children in a circle. Half the players sit on the chairs and their opponents stand behind the chairs with their hands behind their backs. One player has a vacant chair in front as shown. He is to wink at another child seated on a chair. That child dashes to the vacant chair before his opponent wakes up and grabs him.



## ONE AGAINST THREE

A good opening game to be played in small groups. A, B and C join hands in a ring. A fourth player D stands outside the ring opposite to B by moving round outside the ring. A and C protect B by dodging to prevent D from reaching her. D catches B by pulling off a coloured braid tucked into B's shorts or collar to make a tail.



## PIGGY IN THE MIDDLE

This game can also be played by 3 or larger numbers. Two players pass a ball to each other while a third player tries to intercept it. The thrower not holding the ball must use his dodging skill to free himself of the interceptor. The thrower with the ball must pass it ahead of the direction in which his partner is moving. The need for passing ahead can be seen even more clearly here, for the interceptor will be following closely and the ball must therefore be sent beyond her reach though within reach of the partner.

## HOT SEAT

All the children except one sit on chairs in a circle. The one left without a chair is IT and stands in the middle of the circle. The chairs must be close together so the players can quickly slide over from one chair to the next. One chair is left vacant and that chair is called the 'hot seat'. IT tries to get into the empty chair. But he finds that it isn't so easy, because every time he tries to do this, the players next to the hot seat move into it. In that way another chair becomes empty and when IT tries to get into the new hot seat, it is quickly occupied by one of the children next to it. When IT is fast enough to get into an empty chair, someone else becomes IT.



## FOOL THE TEACHER

The children stand in a circle about 10 metres in diameter. The teacher stands in the centre. All players, including the teacher, must stand with their arms folded. The teacher starts off with the ball. He may throw it to any of the players or he may pretend to throw it. The object of the game is to make a player unfold his arms when the ball is not being thrown to him. The only time he may unfold his arms is when the ball is actually coming towards him. If he unfolds his arms at any other time he gets one point against him. When he gets three points against him he is out of the game. If the ball is actually thrown, and the player catches without dropping it, he has a chance to fool the teacher. The teacher must now stand with his arms folded until the ball is thrown to him. If he unfolds his arms, when the ball is not thrown, or if he misses the ball when it is thrown - then the teacher becomes one of the group, and the child who fooled the teacher becomes the new teacher.

## RUMOUR

Divide the group into two equal teams. Give the first in each team a message for their teams. It may be a proverb such as A BIRD IN THE HAND IS WORTH TWO IN THE BUSH or it may be a line from a song. At the starting signal, the first player on each team whispers the message to the player next to him. This child whispers the message to the next child. The message is passed on from child to child until the last gets the message. When both teams have finished the last of each team says out aloud the message he has heard. Then the leader reads out the original message. This is usually quite different to the original. The team that gets the message correct, or most nearly correct, wins.

## ALPHABET TRAIN

All the players sit around in a circle. The first child starts out by saying, MY TRAIN IS CARRYING APPLES. She uses any word beginning with the letter A. Then the next player must use a word beginning with the letter B. She may say MY TRAIN IS CARRYING BUNNIES. The third player must name something beginning with C. He may say, MY TRAIN IS CARRYING CROCODILES. The game goes on around and around until the alphabet is finished. After the alphabet is completed you can start all over again, but they can't use words that have been given before.

## SUITCASE RELAY

This is a relay between teams. Each suitcase must contain similar articles of clothing. Girls' clothing is probably the funniest. For instance, a hat, a skirt, a jacket, a scarf, and a necklace in each suitcase. At the starting signal, the first in each team runs to the team's suitcase and opens it up. He dresses in all the clothes he can find, closes the suitcase and runs back to the starting line, carrying the suitcase. Now he takes off all the clothes and puts them back in the suitcase. He closes the suitcase and runs back to leave it in its original position. Then he runs back to his team to tag off the second child.

## I SPY

One player starts off by thinking of an object in the room. When he has the object in mind, he says I SPY. Then it is up to the rest of the players to guess what he is thinking of. They ask questions, but the questions can only be answered by the words YES or NO. The objects should be in the room.

## BEAN HANDSHAKE

This game is a good mixer. The children each receive 10 dried beans. Then they start shaking hands with each other over and over, as many times as possible. Why? Because each player gives away a bean to every tenth child he shakes hands with. The idea of this game is to get rid of all your beans quickly! This is a very funny scene, with everyone shaking hands. While you are trying to get rid of your beans, and handing them out to every tenth child you shake with, at the same time you are getting beans back from other children. It is a good idea not to let a player know that he will be your tenth person, because he may try to move away from you. However no one can refuse to accept a bean if he really is the tenth person you shake hands with.

## THIS IS MY NOSE

Like SIMON SAYS, the children line up facing the leader. The leader points to a part of her body but calls it by some other name. For example she points to her foot and at the same time she turns to another player and says THIS IS MY NOSE. Meanwhile the other children start quietly counting to ten, and the child who was pointed at must answer before the number ten is counted but he must answer in reverse. He must point to his own nose and say THIS IS MY FOOT. If he does not answer correctly he is out of the game. The leader keeps going on to other players trying to get them confused. The leader continues by pointing to her elbow and saying THIS IS MY KNEE. Then the person addressed would have to point at his own knee and say THIS IS MY ELBOW. The game should be played quickly so that it is hard for the kids to keep from getting mixed up.

## MATCHING WORDS

There are a great many expressions that we use every day. This game would give you an idea of how many you know. The leader passes a sheet of paper and pencil to each player. Then she asks a question such as WHAT GOES WITH SALT? Most players will think of PEPPER. Or WHAT GOES WITH BLACK? The answer would be white. The players write down their answers as the leader quickly calls out the words to be matched. Here are some combinations for you to start with.

Cats and Dogs	Weak and Strong	Hide and Seek
Ham and Eggs	High and Low	Boys and Girls
Bread and Butter	First and Last	Big and Little
Adam and Eve	Hat and Coat	Thunder and Lightning
Soap and Water	Right and Wrong	Hands and Feet

## BUDDIES

This is a lively game, for a large number of children. They divide up into pairs. They then form 2 concentric circles with the Buddies facing each other. The leader plays a piano or tape and the outer circle begins to walk one way and the inner circle goes the other way. When the leader suddenly stops the music, the buddies must run for each other, grab each other's hands and drop down to their haunches. The last pair of buddies to drop are out of the game. They then help to spot the next pair who are last to drop down, the next time the music stops. The last couple left in the game wins.

A variation of this game is to have the two concentric circles moving around as before and when the music stops the leader calls out FIVES. The children have to scramble together to form groups of five children each. Whoever is left out drops out. The next time it might be THREES or SIXES and so on until no one is left.

# TAG GAMES

## FRENCH TAG

One player is chosen to be IT and he tries to tag one of the other players. The player who is caught must hold on with one hand to the spot tagged and try to tag someone else with the free hand. IT always attempts to tag a player in a spot where it will be difficult to hold on to while running, such as the ankle, the knee or the wrist.

## STATUE TAG

The one who is IT begins by showing a safe position that is to be taken by the players. This may be an amusing position or a difficult one. To escape being tagged, the players may take this position, but each may take the position 3 times, but only for a short period and then he may be tagged.

## HINDU TAG

Hindu Tag is like any other game of Tag, except that the safe position is when the player bends down and touches the ground with his forehead. If he can do that before being caught, he is safe, and the catcher tries to catch someone else. This is a splendid exercise for the whole body.

## PUSS IN THE CIRCLE 1.

A teasing game where players tease the cat by stepping into the circle. If the cat can tag a player, who has one foot in the circle, that player becomes the new 'puss in the circle'.

## BOB DOWN TAG

## BALLOON RACE

Give each child a balloon of a different colour. The players must get the balloons across the room by patting them with their hands, kicking them with their feet, but not holding and running with them. Have heats and a final.

## FEATHER RACE

The children run with a feather on a paper plate. Every time it blows off, they have to stop and replace it. Have heats and a final.

## BRICK RELAY RACE

This is played in teams which may consist of 2 or 4 player. Two lines are drawn about 10 metres apart and each member faces one of his own team.

Two bricks are placed in front of Number 1 of each team. He stands on them and on the word GO he bends down and moves one brick forward; then stepping on this, he pushes forward the other, and so proceeds to the farther lane. He hands over the bricks to his partner, who makes the return journey.

If there are four in a team there will of course be two trips to and fro.

Blocks of wood may be used instead of bricks.

## WHEEL BARROW RACE

A distance line is marked off 12 metres away. The children on each team pair off. One becomes the wheelbarrow and the other helps him along. The wheelbarrow walks on his hands, while the partner holds up his ankles. When the pair reach the line, the wheelbarrow becomes the driver and the driver becomes the wheelbarrow for the return journey. This can also be run as a relay race.

# FOOTBALL WITH A DIFFERENCE

## (A) SACK FOOTBALL

This is played like soccer except of course that the players are in sacks. Their arms are free so that they can be used in case of falls, but they must on no account touch the ball with their hands.

To prevent the ball bouncing too much, it should only be partially inflated. The playing area should be small and regulated according to the number of players.

## (B) HOPPING FOOTBALL

The essential difference here is that the players must hop all the time and therefore can kick the ball only with the hopping foot.

## WOODEN TAG

With Wooden Tag a player can save himself when he sees he is going to be tagged by touching an object that is made of wood, such as a fence, a step or a tree.

A player can save himself only 3 times. He cannot touch the same wooden object more than once. If a player is tagged before touching wood he is "IT".

## STATUE TAG

When "It" comes to tag the other players, they are safe if they get into a statue pose before being tagged.

If they move "It" can tag them.

"It" can stand in front of any player and wait for them to move. Sometimes its pretty hard to hold a pose without moving.

## RELAYS

### RUNNING RELAYS

Running backwards.

Running sideways.

Hopping on one foot.

Jumping with both feet.

### TUNNEL BALL RELAY or SHADDLE BALL or STUDE BALL

#### OVER AND UNDER RELAY.

As for tunnel ball but the players alternately pass the ball over their head and then the next player between their legs.

#### ZIG ZAG RELAY.

As for tunnel ball but instead of just running forward the player has to zig zag through his team.

#### TAG THE WALL RELAY.

#### WHEELBARROW RACE RELAY.

#### SHUTTLE RELAY.

The team is divided into 2 halves and each half is put at either end of the hall. This halves the time of running relays and makes them more exiting.

#### JAPANESE CRAB RELAY.

Each player runs backwards on his hands and feet.

#### COAT RELAY.

Putting on a hat and coat.

## SQUARE DANCING

'Recreation Leaders Guide' by Edwards (Myrtle) N 790.01922 Public  
Library of N.S.W.

# RELAYS

## SACK RELAY

The players are divided into two teams. The first child on each team is given a sack. He places his feet in the bottom of the sack and holds the top of the sack around his waist. At the starting signal, the first two players race to the goal and return. Then they must take off the sack and hand it to the next runner on their team.

## CANDLE RELAY RACE

Two lines are drawn, some 25 metres apart. Behind one line the 2 teams stand in readiness, and on the other line are placed a candle and a box of matches for each team.

On the word GO number one of each team runs across, lights the candle and returns. Then number 2 runs across and puts it out; on his return Number 3 sets off to light it again.

Should the candle go out, the player who last lit it must return and do the job again.

## BLACKBOARD RELAY

Divide the group into 2 or more teams, facing a wall that has blackboards or sheets of paper. Each team has chalk (if a blackboard) or a felt pen (if paper).

At the starting signal, the first player of each team runs to the board, writes down a word, returns to his line, and gives the piece of chalk to the second player, without speaking.

The second boy runs to the board and writes down a second word either in front of or after the first word. Then the third boy does the same thing, and so on, until each player has had a turn. But remember that your team must end with a complete sentence in order to win. And you can't write words in between.

## JAPANESE TAG

Whenever a player is tagged, he must put one hand on the spot where he was touched by the chaser, and chase after the others in the same position, tagging them with his other hand. The one who is IT will add to the fun if he will try to tag those whom he touches in some place which will make it awkward for them to run

## NEWSPAPER TAG

One player is chosen to be IT and another to be the runner. The runner is given an old newspaper, rolled and fastened with a piece of string or a rubber band.

At the starting signal, IT starts to chase the runner, who tries to get to another player and hand him the newspaper. Only a player holding the newspaper may be tagged, and when the runner tries to hand the paper to a child, that child must take it. The newspaper cannot be thrown, it must be handed from player to player. Any player tagged while holding the newspaper becomes IT. Should the newspaper be dropped and IT picks it up, the player who dropped the paper is IT for the next game.

## PAPER CHASE

Players are divided into teams, the runners and the chasers. Each runner is given a small paper bag filled with coloured paper pieces (or leaves of a certain conspicuous tree or petals of a flower). The runners choose one member to be the leader. It is his job to set the course. The runners are given a 10 minute start: they race away on as roundabout a trail as their leader can imagine. About every three metres the runners must drop a piece of paper for it is the chasers' job to follow the clues in the hope of overtaking the runners.

After 10 minutes, the chasers may start off, following the paper trail left by the runners. The runners try to get back to the starting point before being overtaken by the chasers.

## DROP THE HANKY

Players stand in a circle facing inwards. The one who is IT walks around the outside and drops a hanky behind another player. Then that one must leave the circle and chase the one who dropped the hanky right around the circle, the object being of both to get first into the gap. Whoever succeeds remains in the circle while the other becomes IT

## BELT BALL

Players are arranged in groups of 4 to 6 with one in the middle. Each group has a ball and the members take it in turn to endeavour to hit the child in the middle. below the belt. He may dodge as much as he pleases, but when hit he takes the place of the successful thrower, and a point is scored. The team that has secured the most points when the whistle blows is the winner. It is well to have a fielder for each group.

## BIRDIES IN THE NEST

Have all the children as pairs facing each other and holding hands, with one child as a birdie standing in each nest. One child is IT and another child is a stray birdie which IT is trying to catch. Whenever the stray birdie gets into somebody else's nest it is safe but the little birdie already in the nest has got to leave and try and escape from IT. When IT catches a little birdie, the little birdie becomes the new IT and the previous IT, now a frightened little birdie enters somebody else's nest for a bit of a rest.

## FOLLOW THE LEADER

Children follow in a line after the leader and do whatever zany things he does. He usually leads them over all sorts of obstacles. This would be good in a park using adventure playground equipment.

## MUSICAL BUMPS

When the music starts, the children start marching around in a circle. When the music stops, they sit on the floor as quickly as possible. The game goes on, eliminating the last player down and any child who sits down before the music, until there is only one left.

## TOM TIDDLER'S GROUND

A line is marked across the ground and the player chosen as 'Tom Tiddler' stands on one side of it while the others gather on the other side. Then they start to make trips onto Tom Tiddler's Ground, remaining there long enough to say 'Here am I on Tom Tiddler's Ground' Anyone tagged whilst on the territory must take the place of Tom.

## HANDKERCHIEF TAG

This is a rather good variation of the common Tag. A knotted handkerchief is thrown by the players from one to another and IT can only tag the person in whose hand it is. Naturally it is the aim of everyone to get rid of it as quickly as possible. If the handkerchief falls to the ground, it must be picked up by the nearest player.

## PUSS IN THE CIRCLE 2

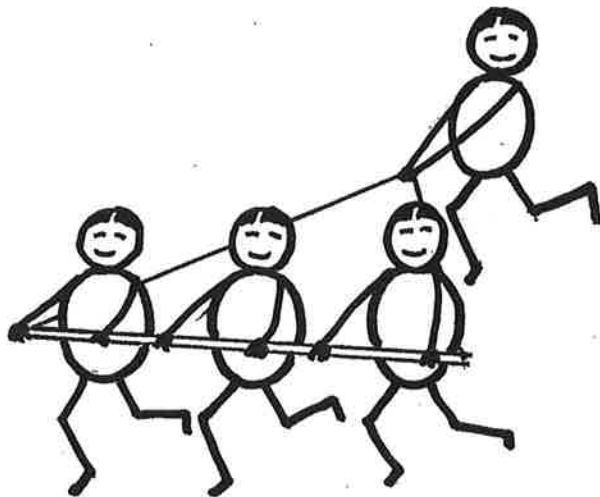
A teasing game where players tease the cat by stepping into the circle. If the cat can tag a player who has one foot at least in the circle, that player becomes the new 'puss in the circle'.

## LEMON RACE

Get one lemon and one pencil or stick for each team. The object of this relay is to push the lemon with the pencil or stick to a marked line or wall about 7 metres away and then push it back to the starting line.

This may be played individually or as a relay.

The game isn't as easy as it sounds. The lemon will twist and turn and often go the wrong way. After a while you will get the knack of it, push at the right speed.



## CHARIOT RACE 2.

Three horses hold a dowel at chest level as shown and a charioteer the middle of the rope tied to either end of the dowel. The chariots are evenly spaced around a rectangular Roman Circus and whenever a chariot catches up to and passes another chariot, that chariot is eliminated from the race. It will end up as an exciting race between the last 2 chariots with one finally eliminating the other.

## PEANUT HUNT

The object is to gather peanuts which have been hidden in every nook and corner, in the sofas and chairs, under bric-a-brac, on mantels and behind doors. Each hunter is given a dish or cup. As fast as the peanuts are found they are placed in the cups. When the hunting has gone on long enough, the hunters are recalled to the room from which they started, and each hunter counts his peanuts. The winner is the hunter having the largest number of peanuts. He may receive a small prize, eg. a bar of chocolate.

## KEEPINGS OFF OR CHASE BALL

This is played in an agreed space between 2 teams. The side that is given the ball at the start throws it about from member to member, and tries to keep it in its own possession. The other side tries to intercept and then pass to each other and keep the ball. All the players play for the ball. No grasping of the ball out of the hands of another player or tackling or rough play is allowed. Scoring is not necessary. It is fine exercise and practice for basketball and football.

## CATCH TEN

Divide the group into two teams with up to 20 in a team. It is a good idea to have sashes of 2 different colours to identify the teams. The team that gets the ball after a throw up, throws it around its members. The object of the game is to keep passing the ball 10 times in succession without letting it touch the ground. Each time a child catches he calls out the number of the catch. The first calls out ONE, the second TWO and so on each time the child catches it. Meanwhile the other team tries to intercept it by clean catching not snatching it from another player's hands. If the ball touches the ground, or if it is caught by the other team, the number is cancelled and the other team starts passing the ball and counting. You can see how exciting the game becomes when the numbers get to 8 or 9. The team that gets 10 catches in succession gets a point. The game can be played for a number of points or a time limit can be set, and the team getting the most points wins. Players are not permitted to run while holding the ball but can only take one step. Tripping, pushing and pulling are not allowed in the game.

# ON THE CARPET, OFF THE CARPET

A rug or blanket has been spread on the floor or ground. When the caller says, 'Everybody off the carpet' they all stand on it, and when he says 'Everybody on the carpet' they all get off, each doing exactly the opposite of what is called. It is best to start slowly and then speed up the game gradually. The players who make mistakes are eliminated.

## Mulberry Bush

*You will need:* At least 4 children  
About 10 minutes' playing time

The children stand in a circle and act the words to this well-known verse:

*Here we go round the mulberry bush,  
The mulberry bush, the mulberry bush,  
Here we go round the mulberry bush,  
On a cold and frosty morning.  
(Walk in a circle.)*

*This is the way we wash our clothes,  
Wash our clothes, wash our clothes,  
This is the way we wash our clothes,  
On a cold and frosty morning.  
(Pretend to wash clothes.)*

*This is the way we iron our clothes,  
Iron our clothes, iron our clothes,  
This is the way we iron our clothes,  
On a cold and frosty morning.  
(Pretend to iron clothes.)*

*This is the way we scrub our floors,  
Scrub our floors, scrub our floors,  
This is the way we scrub our floors,  
On a cold and frosty morning.  
(Kneel down to scrub floors.)*

*This is the way we mend our clothes,  
Mend our clothes, mend our clothes,  
This is the way we mend our clothes,  
On a cold and frosty morning.  
(Pretend to mend clothes.)*

*This is the way we sweep our floors,*

*Sweep our floors, sweep our floors,  
This is the way we sweep our floors,  
On a cold and frosty morning.*

(Pretend to sweep floors with imaginary broom.)

*This is the way we go to church,  
Go to church, go to church,  
This is the way we go to church,  
On a cold and frosty morning.  
(Walk in a circle.)*

*This is the way we say our prayers,  
Say our prayers, say our prayers,  
This is the way we say our prayers,  
On a cold and frosty morning.  
(Put hands together under chin to say prayers.)*

*This is the way we go home from church,  
Go home from church, go home from church,  
This is the way we go home from church,  
On a cold and frosty morning.  
(Walk in a circle.)*

# I WROTE A LETTER TO MY LOVE

A rhyme that the children can say together:

'I WROTE A LETTER TO MY LOVE  
AND IN THE WAY I DROPPED IT  
I DROPPED IT, I DROPPED IT  
AND IN THE WAY I DROPPED IT  
IT ISN'T YOU, IT ISN'T YOU  
IT ISN'T YOU, IT ISN'T YOU'

and the child walking round the ring chooses when to shout 'It is you' and drops the handkerchief.

## LOOBY LOO or HOKEY POKEY.

children walk in a circle.

Here we dance looby loo  
Here we dance looby loo  
Here we dance looby loo  
All on a Saturday night

The children stand still & hold their right hands out towards the centre of the circle

Put your right hands in  
Put your right hands out  
Put your right hands in  
And shake it all about

Chorus: Do the Hokey Pokey  
And you turn all around  
That's what it's all about.

The children stand still & put their right foot in towards the centre of the circle.

Put your right foot in  
Put your right foot out  
Put your right foot in  
And shake it all about

Chorus: Do the Hokey Pokey etc.

The children stand still & put their backside in towards the centre of the circle

Put your backside in  
Put your backside out  
Put your backside in  
And shake it all about

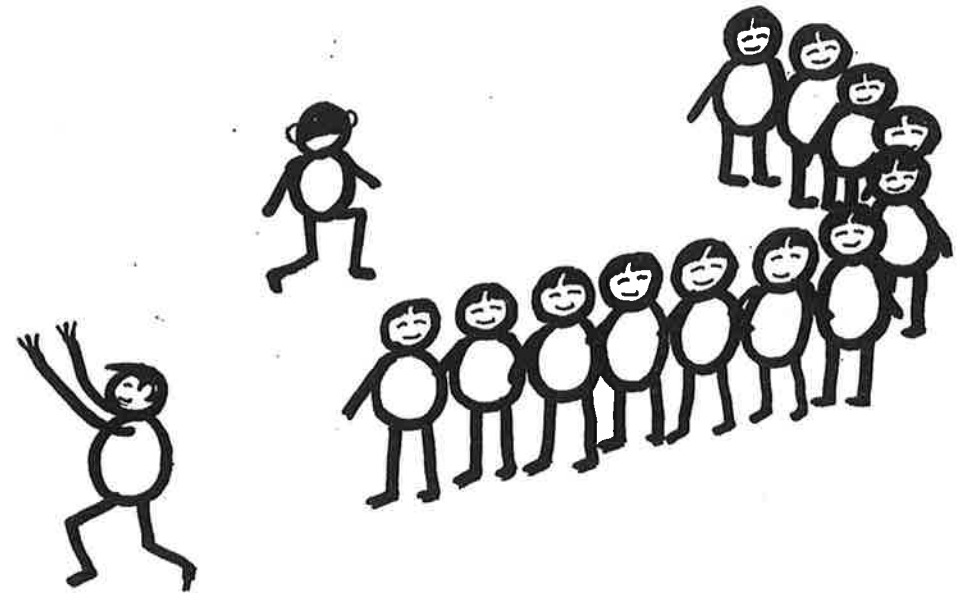
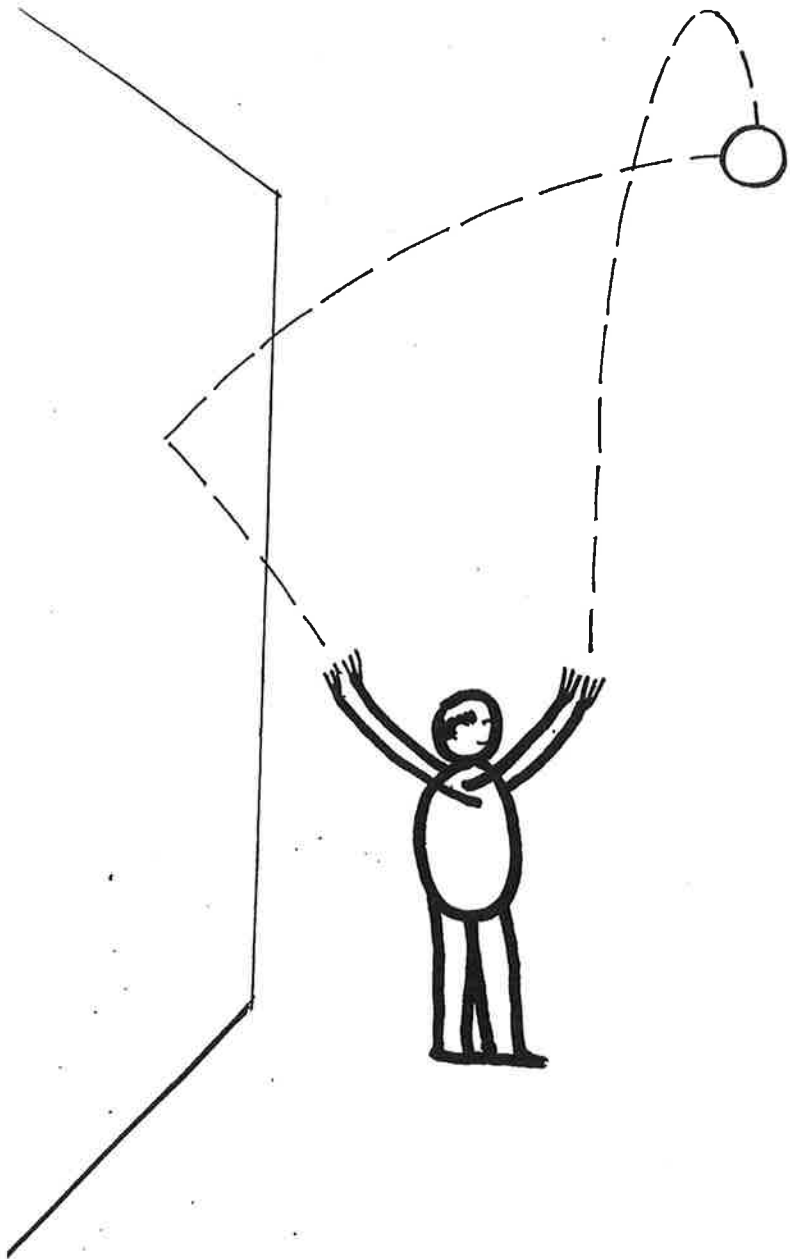
Chorus: Do the Hokey Pokey etc.

The children stand still & put themselves into the circle

Put your whole self in  
Put your whole self out  
Put your whole self in  
And shake yourself about

Chorus: Do the Hokey Pokey etc.





## Ball CATCH

A wonderful game for starting a club as the children are arriving. Form the children in a line and as each one in turn runs forward, the leader throws the ball vertically 7 to 10 metres high. Bigger boys have the ball thrown higher than for little children.

An alternative is to bounce the ball against a wall for them to catch on the rebound. Whether they catch it or spill it, they return to the end of the line.

# Poison Ball 2

The children line up against a wall or fence. The leader throws a soft ball hard to hit them below the knees. If he succeeds they are out and line up in a line parallel with the leader. Every now and then, he throws a catch. If it is caught on the full the first two players hit rejoin their comrade against the wall. But if the high ball is not caught, all those who ran out to catch it are also out. This keeps the game fast moving.

