# Table of Contents

- Teams and Tag .......................................................... 1
- Play Ball ................................................................. 60
- Skipping ................................................................. 99
- Elastic / Yogi ........................................................... 142
- Clapping Games ....................................................... 152
- Jacks and Stones ...................................................... 158
- Marble Games ......................................................... 162
- Winter Games .......................................................... 169
- Snowed In .............................................................. 185
- Word Games ........................................................... 193
- Who Goes First ....................................................... 201
- Acknowledgements .................................................. 209
- Index ........................................................................ 213
Drop The Handkerchief

What’s Needed: 4 or more players
A handkerchief

How to Play:
• Have group sit in a circle facing inward.
• Choose one player to be “It.”
• “It” walks around the outside of the circle singing:

Song:
A-tisket, a tasket,
A green and yellow basket.
I sent a letter to my mom,
And on the way I dropped it.
I dropped it, I dropped it,
I dropped my yellow basket.
A little boy, he picked up
And put it in his pocket.

• When the song ends, “It” holds up the handkerchief and asks “Do you see it?” The players shout “Yes,” and close their eyes.
• “It” makes noises while walking around the circle, (i.e. sniffing, humming), drops the handkerchief and shouts “LOOK!”
• Players in the circle look behind them. The player with the handkerchief behind him/her picks it up and chases “It” around the outside of the circle. He/she tries to touch “It” with the handkerchief, before “It” can sit in the space left by the person with the handkerchief.
• If the player with the handkerchief misses, he/she becomes “It,” begins the chant, and drops the handkerchief as above.

Straddle Relay

What’s Needed: 2 teams of 10 players

How to Play:
• Have two lines face each other, sit with knees straight and soles of their shoes touching. Keep knees together Leave space between each pair to allow space to jump between the legs.
• On the leader’s signal, the last pair stands up, jumps over the legs of their team mates to the front of the line and sits down again. When the runner sits down, the next person in line does the same thing. The game goes on until the lines are in their original order.
• The first team in original order wins the relay.

Animal Relay

What’s Needed: 2 teams of equal size

How to Play:
• Mark a start line and finish line.
• Each person in line is a different animal. Partners on the other team are the same animal.
• On the word “go,” the first person in line acts like their animal to the finish line and back. (players who are bunnies hop etc.) then go to the back of the line.
• The second person in line acts like their animal and so on.
• The first team in their original order is the winner.
Tunnel Relay

What’s Needed: Two teams of 6 players

How to Play:
- Each team forms a single file line, leaving space between each player.
- Each player stands in a straddle pose.
- On a signal, the last player in line kneels and crawls between the legs of his/her team mates until she/he reaches the front of the line.
- When he/she reaches the front, he/she stands up in a straddle pose. The next person in line does the same thing. The game goes on until the team is in its original order.
- The first team to return to the original order wins the relay.

Zigzag Relay

What’s Needed: 2 teams of 6 or more players

How to Play:
- The teams line up single file, with space between each player.
- On signal, the first player on each team turns, runs through the line of players in a zigzag, from right to left through team mates.
- After completing the run, the player goes to the end of the line.
- The second player runs through the line the same way as player 1 and so on.
- The first team to return to their original order is the winner.

Two Legged Relay

What’s Needed: Teams of 6 players

How to Play:
- Pick a start and a finish line.
- Have students pick a partner from their team.
- The first pair in each line stand side-by-side, hold each other around the waist or shoulders with the inside arm, and lift the inside foot off the ground (or the inside legs can be tied together with nylons or rope).
- On signal, the first pair in each line hops to a finish line and back, then the next pair goes.
- This goes on until each pair has played.

Bean Bag Relay

What’s Needed: 2 Teams of equal size

How to Play:
- Mark a start and finish line.
- Have both teams line up at the starting point. The first player in line places the bean bag between his/her knees and hops to the finish line and back.
- The first player hands the bean bag to the second person who places it on his/her head and runs to the finish line and back. The next person in line places the bean bag between his/her knees and so on.
- The first team in the original order wins.
Sandbag

**What’s Needed:**
- 3-4 players per team
- 9 cones
- Softball or bag filled with sand

**How to Play:**
- Set cones in a couple of rows, about a foot apart.
- Make a throwing line 12 to 15 feet in front of the cones.
- Draw a 6 foot penalty line behind the cones.
- Each player bowls or tosses the ball to try to knock down cones.
- Leave the knocked cones in place until all players have had a turn.
- The object is for a team to get all the cones down without rolling the ball or tossing the bag beyond the penalty line.

Steal the Bacon

**What’s Needed:**
- 2 teams of 4 or more players
- Stick, ball or bandana

**How to Play:**
- Pairs of thieves try to steal the “bacon” and make it “home” without being tagged.
- Teams line up facing each other, about 15 feet apart (players in line should be about 5 feet apart).
- Start at the right end of each line. Players count off down their line so players with the same numbers are diagonally across from each other.
- Place the “bacon” (stick, ball or bandana) in the center between the two lines.
- To start the game, the leader calls out a number.
- The players who share that number race to grab the “bacon” and get back to their place in line without being tagged by the opponent. If the player makes it home without being tagged, the team gets a point. If the player is tagged, no point is awarded.
- Keep calling numbers out of order until all numbers are called.
- The team with the most points wins.
Ring-a Levio

What’s Needed: 2 teams with equal players
(5 or 6 players on each team)

How to Play:
• One team hunts and catches the other team and tries to keep them in jail while their team mates try to free them.
• Choose an area for the “jail.” “Hunters” go to the “jail” and count to ten as the other team scatters.
• This is a dodging and running game, not a hiding game.
• The “hunter” team tries to catch members of the “hunted” team.
• When caught, the “hunter” shouts “Ring-a-levio 1, 2, 3!” and the “hunted” is taken to jail.
• One of the “hunting” players guards the jail while the other members chase the “hunted.”
• To free a “hunted” player, one of his/her team mates has to race to the jail, put his/her foot in the jail, shout “FREE,” and escape before the jailer or any of the “hunting” team grabs him/her.

Relievieo

What’s Needed: Unlimited players to form 2 teams
Post, tree or pole to tag

How to Play:
• Divide players into two teams. One group will be “Chasers.” The other group are chased.
• Assign a tag post (tree or pole)
• The “Chasers” try to tag other players. If a “Chaser” tags someone, he/she walks the person to the post.
• The first one to the post holds the post; others begin holding hands forming a chain.
• If a free player can touch anyone in the chain, the entire chain goes free. Or if the chain is able to touch one of the Chasers without breaking the chain, they are all free.
• The game ends when the chasing team gets all the other team into a chain, or when time runs out.

From Canadian Intramural Recreation Association newsletters
**Giant Steps**

**What’s Needed:** Unlimited players
Two straight lines - mark with chalk based on the age of the players

**How to Play:**
- Give each player a number
- “It” stands on one line with his/her back to the players and the players (steppers) stand on the other line.
- “It” determines how each stepper may move and how far. The first stepper to touch the end zone with the chosen steps is the new “It.”
- “It” says, “Number 2 (or any number) may take two baby steps.” Number 2 asks, “May I?” After asking, 2 may move. If the stepper moves before asking, the stepper must move back to where he/she began.
- Steps: Baby steps (tiny steps); Lady steps (slightly longer); Scissors steps (legs apart in a jumping motion); Barrel steps (move ahead by spinning around once with each step); Rabbit step (hopping up and down with your feet together); Giant steps (longest possible steps).
- “It” must keep the stepper from reaching him/her by mixing up the steps called. For example, if a stepper is about one stride from the end zone, “It” might say to the stepper “Take three giant steps,” knowing the steps will send the stepper past the line. The player can then step without saying “May I,” because it is better to stay where he/she is and try again. “It” may also call out a series of steps and the stepper must do them in the right order (i.e. “Number 6 may take 2 baby steps, 4 giant steps and 1 scissor step.”).

**Old Mother Witch**

**What’s Needed:** Unlimited players

**How to Play:**
- Choose a person to be the “witch.”
- The “witch” walks, stooped over with players walking behind her chanting:
  
  Old Mother witch  
  Couldn’t sew a stitch.  
  Picked up a penny,  
  And thought she was rich  

  The “witch” stops and asks, “Are you there my children?”
- If the group says “No,” they repeat the walk and chant.
- If the group says “Yes,” the “witch” turns with a screech, and the other players scatter.
- Whomever the “witch” touches becomes the new “witch” and the game starts over.
The Boiler Burst

What’s Needed: 4 or more players

How to Play:
• Select a “home base” and someone to be “It.” Players line up 10 – 15 feet away from “home base.”
• Players stand facing “home base” and “It” stands facing them.
• “It” tells a story (made up or familiar). At any point, “It” says “and the boiler burst.”
• When “It” says this, all the players must run for “home base” while “It” tries to tag them. Whoever gets tagged is the new “It.”

Kick The Can

What’s Needed: Unlimited players
Can or object to represent a can

How to Play:
• Place the can in the middle of the play area and choose an “It.”
• “It” defends the can.
• The other players try to kick the can without being tagged by “It.”
• If “It” tags a player, that player becomes “It.”

Circle The Can

What’s Needed: 3 or more players
Can or object to represent a can
Chalk

How to Play:
• Make a dot with chalk. Stand on the dot, take five giant steps (approx. 5 meters) and draw a circle. Place the can on the dot.
• Players stand on the chalk circle. One player is the judge for the first round.
• Give each player a number. The judge then calls two numbers.
• The two players try to kick the can outside the circle first.
• When a player kicks the can outside the circle, he/she runs out of the circle trying not to get tagged by the other player. If he/she isn’t tagged, he/she wins.
• If he/she is tagged the other player wins. Players may be tagged only after they kick the can outside of the circle.
• The judge decides if the can is out or if a player has been tagged before crossing the line.
• The winner becomes the judge of the next game. The judge ensures everyone gets to play.
Around the World

**What’s Needed:** 4 or more players
Different coloured paper or coloured stones etc., for each player

**How to Play:**
- The players form a circle.
- Give players a piece of coloured paper.
- The leader calls out a colour.
- Players with that colour run clockwise around the outside of the circle.
- The player who returns to his/her place first is the winner.
- Another colour is called.
- After calling all colours, have players exchange colours.

Brownies and Elves

**What’s Needed:** Two teams of equal size
Line markers

**How to Play:**
- Set up two goal lines about 5 metres apart.
- Divide the group into two teams, the “brownies” and the “elves.”
- Have “brownies” line up side-by-side at one goal line. Have “elves” line up at the other goal line.
- Have “elves” stand with their backs to the “brownies.” “Brownies” creep up on the “elves” and stand behind them.
- The leader of the “brownies” calls out “Run, Brownies, Run.”
- The “brownies” run back to their goal line. “Elves” chase the “brownies” and try to tag them.
- All “brownies” tagged become “elves” and go to the “elf” goal line.
- Next, the “elves” creep up on the “brownies.” The team with the most players at the end wins.
Fox and Ducks

What’s Needed: 4 or more players

How to Play:
• Select one player to be the “Fox” and one to be “Mother Duck.”
• Players (ducklings) form a line behind “Mother Duck” holding the waist of the player ahead of them.
• The “Fox” tries to tag the “ducklings.”
• “Mother Duck” extends her arms, races in front of the “Fox” to protect her ducklings.
• Each “duckling” tagged is out.
• The last “duckling” tagged becomes “Mother Duck.”
• “Mother Duck” becomes the next “Fox” and the “Fox” becomes a “duckling.”

Run, Rabbits, Run

What’s Needed: 3 or more players
• Line markers

How to Play:
• Two players (the hunters) stand in the centre of the playing area, facing away from the line.
• All players except the “hunters” line up side-by-side at one goal line. These players are the “rabbits.”
• The leader shouts “Run, rabbits, Run!” all the “rabbits” run to the other goal line while the “hunters” try to tag them. Anyone tagged becomes a “hunter” for the next hunt.

The Blob

What’s Needed: 4 or more players

How to Play:
• Choose two players to be the “blob” and have them join hands.
• The other players scatter.
• The “blob” players try to tag the others. When tagged, they join hands with the “blob.” When the “blob” tags four people, they divide in half to make two “blobs.”
• This goes on until there are only two players left.
• The two players become the “blob” for next game.

Squirrels in the Tree

What’s Needed: Groups of 3 players

How to Play:
• Two players in each group join hands to form a tree for the squirrel (the third player) to stand in.
• Choose one player in the large group to be “It.”
• If there are extra players, they are also squirrels.
• When the leader signals, the squirrels leave their tree and run to another tree before “It” can tag them.
• Once a squirrel is tagged, he/she becomes “It” and “It” becomes a squirrel.
• If “It” does not tag anyone, a new “It” may be chosen.
• Take turns being the squirrels and trees.
Find the Stone

What’s Needed: 4 or more players
A stone

How to Play:
• Students line up side-by-side with hands cupped to receive the stone.
• One student is “protector” of the stone.
• The object is to have players trick the others into believing they do or do not have the stone.
• The “protector” walks down the line pretending to put the stone in each player’s hands.
• Each player pretends he/she has the stone.
• The “protector” continues down the line whether he/she has given the stone or not.
• After the “protector” has walked the entire line, all players run to the chosen area whether they have the stone or not.
• All players try to tag the player they think has the stone.
• Each player tagged must stop and open his/her hands.
• If a player tags the player with the stone, he/she becomes the new “protector.” If the player with the stone makes it to the chosen area without being tagged, he/she becomes the new “protector.”

Water Spirit

What’s Needed: 4 or more players
2 goal lines
A large playing area

How to Play:
• Players line up across from each other on goal lines at opposite ends of the field.
• Give each player on one goal line a number. A player on the opposite goal line gets the same number.
• A “water spirit” stands in the middle of the field and calls out a number.
• Players from each team with that number try to change places without being tagged by the “water spirit.”
• If the “water spirit” tags a player, he/she changes places with the player tagged.
Looby Loo

What’s Needed: 3 or more players

How to Play:

• Children skip in a circle holding hands to the first part of the song. Children stop skipping and face the centre of circle before doing the actions.

• Rhyme:

  Chorus
  Here we go looby loo,
  Here we go looby light.
  Here we go looby loo,
  All on a Saturday night.
  You put your left hand in,
  You put your left hand out.
  You shake it in the middle.
  And turn yourself about

  Chorus
  You put your right hand in . . .
  Chorus
  You put your left leg in . . .
  Chorus
  You put your whole self in . . .

Red Light Green Light

What’s Needed: 3 or more players

How to Play:

• Players line up on a starting line about the length of a gym away from a wall.

• “It” stands at the wall.

• The game starts when “It” faces the wall and calls “GREEN LIGHT”.

• On this command, players move as quickly as possible towards “It”.

• “It” calls “RED LIGHT” and turns around to face the players.

• Players must freeze when “It” turns around and must stand still until “It” faces the wall and calls “GREEN LIGHT.” If “It” catches anyone moving on “RED LIGHT,” those players are sent back to start again.

• The first player to touch the wall without getting caught becomes the new “It.”
Cat Wants A Corner

What’s Needed: 4 or more players
Square playing area – existing lines or draw with chalk

How to Play:
- Have players stand in each of the four corners.
- The “cat” stands in the middle of the playing area.
- When the “cat” calls “Cat wants a corner,” players switch to another corner.
- The “cat” tries to tag players before they reach another corner. If tagged, players join the “cat” in the middle of the playing area to help tag players.
- Game continues until there are no players left at any of the corners.

Cat and Mouse

What’s Needed: 10-15 players

How to Play:
- Pick an object to use for the “mouse” (rubber ball or stuffed toy etc).
- Choose one player to be the “cat” and another player to hold the “mouse.”
- The “cat” runs after the “mouse.”
- The “mouse” may be tossed to other players by calling the person’s name and adding the word mouse (i.e. Lisa Mouse / Mike Mouse).
- The “cat” runs after the player who catches the “mouse.”
- A player becomes the “cat” if he/she is tagged or drops the “mouse.” 

From 100 Best Games, E. Perez & M. Rius

HA HA

What’s Needed: Unlimited players

How to Play:
- Divide players into groups of two.
- Mark a penalty line.
- Partners face each other and play RPS (rock, paper and scissors).
- The loser runs to the penalty line and back. When he/she returns, he/she plays his/her partner again and the loser runs again.

Variation:
- Instead of running, players can do 5 push ups, 10 sit ups, 5 jumping jacks etc.

From Canadian Intramural Recreation Association newsletters
**Lemon Twist**

**What’s Needed:** 2 teams of 4 or more players each
- 2 hula hoops
- 10 – 12 beanbags

**How to Play:**
- Divide players into two teams.
- Set boundary lines around play area and mark a halfway line using chalk or existing lines.
- Place one hula hoop at each end of the playing area.
- Put 5 to 10 beanbags in each hula hoop.
- The object of the game is for teams to get the most beanbags.

- Team members are safe in their own “zone” but can be tagged after crossing the halfway point. If a player is tagged without a beanbag, he/she is frozen until freed by a member of his own team. Players can be unfrozen when touched by members of their own team.
- If a player is tagged while holding a beanbag, he/she must return the beanbag to the opponent’s hula hoop, return to his/her zone and begin again.
- To make the game harder, have teams assign a guard for their hula hoop.
- The team with the most beanbags at the end of the time wins.

**Guess my Number**

**What’s Needed:** 5 or more players

**How to Play:**
- Choose a “home base.”
- Choose someone to be “It” “It” picks a number between 1 and 20 and keeps it a secret from the group.
- The other players form a circle around “It,” standing about 3 feet away from “It” and 10 to 15 feet away from “home base.” “It” closes his/her eyes.
- The players walk around “It,” clapping and counting.
- When they get to the number “It” chose, “It” opens his/her eyes and chases the group to “home base” trying to tag someone.
- If “It” tags someone, he/she becomes “It.”
- Choose 2 to 4 players to be “dogcatchers.”
- The other players are the “dogs,” who try to escape the “dogcatchers.” When a “dog” gets caught, the “dogcatcher” takes him/her to the “pound” (one of the hula hoops). “Dogs” are freed when a free player lifts the hula hoop up and over the caught player. If there is more than one “dog” in the “pound,” they can all be freed at the same time.
- After 2 to 5 minutes, have players change roles.

**Dog Pound**

**What’s Needed:** 10 or more players
- 4 hula hoops

**How to Play:**
- Choose 2 to 4 players to be “dogcatchers.”
- The other players are the “dogs,” who try to escape the “dogcatchers.” When a “dog” gets caught, the “dogcatcher” takes him/her to the “pound” (one of the hula hoops). “Dogs” are freed when a free player lifts the hula hoop up and over the caught player. If there is more than one “dog” in the “pound,” they can all be freed at the same time.
- After 2 to 5 minutes, have players change roles.
Duck, Duck, Goose

What’s Needed: 5 or more players

How to Play:
- Players sit in a circle.
- Choose one player to be “It.”
- “It” walks around the outside of the circle touching player’s heads. As “It” touches players’ heads, he/she says “duck,” or “goose.”
- When “It” taps someone and says “goose,” that player jumps up and the two players race around the circle to the empty space. Whoever gets there first sits down and the other player becomes “It.”

Round Robin

What’s Needed: 8 or more players

How to Play:
- Players sit in a circle and are numbered 1 – 4.
- The leader calls out a number and the players with that number stand up and run clockwise around the outside of the circle.
- A runner is out if another runner passes him/her. The game continues until only one person is left.

Cat in the Barn

What’s Needed: 6 or more players
- Small items – plush toys, bean bags, stones etc.
- Chalk

How to Play:
- Draw a circle approx. 4 metres in diameter. This is the “barn.”
- Choose someone to be the “cat.”
- Place the items inside the circle.
- The “cat” stands inside the circle and the other players form a circle around the cat.
- The object is for the players to steal an item from the “barn” without being tagged by the “cat.”
- All players can sneak up on the “barn” at once, but only one person may try to steal an item at a time.
- If a player is tagged by the “cat,” he/she returns to the starting point. If a player steals something without being tagged, he/she becomes the new “cat.”
Back to Back

What’s Needed: 5 or more players

How to Play:
- Select someone to be “It.”
- Other players walk around the play area.
- When “It” calls “back to back,” players must find a partner and stand back to back.
- When “It” calls “face to face,” players must find a new partner and stand face to face.
- “It” tries to find a partner when people are changing.

Barnyard

What’s Needed: 6 or more players

How to Play:
- Assign three players the same animal, but have each player keep their animal a secret.
- At the signal, the players have to move around the group making their animal’s noise and try to find the other two players assigned the same animal.
- When all three have found each other, they sit down.
- The first group to get all three players wins.

Big Wind Blowing

What’s Needed: 6 or more players

How to Play:
- Players stand in a circle and choose one person to be “It.”
- “It” stands in the circle and turns slowly. “It” says, “The big wind blows . . .” and chooses what the big wind is blowing (i.e. The big wind blows everyone with brown hair).
- Every player with that feature or article of clothing etc. then runs across the circle to an empty place left by another player. “It” also runs for an empty space. The player left over becomes “It.”
- If only one player has that feature etc. he/she trades places with “It.”

British Bulldogs

What’s Needed: 4 or more players

How to Play:
- Select 2 – 3 players to be “bulldogs.”
- Assign 2 “home bases,” one at each end of the playing area.
- The players start at one “home base” and the “bulldogs” stand between them and the other “home base.”
- Players try to run to the other “home base” without being tagged by a “bulldog.”
- Players who are tagged trade places with “bulldogs” for the next round.
Coloured Egg

What’s Needed: 5 or more players
A handkerchief

How to Play:
• Choose one person to be the “hen” and one person to be the “fox.” Remaining players are “eggs.”
• Choose a “home base” at the other end of the playing area.
• The hen assigns the “eggs” colours by whispering in each player’s ear so the “fox” cannot hear.
• The “hen” stands facing the “eggs,” with his/her back to the “fox.” The “fox” comes up behind the “hen” and pretends to knock on a door.
• The conversation goes as follows:

Hen – Who is it?
Fox – It’s the Fox.
Hen – What do you want?
Fox – Coloured eggs.
Hen – I don’t have any. (At this point, the “eggs” start laughing)
Fox – I can hear them laughing.
Hen – O.K. What colour do you want?
Fox – begins naming colours.
• When the “fox” guesses an “egg’s” colour, the “egg” has to run to “home base.” The “fox” chases and tries to tag the “egg.” If the “egg” is tagged, a new “hen” and “fox” are chosen.
• If no one is tagged, the “fox” tries again. Each time the game starts, the fox has to repeat the conversation.

Relay Line Tag

What’s Needed: 2 teams of 5 or more players

How to Play:
• Each team lines up, facing each other, standing approx. 5 feet apart.
• Each person pairs with someone from the other line and they all get numbers.
• The leader calls a number and the players with that number run between the two rows of players and around behind their team mates to their original starting place.
• The team whose player returns first gets a point. Play to 10 points.

Fruits and Veggies

What’s Needed: 6 or more players

How to Play:
• Divide players into two groups. One group takes on names of vegetables, the other fruits.
• The groups form one large group and mix themselves up with the other group. They sit in a circle.
• Select someone to be “It.” “It” stands inside the large circle.
• “It” will tell a fruit and vegetable to change places (i.e. peas and apples change places).
• While the players are changing places, “It” tries to take an empty space.
The Farmer and the Crow

What’s Needed: 2 teams of 4 or more players each
12 beanbags or other small objects

How to Play:
• Mark a start line and a finish line.
• Divide group into two teams and have each team line up. The first player is a “farmer.” The second player is a “crow.” The third player is a “farmer,” and so on down the line. Give each team 6 beanbags. These are the “seeds.”
• The leader calls, “Go,” and the first “farmer” on each team takes the “seeds” and places them at equal spaces from the start to finish lines.
• The “farmer” runs back and tags the first “crow” in line.
• The “crow” hops on one foot over each “seed,” touches the finish line, changes to the other foot and hops back, picking up the “seeds” on the way back.
• The “crow” hands the “seeds” to the next farmer and the relay starts again. The first team finished wins.

Fisherman

What’s Needed: 8 or more players

How to Play:
• Divide the group into pairs and give each pair the name of a fish.
• Have one person from each pair go to opposite sides of the playing area.
• Select one player to stand in the middle between the two groups. He/she is the “fisherman.”
• The other players hold hands with the other members of their group to form a circle.
• The “fisherman” calls the name of a fish and the player from each circle with that fish name leaves the circle and races to join the other circle.
• The “fisherman” tries to tag someone.
• If the “fisherman” tags someone, the person tagged becomes the new “fisherman” and the original “fisherman” takes that person’s place in his/her group. Each person retains his/her original fish title.
• The game starts again.
**Flying Dutchman**

**What’s Needed:** 6 or more players

**How to Play:**
- Players stand in a circle, holding hands.
- Select someone to be “It.”
- “It” runs around the outside of the circle and touches a pair’s hands.
- Those players become the “Flying Dutchmen,” and race each other in opposite directions, around the outside of the circle. “It” takes the place of one of the “Flying Dutchmen.”
- The first “Dutchman” to the empty space steps into the circle and the other “Dutchman” is “It.”

**Spy**

**What’s Needed:** 5 or more players

**How to Play:**
- The players line up along a wall and close their eyes.
- The leader taps each person on the back. He/she taps the “spy” twice and everyone else once.
- After everyone is tapped, all players begin shaking hands. When the “spy” shakes hands with people, he/she bends his/her pointer finger and strokes the palm of the other person’s hand.
- If a player feels this, he/she shakes two more people’s hands normally, then “faints.”
- The object is to try to identify the “spy.” If everyone “faints” or someone identifies the “spy,” the game starts over.

**Change My Number**

**What’s Needed:** 5 or more players

**How to Play:**
- Each player is given a number, starting from 1.
- Select someone to be “It.”
- Players form a circle and “It” stands in the middle.
- “It” calls out two numbers and those two players run to change places.
- “It” tries to steal a place. Whoever is left becomes the new “It.”

**Loose Caboose**

**What’s Needed:** 7 or more players

**How to Play:**
- Pick one person to be “It.” This person is the “Loose Caboose.”
- Divide the rest of the players into groups of three.
- Each player holds the waist of the person in front of them to make a train. The first person is the “Engine.”
- The object is for the “Loose Caboose” to find a train. The trains move around the playing area and when the “Loose Caboose” attaches to a train, the “Engine” becomes the new “Loose Caboose.”
In the River, On the Shore

What’s Needed: 4 or more players
A boundary line

How to Play:
• Label one side of the line the “shore” and the other side the “river.”
• Players should begin standing on the “shore.”
• Select a caller. The caller will say “On the shore,” or “In the river,” and players have to jump to the right side of the line.
• The leader can also call “In the shore,” or “On the river.” If anyone jumps for these commands, he/she is out. The last player becomes the new caller.

Chicken Run

What’s Needed: A rubber chicken or similar object
2 teams of 6 or more players each

How to Play:
• Divide group into two teams.
• One team lines up with the first person in line holding the rubber chicken.
• The other team picks a runner and stands in a bunch, as close together as possible.
• The leader says, “Chicken Run!” and the team holding the chicken passes it “over under” down the line. The last person to get the chicken runs to the front of the line, throws the chicken as far as possible and yells, “Go!”
• While this is happening, the runner for the other team runs around the group as many times as possible. When they hear “Go!” the group runs to the chicken, lines up behind it and passes the chicken “over under”.
• At the same time, the group that threw the chicken forms a tight bunch and has a runner run around them as many times as possible.
• The pattern repeats and the group with the most runs at the end of the time wins.
Fruit Basket

What’s Needed: 5 or more players
A handkerchief

How to Play:
• Select someone to be “It.” Players form a circle and “It” stands in the middle.
• Everyone chooses a fruit name.
• Choose someone to start by saying their fruit name and someone else’s (i.e. apple, grape).
• “It” tries to tag the “grape” player before he/she can say, “grape,” and someone else’s fruit name.
• If “It” tags someone, the two players trade places.

Variation:
• When the first player says his/her fruit and someone else’s, the two players must trade places in the circle and “It” tries to take an empty place.

Ghost

What’s Needed: 5 or more players

How to Play:
• Choose 2 – 3 players to be “ghosts.”
• The rest of the players scatter around the play area, find a spot and close their eyes.
• The “ghosts” roam around and try to “haunt” the other players by standing close behind them for 10 seconds. If the “ghost” can stand there for 10 seconds without the player knowing, the “ghost” taps that person on the head and he/she sits down.
• If the person thinks a “ghost” is behind him/her, he/she says, “Is there a ghost behind me?” If he/she is right, he/she becomes a ghost too. If he/she is wrong, he/she has to sit down.
Minefield

What’s Needed:  
9 or more players  
Chalk or existing lines

How to Play:
• Mark start and finish lines.
• Divide the group into three smaller groups.
• One group are the mines. They stand still on the playing field.
• One group are the rowers. Their goal is to get across the field, but they have to keep their eyes closed.
• The third group are navigators. They stand at the finish line and direct the rowers around the mines.
• If one of the rowers bumps into a mine, he/she is out.
• Have groups rotate so everyone can be everything.

Mouse Trap

What’s Needed:  
10 or more players

How to Play:
• Divide the players into two smaller groups.
• One group are “mice.” The other group is the “trap.”
• The “trap” group stands holding hands in the air and the “mice” stand outside the circle.
• The leader stands with his/her back to the group and yells “mouse” or “trap.”
• When the leader yells “mouse,” the “mice” run though the trap.
• When the leader yells “trap,” the group brings their arms down, trapping the “mice” in the circle.
• Trapped “mice” become part of the “trap.”
• The last free mouse wins. Have groups change sides.
Pip, Squeak and Wilbur

**What’s Needed:** 9 or more players
- Beanbags or other objects
- Large circle drawn on asphalt

**How to Play:**
- Divide players into groups of three. Each player is either a “Pip,” “Squeak” or “Wilbur.”
- All players stand inside the circle with their group members.
- The leader calls out one of the names and those players run clockwise around the outside of the circle.
- While that person is running, the other two members of that group form an arch by holding hands and raising them in the air.
- When the running player gets back to his/her team, he/she runs through the arch to the centre of the circle.
- In the centre of the circle, there should be 2 less beanbags than there are groups.
- The running player tries to get a beanbag and return to his/her team.
- Groups that get a beanbag get a point. Whichever group has the most points, wins.

Prison Break

**What’s Needed:** 2 teams of 5 or more players
- A large playing area

**How to Play:**
- Each team has a home base. Pick one area to be the “prison.” Both teams use the same “prison.”
- Team mates stand in a row with one person at home base and the rest lining up outward, holding hands.
- The person furthest from home base on each team breaks off the chain and runs into the play area, trying to tag the person from the opposite team.
- Each player breaks away from the team in order and chases his/her “partner” from the opposite team.
- When a player is tagged, he/she goes to “prison.”
- Players are freed from “prison” by being touched by a member of their own team. More than one player can be freed if they hold hands and call out “Electricity!”
- The game is over when one team catches all the members of the other team.
What Time is it Mr. Wolf?

What’s Needed: 3 or more players

How to Play:

• Choose a "home base."
• Choose someone to be “Mr. Wolf.”
• “Mr. Wolf” stands 10 – 15 feet away from home base with his/her back to the players.
• The players ask, “What time is it Mr. Wolf?”
• "Mr. Wolf" replies with a time (i.e. “its 3 o’clock.”).
• Players take that number of steps (3) towards “Mr. Wolf.”
• At some point, when the players ask what time it is, “Mr. Wolf” yells “Dinnertime!” He/she then turns around and chases the other players back to “home base” trying to tag someone.
• If someone is tagged, he/she becomes the new “Mr. Wolf.”

Red Lion

What’s Needed: 6 or more players

How to Play:

• Pick someone to be the “Red Lion” and someone to be the “Lion Tamer.”
• Pick a “den” for the lion.
• The “Red Lion” stands in the den and the “Lion Tamer” stands with his/her arms out guarding the lion.
• The rest of the players stand close to the “den,” chanting:

  Red Lion, Red Lion
  Come out of your den!
  Whoever you catch
  Will be one of your men!

• The “Lion Tamer” lets the “Red Lion” out of the “den,” and the “Red Lion” tries to tag players. Whoever is tagged becomes a “Red Lion.”
Corner Spry

What’s Needed: 4 teams of 4 or more players
4 bean bags or balls

How to Play:
• Divide players into four teams. Each team lines up at one corner of the play area with their first player in the middle holding the bean bag. This player is “It.”
• “It” tosses the bean bag to the first person in line.
• That person tosses it back and runs to the back of the line.
• “It” tosses the bean bag to the second person in line and that person tosses it back and runs to the back of the line.
• When “It” tosses the bean bag to the last person in line, “It” yells “Corner Spry!” and runs to the head of the line. The last person in line becomes the new “It.”
• This goes on until the teams are in their original order. The first team in original order wins.

Tennis Ball Relay

What’s Needed: 2 teams of 5 or more players
1 ball or bean bag for each team member

How to Play:
• Mark a start and finish line. Place the tennis balls along the finish line. There should be 1 ball for each team member.
• Each team lines up at the start line. The first person in line runs to the finish line, puts a ball between his/her ankles, hops back to the start and sits down at the end of his/her team’s line.
• The next person does the same thing.
• The first team in original order and sitting down wins.

Roundabout

What’s Needed: 5 or more players
A large circle drawn on the asphalt (existing or drawn with chalk)

How to Play:
• Players stand along the circle. When the leader says “go,” players run clockwise around the circle.
• Players try to pass and tag other players as they pass. Tagged players are out.
• When the leader yells “switch,” the players change direction.
True or False

**What's Needed:** 2 teams of 3 or more players

**How to Play:**
- Mark 3 lines, a centre line and 2 "home bases."
- Divide players into two teams. One is the "True" team and one is the "False" team.
- Both teams line up along the centre line to start.
- The leader makes statements to the two teams that are either true or false.
- If the statement is true, the "True" team runs for their "home base" and the "False" team chases them. If the statement is false, the "True" team chases the "False" team to their "home base."
- If a player is tagged when running to "home base," he/she joins the other team.

Tag

**What's Needed:** 3 or more players

**How to Play:**
- Choose an "It"
- The other players run.
- Safe Tag: Choose a safe area for runners – i.e. doorway, tree, fence post etc.
- Cross Tag: Players dart between "It" and the player "It" is chasing. "It" has to chase only him/her until that player is tagged.
- Den Tag: "It" is the "Hunter" and the other players are "wild beasts." Each animal has a "safe area" (i.e. a step, sidewalk square etc.). If the animal leaves the den and is tagged, he/she become one of the hunting party and helps the hunter catch the other animals.
- One Leg Tag: For a player to be safe, he/she must stand on one foot. If "It" tags a player while he/she has both feet on the ground, that player becomes "It."
- Shadow Tag: "It" chases the other players and tries to step on their shadows. If "It" steps on a shadow, that person becomes the new "It."
- Touch Tag: When "It" tags another player, that player puts his/her hand on the spot where he/she was tagged. That person becomes "It." The new "It" must keep his/her hand on body part where he/she was tagged, until "It" tags someone else.
Frozen Tag

What’s Needed: Unlimited players

How to Play:
• Players volunteer or are chosen to be “freezers.” The other players scatter.
• “Freezers” count to five then chase the runners. Players “freeze” when they are tagged.
• To play again, someone must “unfreeze” the runners.
• To unfreeze a player, choose one of the ideas below.
• A player who is not frozen must:
  - Pass under his/her legs.
  - Do five stride-jumps in front.
  - Shake his/her hand.
  - Run around him/her three times.
• The number of “freezers” may be changed to keep the game moving.

Caramel Popcorn Tag

What’s Needed: 3 or more players

How to Play:
• Choose someone to be the “caramel.” The other players are “popcorn.”
• When the “caramel” tags “popcorn,” they get stuck and work as a team to catch other popcorn.
• Remember safety! The “caramel” should plan who to chase so the caramel popcorn people don’t get their arms pulled in opposite directions.

Sleep Tag

What’s Needed: 3 or more players

How to Play:
• Choose someone to be “It.”
• The other players lie on the ground with their eyes closed and pretend to sleep. Players cannot be touching each other.
• “It” walks among the “sleeping” players looking for someone to move.
• If “It” catches someone moving, “It” tags that person and he/she becomes “It” as well.
• The last player remaining wins.
Corner Tag

What’s Needed: 5 or more players
Chalk
A large playing area

How to Play:
• Draw a large square (6 feet by 6 feet) with the chalk.
• Cut the square into four smaller squares.
• Make a small square at the centre where the two lines cross.
• Choose one person to be “It.” “It” stands on the small square in the middle.
• The four other players stand at the corners of the square. The corners are “safe.”
• When the leader yells “GO,” players run from their corner to another corner, staying on the lines.
• “It” tries to get to a corner before another player. The player left without a corner is the new “It.”
• If there are more than 5 players, the places where the inside lines meet the outside square can be “safe.”

Odd Even Tag

What’s Needed: 6 or more players

How to Play:
• Divide the group into two teams.
• All players line up to face each other (2-3 meters apart).
• One side is odd and the other side is even.
• Each side sets up a goal line about 3-4 meters behind them.
• The playground leader yells out a number, e.g. “3” or for older kids “54”
• If the number is odd, the odds chase the evens back to their goal line.
• If an even is tagged, he/she switches sides and become an odd.
• If the playground leader yells out an even number, they chase the odds.

From Canadian Intramural Recreation Association newsletters
**Question Tag**

**What’s Needed:** 4 or more players

**How to Play:**
- Choose one person to be “It.”
- This person chases the other players.
- When “It” tags a player, everyone stops and “It” asks a question.
- If the group can answer the question correctly in 10 seconds, the tagged player goes free. If the group is unable to answer the question, the tagged player becomes the new “It.”

**Chain Tag**

**What’s Needed:** 2 teams of 3 or more players each

**How to Play:**
- Each team forms a line.
- Players hold on to the person in front of them by the shoulders or the waist.
- Teams begin standing side by side, facing the same way.
- At the word “go,” the first person on each team must try to tag the last person on the other team.
- If that person is tagged, he/she joins the other team at the front and the game starts again.
- The longest chain wins.

**Zombie Tag**

**What’s Needed:** 4 or more players

**How to Play:**
- Assign two or three students to be the “zombies.”
- “Zombies” are not allowed to run, but are allowed to walk quickly.
- All others may run. The “zombies” move with their arms out like Frankenstein and try to track down others.
- When a player is tagged, he/she becomes a “zombie.”
- The game goes until everyone is caught.

From Canadian Intramural Recreation Association newsletters

**Elbow Tag**

**What’s Needed:** 4 or more players

**How to Play:**
- Choose one “chaser” and one “chasee.”
- Other players stand in pairs or groups and link arms at the elbow, placing their hands on their hips.
- The “chaser” chases the “chasee,” who can join any of the groups by linking arms with someone.
- The person opposite this new link becomes the new “chasee.” If the “chaser” tags a “chasee,” the person tagged becomes the new “chaser.”
Circle Tag

What’s Needed: 8 or more players

How to Play:

- Players form a circle so they can hold hands with the person beside them.
- To start, everyone has his/her hands at his/her sides.
- The object of the game is for the “Chaser” to tag the “It” in less than a minute.
- Choose one “It” who stands in the middle of the circle and one “Chaser” who stands outside the circle.
- If the “Chaser” or the “It” run through the circle, the two people they ran between hold hands.
- If all gaps are closed and “It” is not caught, or when “It” gets caught, start over.

From Canadian Intramural Recreation Association newsletters

Octopus Tag

What’s Needed: 10 or more players

How to Play:

- Choose an area for the game and set boundaries. The ocean is inside the boundary and the 2 end lines are the shores.
- Players stand on one shore. One player stands in the middle of the ocean as the “octopus.”
- The “octopus” yells “SWIM,” and the players run to the opposite shore and the “octopus” tries to tag them.
- Tagged players stay in the middle and help the “octopus” tag more players.
- The last player tagged becomes the new “octopus.”

From 100 Best Games, E. Perez & M. Rius
Pie Tag

What’s Needed: 2 or more players
A large playing area
A large circle with spokes drawn on the tarmac (can be made with chalk)

How to Play:
• Select an “It.”
• “It” stands in the centre of the circle, where the spokes meet.
• The other players stand around the edge of the circle.
• Players on the outside can only run along the outside of the circle, staying on the lines.
• “It” can only run on the spokes of the circle, staying on the lines.
• “It” tries to tag another player. When someone is tagged, he/she becomes the new “It.”
• If no one is tagged, select a new “It.”

Polly Want a Cracker?

What’s Needed: 6 or more players

How to Play:
• Players stand in a circle with one person in the middle. This person is “It.”
• The person in the middle goes up to different people and asks them “Polly want a cracker?”
• The players say “No, thank you.”
• The players who “It” has his/her back to try to catch each other’s eyes and switch places.
• “It” tries to steal a place in the circle when other players are switching. The person left without a place is the new “It.”

Bean Freeze

What’s Needed: 4 or more players
Beanbags for each player

How to Play:
• Each player balances a beanbag on his/her head. Players cannot hold it in place.
• The players move around the playing area at their own pace.
• If the beanbag falls off someone’s head, that person is frozen. Another player can unfreeze someone by picking up the beanbag and placing it on the frozen player’s head without losing his/her own beanbag.
• To make the game harder, players can hop or skip around the playing area.
Four Square

What’s Needed: 4 players
Chalk and a rubber ball

How to Play:
• Draw a square 6 feet long on each side. Divide it into 4 smaller squares. Number the squares 1 – 4.
• Draw a start line outside the square # 4.
• Each player picks a square and stands with feet straddling the outside corner.
• One player bounces the ball into another player’s square. This player hits the ball into one of the other player’s squares after one bounce using a flat, open hand (front or back of the hand). Any other player can hit the ball, even before it bounces once.
• Each player starts with 10 points. Players who lose all of their points are out. Players loose a point if:
  - they close their hand when hitting the ball or grab the ball
  - the ball bounces twice before the player hits it
  - the ball lands in the player’s own square
  - the ball goes out of the game board without first bouncing it into another player’s square
  - the ball is returned into the square of a player who is already out of the game
• The other players keep playing. The last person with points is the winner.

Four Square Variation

What’s Needed: 4 or more players
A handkerchief

How to Play:
• With more than 4 players, extra players line up behind the starting line.
• Players do not have points but move to the end of the line for the same reasons they would lose points.
• The first person in the line moves into square #4. If there is a player in #4, he/she moves to #3 and so on.
  The goal is to get to #1 square without being eliminated.
• Play goes on until everyone in line has a chance to join the game.
One, Two, Three, A-Twirlsey

What’s Needed: 1 player
   Ball

How to Play:
• Bounce the ball against the ground and twirl on the word “twirsley.”
• Repeat for a-jumpsy, a-crossy, clapsies, etc...

Rhyme: One, two three, a-twirlsey
   Four, five, six, a-twirlsey
   Seven, eight, nine a-twirlsey
   Ten, a twirlsey, catch

Ball’s Eye

What’s Needed: 1 or more players
   Ball, chalk

How to Play:
• Choose a large wall without windows.
• Draw a bull’s-eye on the wall with chalk. Start with three big circles and add more as you get better.
• Write a number in each circle. This is the number of points a player wins for hitting that circle with the ball.
• Draw a line five giant steps away from the wall. This is your shooter line.
• Throw the ball at the wall. Remember what circle it hits. The ball must bounce at least once before you catch it. If you catch it after one bounce, you get the number of points written in the circle you hit.
• If the ball bounces 2 or more times before you catch it, you don’t get any points.
• The player to earn 50 points first wins.
Team Ball’s Eye

What’s Needed: An even number of players 1 or 2 balls, chalk

How to Play:
• Draw a bull’s eye on the pavement with chalk. Start with three large circles and add more as you need to.
• Write a number in each circle. This is the number of points a player wins for hitting that circle with the ball.
• From the outside circle, take at least three giant steps. Draw one more circle around the bull’s eye. This will be your shooter circle.
• Divide into pairs.
• Partners stand facing each other on the shooter line on opposite sides of the bull’s-eye.
• One player tosses the ball onto the bull’s-eye. The partner must catch the ball before it bounces again and may go anywhere to make the catch. If the ball bounces more than once or is dropped, there is no score. The team gets the number of points marked on the circle the ball hit.
• The first team to reach 50 points wins.

King’s Court

What’s Needed: 2 teams of 4 or more players each A large ball A large playing area with a centre line boundary and end boundaries (may use chalk)

How to Play:
• This is a dodge ball game. Divide players into two teams.
• Have one team on each side of the centre line.
• Members of each team try to tag the other team’s players with the ball.
• If a player is tagged, he/she must stand behind the end boundary behind the opposing team (if a player from team A is tagged, he/she moves behind team B, behind the boundary line).
• If the player behind the boundary line is able to get the ball and tag an opponent, he/she may rejoin his/her team and the player tagged moves behind the opposite team, behind the line.
• The game continues until time runs out or all of one team is behind the other team.
Alphabet Sequence

What’s Needed: 15-30 players
               One large bouncy ball

How to Play:
• Players form a large circle.
• The first person with the ball says “A” and says a word that starts with the letter a.
• The player tosses the ball to another player. This player says “B” and a word that begins with the letter b.
• The game continues until you reach Z.

Variations:
• Choose topics such as food, animals, places etc.

Sevens

What’s Needed: 1 player
               High wall (no windows)
               Rubber ball or tennis ball

How to Play:
• Draw a line about 5 feet from the wall and stand behind it. Begin with “onesies.”
• Onesies: Throw the ball against the wall and catch it.
• Twosies: Throw the ball against the wall, let it bounce once in front of the line and catch it. Repeat.
• Threesies: Throw the ball against the wall and clap before you catch it. Repeat this two more times.
• Foursies: Throw the ball against the wall, spin around and catch it after the first bounce. Repeat this three times, changing the direction of your spin each time.
• Fivesies: Throw the ball against the wall, clap twice behind your back and catch it. Repeat this four times.
• Sixies: Throw the ball against the wall, get down in a push-up position, then jump up and catch the ball after the first bounce. Repeat five times.
• Sevensies: Throw the ball against the wall, clap your hands once in front and once in back, before catching the ball. Repeat this six times.
• Earn one point for each step and repetition. A perfect score (no mistakes) is 25 points.
Are You Coming Out, Sir

**What’s Needed:** 1 player
- A ball in a nylon stocking
- Wall

**How to Play:**
- The player stands with his/her back against the wall. Swing nylon, bouncing ball from side to side.
- On each sir, the player lifts his/her right leg and bounces ball under it.
- Players may create their own patterns including bouncing the ball under left leg, under arms or overhead and between legs.

**Rhyme:**
- Hello, hello, hello, sir;
- Are you coming out, sir?
- No, sir. Why, sir?
- Because I’ve got a cold, sir;
- Where’d you get the cold, sir?
- At the North Pole, sir;
- What were you doing there, sir?
- Catching polar bears, sir;
- How many did you catch, sir?
- One, sir; two, sir; three, sir;
- That’s enough for me, sir.

Ordinary Movings

**What’s Needed:** 1 player
- Ball, wall

**How to Play:**
- Juggle one or two balls against a wall. Do each of the actions as the ball bounces.

**Rhyme:**
- Ordinary movings,
- Laughing, talkings, Laughings (bring hand to mouth)
- One hand, the other hand,
- One foot, the other foot,
- Clap at the front,
- Clap at the back,
- Front and back, front and back, (clap front and back while juggling)
- Tweedles, Twaddles (Tweedles - roll hands forward over each other. Twaddles - roll hands backwards over each other)
- Curtseys, salutsies,
- Bowsies, jumpsies,
- And away she goes!
Spud

**What’s Needed:** 4 or more players
Large bouncy ball

**How to Play:**
- Assign each player a different number.
- One player tosses the ball into the air and yells a number. That player catches the ball and all the other players run away.
- Once the ball is caught, the player yells “SPUD.” All players must stop.
- The player with the ball decides who their target will be and tosses the ball at that player, attempting to tag them. The target must keep their feet on the ground, but they may twist, duck or try to catch the ball.

- If the ball makes contact, the target player receives an “S” (or the following letter in the word SPUD). This player throws the ball in the air and calls a number for the next round.
- If the ball misses the player or is caught, then the person who threw the ball receives an “S” (or the following letter in the word SPUD). This player throws the ball in the air again and calls another number.
- When a player has all the letters to spell SPUD, they are out of the game. The last player wins.

**Variations:**
- The person with the ball can take three large steps towards their target before they toss the ball.
- Spoccer: the player gently kicks the ball at their target’s feet instead of tossing it.

Circle Ball

**What’s Needed:** Unlimited players
Ball

**How to Play:**
- For small groups with an even number of players, each player throws the ball to a player across from them in the circle until the ball goes around seven times.

**Variation:**
- With large groups, you may split the group into circles of four or five players.
- Each circle needs a team name and each player has a number.
- A player in the first circle will call out “Number three in (Team Name),” and toss the ball toward that group.
- The correct player catches the ball, calls a number and group name and throws it there.
Circle Dodge Ball

What’s Needed: 15 or more players
One large bouncy ball

How to Play:

• Half of the players form a small inner circle. The other players form a large circle around the smaller circle.
• The players in the inner circle hold hands. If they let go they have to join the outside circle.
• The players in the inside circle can move around clockwise and try to avoid getting hit by the ball.
• The players in the outside circle roll the ball, trying to hit the legs of the players in the inside circle.
• The players on the inside may jump or run as long as they do not let go of hands.
• When a player is hit by the ball, he/she leaves the inside circle and join the outside circle.
• Play goes on until there is only one person in the inside circle.

Variations:

• With fewer players, form an outside circle and pick one or more players to be inside.
• The players in the outside circle roll the ball, trying to hit the legs of the players inside the circle.
• If a player inside the circle is tagged, he/she trades places with the person who tagged him/her.

Wall Dodge Ball

What’s Needed: 5 or more players
A wall with boundaries (can be existing or drawn with chalk)

How to Play:

• Mark boundary lines on a wall (without windows) 5-6 feet apart with chalk and one line on the ground about 5 feet away from the wall.
• Select someone to be “It”
• The other players line up along the wall, within the boundaries.
• “It” stands behind the line, rolls the ball at the other players and tries to tag their legs.
• The players along the wall can move from side to side, but they must stay against the wall and between the boundaries.
• If someone is tagged, or moves outside the boundaries, he/she joins “It” behind the line.
• Tagged players take turns rolling the ball until only one player is left.
Alaskan Baseball

What’s Needed: 2 teams of 5-10 players each
One large ball
Four pylons for bases & home plate

How to Play:
• Set up the pylons for the three bases and home plate.
• The game is like real baseball. One team is up at bat and the other team is in the out field.

Infield team:
• The first player up at bat kicks or throws the ball to the out field.
• All of the team runs around the bases counting each run until the out field team yells "STOP."
• When the out field team yells "STOP," the team adds up the number of runs.

Outfield team:
• The team lines up again behind home plate.
• All of the players on the team chase the ball after the infield team throws/kicks it.
• The first player to reach the ball holds it over his head. The rest of the team lines up behind that player.
• The first player passes the ball over his head to the second player who passes it between his legs to the next player. Repeat this until the ball gets to the last person.
• When the ball gets to the last person the team sits down and yells "STOP."
• Teams trade places after three "at bats."

Animal Toss

What’s Needed: 6 or more players
Soft ball

How to Play:
• All players form a circle.
• Pick a player to stand in the center of the circle holding the ball.
• The player in the center says the name of an animal and throws the ball to someone.
• The player who catches the ball has five seconds to say if the animal belongs on land, sea or air.
• If the player drops the ball or can’t name its location, he/she imitates the animal.
• If the player is right, then he/she moves to the center of the circle.
• Remember to count the five seconds out loud as a group.

From 100 Best Games, E. Perez & M. Rius
Donkey

What’s Needed: 1 or more players
Rubber ball in a nylon stocking
Wall (no windows)

How to Play:
• Put the ball in the nylon.
• Players stand with their backs against a wall without windows with arms and legs spread.
• Players hold the end of the nylon in their right hand.
• Players swing the nylon ball up over their left arm and let it bounce off the wall. They swing it back, bouncing it to the right and then swing across again, bouncing it under their left arm. Then they swing it back to the right and then down, bouncing it between their legs. Then they swing it back to the right and begin the pattern again.
• Start very slowly and then speed up, faster and faster. It’s important to keep control of the ball!
• As players improve, add rhymes in time to the beat. Repeat the rhyme, faster and faster.

Rhyme:
I’m a witch from Rotterdam, can you guess how old I am?
1, 2, 3, 4, 5, 6 . . .
One, two, three, four, five
Can you catch a fish alive?
Yes, sir, but I let him go
Because he bit my finger-O
Which finger did he bite?
He bit the little one on the right!
Ice-cream soda, lemonade punch,
What’s the name of your honey bunch?
A, B, C, D, E . . .
(Skip the letter of your sweetie’s first name.)
One, two, three O’Leary
Four, five, six O’Leary
Seven, eight, nine O’Leary
Ten O’Leary post

Guard the Gate

What’s Needed: 10 or more players
Large ball

How to Play:
• Players form a circle standing an arms length away from each other.
• One player starts by rolling the ball in the circle, trying to send it through any space between players (spaces are gates).
• Each player guards his/her own gate, (the space to his/her right) to stop the ball from going through.
• Players who allow the ball through their gate must run around the outside of the circle three times, then return and continue playing.
• Play continues while players are running.

From Collins Gem Children’s Games, The Diagram Group
Towers

What’s Needed: 10 or more players
   Medium ball
   2 buckets

How to Play:
• Players form a circle standing arms length away from each other.
• Place the two buckets in the circle – about 5 feet apart. Players should be about 10 feet from any bucket.
• One player is “It.”
• Players in the circle try to put the ball in one of the buckets while “It” tries to stop players.
• Players can pass the ball between them to try to get a clearer shot at a bucket.
• The player that gets a ball in a bucket becomes the new “It.”

From 100 Best Games, E. Perez & M. Rius

Rock, Paper, Scissors Dodge Ball

What’s Needed: Unlimited players
   Soft ball

How to Play:
• Identify an out zone.
• Players may tag any other player with a ball.
• The person with the ball must stand still, but may pivot.
• If a player is tagged, he/she must move to the out zone and wait for another player to be tagged.
• When two players are out, they play RPS (rock, paper and scissors) and the winner of two out of three times re-enters the game.
• The other player waits for another person to be out and the cycle starts over.

From Canadian Intramural Recreation Association newsletters
Baseball Round-Up

What’s Needed: 5 or more players
One ball for each player

How to Play:
• Players form a circle.
• Start with one ball. The player holding the ball tosses it to the player two people to his/her right (e.g. Player One has the ball and passes it to Player Three).
• When the ball gets back to the first person, add another ball.
• Keep adding balls until everyone has one.
• In the dry weather, play with a larger ball and roll it or kick it between players.

From Canadian Intramural Recreation Association newsletters

Hamburger Haven

What’s Needed: 2 or more teams of 3 or more players each
1 small ball and 1 Frisbee for each team
Hula hoops (optional)

How to Play:
• Select two boundary lines.
• Have each team line up behind one line.
• Place “hamburger” (ball) on “tray” (Frisbee).
• The first person in each team carries the “tray” to the second boundary line. If the “hamburger” falls off the tray, that person does 3 jumping jacks before continuing.
• When the player gets to the boundary, he/she turns around and returns with the “tray” to his/her team.
• The next player in line repeats the pattern until everyone has gone.

Variation:
• Place “hamburgers” around the playing area and give each player a Frisbee.
• Place hula hoops at intervals around the playing area.
• Players must find/get “hamburgers” and take them to their “restaurant” (hula hoop).
• The player with the most “hamburgers” wins.

From DrWoolard.com, Donna Woolard, Campbell University
Ball Hockey

What’s Needed: 2 teams of 3 or more players each
1 ball

How to Play:
• Make goals for each team using chalk lines, existing lines, pylons etc.
• Pick a goalie for each team.
• The players can only use their feet to pass and score.
• The goalies can use their hands or feet to trap the ball.

From P.R.O.P.S., Durham Region Health Department

California Kickball

What’s Needed: 2 teams of 5 or more players each
1 large ball
Markers for home plate and bases

How to Play:
• This game is like real baseball.

Infield:
• Players line up at home plate and the first person kicks the ball rolled by the pitcher and runs to a base.
• Players take turns at “bat” and try to score runs by making it back home.
• Players are “out” if:
  - A ball is caught in the air without first touching the ground (pop fly).

Outfield:
• The catcher catches the ball before the runner gets to a base.
• The player holding the ball tags the runner before the runner touches a base.

• The pitcher rolls the ball to the first player.
• The outfielders try to catch the ball and throw it to their catcher behind home plate or tag the runner with the ball before he/she reaches a base.
• Teams switch at 3 “outs” or when all infield players have had a turn at “bat.”

From P.R.O.P.S., Durham Region Health Department
Triangle

What’s Needed: 3 or more players
  A rubber ball
  3 markers (ie. beanbags) for triangle points or chalk
  A large playing surface

How to Play:
• Players mark out a large triangle on the ground with chalk or markers.
• Players stand at each of the corners and throw the ball to each other clockwise, very quickly.
• If a player misses twice, he/she changes places with the person in line behind him/her.

Variation:
• If a player misses twice, all three players are replaced.
• If only playing with three people, each start with 10 points. For every miss, the player loses a point.
  The person with the most points at the end of the game wins.

From P.R.O.P.S., Durham Region Health Department

Ordinary Dictionary

What’s Needed: 1 or more players
  A ball, a wall

How to Play:
• Players do the actions while bouncing the ball against a windowless wall.
• If a player misses, he/she must start over at the beginning.
• To make it harder, have players use only one hand or stand on one foot.

Ordinary  (throw ball against wall and catch)
Dictionary  (throw ball, put hands on hips and catch)
Stationary  (throw ball, be still and catch)
Front Clap  (throw ball, clap hands at front and catch)

Back Clap  (throw ball, clap hands at back and catch)
One Hand  (throw ball with one hand and catch with same hand)
Other Hand  (throw ball with the other hand and catch with same hand)
One Foot  (throw ball standing on one foot and catch)
Other Foot  (throw ball standing on the other foot and catch)
Frontwards  (throw ball, twirl hands forwards and catch)
Backwards  (throw ball, twirl hands backwards and catch)
Curtsey  (throw ball, curtsey and catch)
Around the World  (throw ball, turn around and catch)

From P.R.O.P.S., Durham Region Health Department
Ultimate Frisbee

**What’s Needed:**
- 10 or more players
- 1 Frisbee or ball
- A large playing area

**How to Play:**
- The object is for one team to make 5 passes without having the Frisbee or ball dropped or knocked away.
- Divide the group into two teams.
- Players scatter and each player is assigned to guard a player on the other team.
- The player with the Frisbee (or ball) cannot take more than 3 steps and cannot hold the Frisbee for more than 5 seconds. If either happens, the other team gets the Frisbee.
- 5 passes between team members = 1 point.
- The team with the highest number of points at the end of the time wins.

From WinterActive, Central West Public Health Physical Activity Promotion Network

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Chain Dodgeball

**What’s Needed:**
- 10 or more players
- 1 Frisbee or ball
- A large playing area

**How to Play:**
- Players form a circle.
- Choose three to four players to go into the circle.
- These 3–4 players hold hands at the wrist.
- Going from right to left, the first people try to protect the last person in the chain with their bodies.
- The players making up the circle try to tag the last player, below the waist, with the ball.
- If the last player is tagged, he/she moves into the circle and the person who tagged him/her joins the front of the chain.

Adapted from Co-operative Games for People Who Love to Play by Alan Davies
Sentry

What’s Needed: 2 teams of 4 or more players
2 pylons
2 beanbags
1 large ball

How to Play:
• Place the pylons at opposite ends of the playing area. Place a beanbag on top of each pylon.
• Divide players into teams.
• Each team tries to knock the other team’s beanbag off the pylon with the ball.
• The ball can be passed, but players holding the ball cannot move.
• If a player knocks the beanbag off the pylon, his/her team gets a point. The first team to 10 points wins.

Transmission

What’s Needed: 2 teams of 6 or more players each
Start and finish lines
4 balls

How to Play:
• Mark a start line and a finish line with chalk or use existing lines.
• Divide players into teams and teams into pairs.
• Pairs stand back to back with their elbows linked and space themselves equally from between the start and finish lines.
• Give two balls to the first pair, one for each person.
• This pair then runs to the next pair and passes the balls on.
• The first team to the finish line wins.
Petrified Baseball

**What’s Needed:**
- 2 teams of 5 or more players each
- Large ball
- Base markers

**How to Play:**
- Divide players into two teams.
- The first player on the infield team throws the ball underhand to the outfield.
- This player jogs around the bases.
- The outfield players try to catch the ball and throw it to their catcher at home plate before the runner gets home. If the ball reaches the catcher before the runner gets home, the runner is out. After three outs, the teams change places.
- The twist is that the outfield players cannot move their feet.

Field Bowling

**What’s Needed:**
- 2 teams of 3 or more players each
- 10–20 bowling pins or bottles
- 2 large balls
- Chalk

**How to Play:**
- Divide the playing space in half marking a line with chalk or using existing lines.
- Place half of the pins on each end of the field.
- Divide players into two teams.
- Each team has one ball and tries to knock down the other teams’ pins. Players can catch the ball and block but cannot cross the line.
- The team with the most pins left standing wins.

Catch Don’t Catch

**What’s Needed:**
- 4 or more players
- A large ball

**How to Play:**
- Players stand in a circle. Choose a player to be “It”. “It” stands in the circle with the ball.
- “It” chooses someone to throw the ball to.
- If “It” says, “Catch,” the player chosen cannot catch the ball and cannot flinch.
- If “It” says, “Don’t catch,” the player chosen should catch the ball.
- If the player being tossed the ball does the wrong thing, he/she becomes the new “It”
Elephant

What’s Needed: 8 or more players
A large ball

How to Play:
• Players form a circle standing with feet shoulder width apart with feet touching their neighbour’s.
• Select someone to be in the middle.
• The player in the middle tries to get the ball out of the circle through the other player’s legs.
• The players in the circle block the ball by making a “trunk” (holding their arms like a volleyball serve).
• If the ball goes through someone’s legs, that person goes into the middle.

Crab Soccer

What’s Needed: 2 teams of 4 or more players each
A large ball, Chalk

How to Play:
• Divide into two teams giving each player a number.
• Draw a goal line for each team on the ground or use existing lines.
• Place the ball in the middle of the playing area and have the teams line up facing each other with the ball between them.
• The leader calls a number and the two players with that number crab walk to the ball and try to move it across the other team’s goal line.
• The other players can help their team mate but cannot score.
• When a team scores, the ball goes back to the middle and a new number is called.

Don’t Flinch

What’s Needed: 5 or more players
A large ball

How to Play:
• Players form a circle and select one person to stand in the middle. This person is “It.”
• “It” is trying to get everyone out of the circle.
• “It” tosses the ball to players, who stand with their arms crossed over their chests. If he/she misses the ball, he/she is out.
• “It” can also pretend to throw the ball. If the person flinches, he/she is out.
• The last person left is the new “It.”

Three Legged Soccer

What’s Needed: 2 teams of 4 or more players
Soccer ball
Bandanas

How to Play:
• This game is just like regular soccer, only team mates are paired and tied together at the ankle.
• Players could put their arms around each other instead of being tied at the ankle if safety is a concern.
Pin Ball

What’s Needed: 6 or more players
A bowling pin or similar object
A large ball

How to Play:

• Players form a circle around the bowling pin and pick someone to be “It.”
• “It” stands inside the circle and has to guard the bowling pin.
• The other players try to knock the pin down with the ball.
• The person who knocks the pin over trades places with “It.”

Human Pin Ball

What’s Needed: 6 or more players
A bowling pin or similar object
A large ball

How to Play:

• Pick someone to be “It.” The rest of the players stand in a circle with their legs spread and feet touching. Players bend at the waist and swing their arms between their legs. Their arms are the pinball “flippers.”
• “It” stands inside the circle and the other players knock the ball back and forth in the circle with their “flippers” trying to tag “It.”
• If “It” is tagged by the ball, the person who hit the ball trades places with “It.”

Monkey Ball

What’s Needed: 10 or more players
A large ball
Chalk or existing lines

How to Play:

• Mark one goal line for each team and place the ball in the centre of the playing area.
• Divide group into two teams. Each team stands in line with their arms linked, on their goal line, facing the other team. Number each player from 1 up.
• The leader calls out a number and the player from each team with that number runs to the centre to get the ball. The rest of the team stays linked and acts as a “team goalie.”
• The players in the centre try to bat the ball with their hand over the other team’s goal line.
• If a goal is made or the ball goes out of bounds, players return to their teams and a new number is called.
Queenie

What’s Needed: 4 or more players
   Ball

How to Play:
• Pick someone to be “Queenie.”
• “Queenie” stands with his/her back to the group and throws the ball over his/her head.
• One of the other players catches the ball and all players stand with their hand behind their backs.
• Players chant “Queenie, Queenie, who’s got the ball?”
• “Queenie” has three chances to guess who has the ball. If he/she is incorrect, the person with the ball becomes the new “Queenie.”

Rabid Nuggets

What’s Needed: 2 teams of 4 or more players each
   10-20 tennis balls (number depends on team size)

How to Play:
• Scatter the tennis balls across the hard top.
• Divide the group into two teams and give each team half the tennis balls. Each team starts with 10 points and needs a name.
• The object of the game is for the teams to keep their balls moving, only using their feet.
• If the leader spots a ball that is not moving, he/she yells “Team Name Dead Nugget 3, 2, 1!”
• If someone from that team does not have the ball moving by the time the leader gets to “1,” that team loses a point.
• The team with the most points left at the end of the time, wins.
Ropes

What’s Needed: 3 or more players
An open area
1 long skipping rope (14–20 feet)

How to Play:
• 2 players turn the skipping rope (one at each end).
• Another player jumps into the rope without stopping the rope and continues to jump rope.
• When the jumping player makes the rope stop, the next person takes a turn.

Variations:
• Count the number of successful jumps.
• Add rhymes.

Double Dutch

What’s Needed: 3 or more players
An open area
1–2 long skipping rope (14–20 feet)

How to Play:
• With one long rope: one player wraps rope behind his/her back, over forearms, and through his/her hands while another player holds the two ends.
• With two ropes: two players hold the ends of the two ropes.
• In Double Dutch, turn the ropes so they don’t “kiss” (slap together).
• Another player jumps into the ropes (without stopping the rope) and continues to jump rope. If the player is a good jumper, turn the ropes faster.
• When the jumping player makes the ropes stop, the next person takes a turn.

Variations:
• Count the number of successful jumps.
• Add rhymes.
Two Little Humming Birds

What's Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
- Decide what names (i.e., Peter and Paul) you will use and which player will have which name.
- The rope must always be turning. No one is skipping at this point.
- Say the rhyme in the next column to start one player or two players skipping.

Variations:
- Make different rhymes by using different names of children in the group.

RHYME:
Two little humming birds sitting in a tree,
(No-one skips, just the rope turns)
One called Peter and one called Paul,
(One child comes in and then the other)
Fly away Peter, Fly away Paul,
(One child skips out and then the other)
Come back Peter, Come back Paul.
(One child returns and then the other)

Fudge

What's Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
- Two players turn the skipping rope (one at each end).
- One player jumps into the rope and recites the rhyme while jumping.
- When the jumping person makes the rope stop, the next person takes a turn.

RHYME:
Fudge, fudge, call the judge
Mama got a puppy
Put it in the box to have a sleep
And go and feed your puppy
How many hours did puppy sleep?
One, two three, four, five, six...
(count until the jumper makes the rope stop.)
Acka, Backa, Soda Cracker

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end).
• Each player chants this rhyme, while jumping.
• When one player jumps out of the turning rope, another jumper comes in and does the same.

Rhyme
My mother and your mother,
Live across the way.
Every night they have a walk,
And this is what they say.

Acka backa soda cracker,
Acka backa backa boo.
Acka backa soda cracker,
Out goes you!

Ms. Lucy

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end).
• Recite this rhyme while jumping.
• When jumper makes the rope stop the next person takes a turn.

Rhyme
Ms. Lucy had a baby.
She named him Tiny Tim.
She put him in the bathtub
To see if he could swim.
He drank up all the water.

He ate up all the soap.
He tried to eat the bathtub.
But it got stuck in his throat.
Ms. Lucy called the doctor.
Ms. Lucy called the nurse.

Ms. Lucy called the lady with alligator purse.
Cough said the Doctor.
Cough said the Nurse.
Cough said the lady with the alligator purse.
Ms. Lucy thanked the doctor.
Ms. Lucy hugged the nurse.
Ms. Lucy paid the lady with the alligator purse.
How much did she pay?
One, two, three, four, five . . .
(count until the jumper makes the rope stop)
H E L P

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turning the rope (one at each end)
• Jump or skip and keep saying letters, one at a time, until you stop the rope on a letter.
• Do the action of that letter and keep going.
• When the jumper makes the rope stop again, the next person takes a turn.
• ”H” – hop on one foot while skipping.
• ”E” – skip with eyes shut.
• ”L” – say “Lullaby, Lullaby, go to bed. Push up the covers and tilt your head.” Do the actions.
• ”P” – Hot Peppers – Skip very fast and count as high as you can.

TEDDY BEAR, TEDDY BEAR

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping.
• The player follows the direction of the rhyme.
• When the jumper makes the rope stop, the next person takes a turn.

Teddy Bear, Teddy Bear,
Turn Around.
Teddy Bear, Teddy Bear,
Touch the ground.

Teddy Bear, Teddy Bear,
Show your shoe.
Teddy Bear, Teddy Bear,
How old are you?
One, two, three, four . . .
**Alphabet Rhyme**

**What's Needed:**
- 3 or more players
- An open area
- Long skipping rope (14-20 feet)

**How to Play:**
- Two players turn the rope (one at each end)
- Recite this rhyme while jumping (see next column).
- Continue through the alphabet.
- When the jumper makes the rope stop, the next person takes a turn.

• My name is Alice, and my friend's name is Allen.
• And we came from Alberta with a carload of Apples.
• My name is Barbara, and my friend's name is Betty.
• And we came from Barrie with a carload of Beans.

**Bobby Went Down to the Ocean**

**What's Needed:**
- 3 or more players
- An open area
- Long skipping rope (14-20 feet)

**How to Play:**
- Two players turn the rope (one at each end)
- Recite this rhyme while jumping.
- When the jumper makes the rope stop, the next person takes a turn.

• Bobby went down to the ocean,
• Bobby went down to the sea,
• Bobby broke a milk bottle,
• And blamed it onto me;
• I told Ma,
• Ma told Pa,
• Bobby got a time-out.
• Ha, ha, ha!
All in Together

What’s Needed:  
3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• The players recite the rhyme while jumping and follow the directions in the rhyme.
• The players run in from the side and try to keep skipping during the rhyme.

All in together, girls
Never mind the weather, boys
Hark! Hark!
I hear the teacher tapping on the window.
January, February, March . . . (run out on birthday month)
One, two, three, four, five . . . (run out on birthday date)
Monday, Tuesday, Wednesday . . . (run out on day of birth)
One, two, three, four, five . . . (run out on age)

Engine, Engine

What’s Needed:  
3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping.
• When a player stops the rope, the next person takes a turn.

Engine, engine, number Nine,
Going down the Chicago line.
See it sparkle, see it shine.
Engine, engine, number Nine

Little Dutch Girl

What’s Needed:  
3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players recite the rhyme while jumping and follow the actions.
• When a player stops the rope, the next person takes a turn.

I’m a little Dutch Girl,
Dressed in blue;
And these are the things,
I like to do:
Salute to the Captain,
Bow to the Queen,
And turn my back,
To the submarine.
Teacher, Teacher

What’s Needed: 3 or more players
An open area
1 long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

  Teacher, teacher on the path,
  Wonder what I got in math,
  Ten, Twenty, Thirty, Forty . . .
  (count until the jumper stops the rope
  then the next person takes a turn.)

Spelling

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players spell together slowly “A N T A R C T I C”
  as the rope is turned slowly.
• Then spell “E Q U A T O R” very fast, as the rope
  is turning faster.
• When the jumper makes the rope stop the next
  person takes a turn.

The Clock

What’s Needed: 3 or more players
An open area
1 long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players recite the rhyme while jumping, and follow
  the directions.
• 1 – Jump once and run out.
• 2 – Jump twice and run out.
• 3 – Jump three times and run out.
• 4 – Jump four times and run out.
• 5 – Jump five times and run out.
• 6 – High waters (rope doesn’t touch ground: jump six times).
• 7 – Low waters (rope swings back and forth
  without going over head: seven times).
• 8 – Hop eight times.
• 9 – One foot, one eye closed (nine times).
• 10 – Jump ten times with both eyes closed.
• 11 – Cross feet and jump eleven times.
• 12 – Crisscross feet twelve times.
Did You Ever?

What’s Needed: 3 or more players
An open area
1 long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players recite the rhyme while jumping, and follow the directions.

Did you ever go a-fishing on a sunny day,
(mimic fishing)
Sitting on a log – the log rolled away?
(mimic sitting)
Put your hands in your pockets,
Your pockets in your pants,
Did you ever see a fish do the hootchy-kootchy dance? (dance around)

O’Leary

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

One, two, three O’Leary,
Four, five, six O’Leary,
Seven, eight, nine O’Leary,
Ten O’Leary more!

Keep The Pot A-Boiling

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• When the player’s name is called, he/she must run in before “three.”

Keep the pot a boilin’ just for (Marie)
One, two and a dibble-dabble three.

Margie (or jumper’s name)

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

Margie bought some marmalade,
Margie bought some pop,
Margie bought some other things,
That made her basket flop,
Whoops went the marmalade,
Whoops went the pop,
Whoops went the other things,
That made her basket flop.
Misses

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:
  Miss, Miss, little Miss, Miss.
  When she misses, she misses like this.
  or
  Mr. Mr, little Mr. Mr
  When he misses, he misses like this

• Put your foot over the rope, or stop the rope any other way.

Rooms for Rent

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• One player jumps while singing this song:
  Rooms for rent,
  Inquire within,
  When I move out,
  Let (Anne) move in!

• The first player jumps out. The named player joins in when their name is called.

The Thread Was Thin

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:
  I went down town and met Miss Brown.
  She gave me a nickel, I bought a pickle.
  The pickle was sour, I bought a flower.
  The flower was red, I bought some thread.
  The thread was thin, I bought a pin.
  The pin was sharp, I bought a harp.
  And on this harp I played.

How Many Miles?

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:
  Bluebells, cockleshells, evy-ivy-o.
  My mommy works, she sews.
  Daddy cuts the meat.
  I’m the little girl, who lives across the street.
  How many miles do I go?
  One, two, three, four . . .
  (count until jumper stops the rope)
Mabel

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

Mabel, Mabel,
Set the table,
Don’t forget the,
Mustard, vinegar, sugar, salt, (on “salt”
turn rope slowly)
vanilla, cloves (or other spices), pepper! (on “pepper,” turn rope very fast)

Spanish Dancer

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players recite rhyme while jumping and follow the directions.

Spanish dancer do the splits,
Spanish dancer do high kicks.
Spanish dancer do the kangaroo,
(hop with both feet together)
Spanish dancer – out skidoo.
(jumper jumps out)

Sally Rand

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

Sally Rand,
Lost her fan.
Run, run, run,
As fast as you can

Obadiah

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

Obadiah,
Jumped in the fire.
Fire was so hot, jumped in a pot.
Pot was so little, he jumped in a kettle.
Kettle was so black, he jumped in a crack.
The crack was so high, he jumped to the sky.
Sky was so blue, he jumped in the canoe.
The canoe was so small, he jumped on the wall.
The wall was so hard, he jumped in some lard.
The lard was so soft, he jumped in the loft.
The loft was so rotten, he fell in the cotton.
The cotton was so white, he took off his shoes and stayed all night!
Rich Man, Poor Man

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping.
• When the jumper stops the rope, the jumper discovers their future job, the material they will wear and where they will live.

Rich man, poor man, beggar man, thief,
Doctor, lawyer, merchant, chief,
Silk, satin, calico, rags,
Little house, big house, pigpen, barn!

How Many?

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players recite the rhyme while jumping and follow the directions.

Grace, Grace, dressed in lace,
Went upstairs to powder her face.
How many boxes of powder did she use?
One, two, three . . .
(count until jumper misses)

Marco Polo

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

Marco Polo went to France
To teach the ladies how to dance.
First a kick, then a bow,
Marco Polo showed them how.
Marco Polo went to France,
To teach the ladies the hootchy-kootchy dance.
Heel, toe, around we go,
Turn your back to the old potato sack

Down In the Valley

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

Down in the valley where the green grass grows,
There sat (jumper’s name) as pretty as a rose.
She sang – she sang,
She sang so sweet
Along came (sweetheart’s name) and kissed her on the cheek,
How many kisses did he have?
One, two, three, four . . .
(count until jumper misses)
Washing

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

Sing a song of soapsuds,
Filling up the sink.
Five and five a-washing,
Quick as a wink.
When the water’s dirty,
Send it down the drain.
Gurlie Wirlie, there it goes,
And won’t be seen a gain.

Cinnamon Bun

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:

One, one,
Cinnamon Bun.
Two, two,
Chicken stew.
Three, three,
Cakes and tea.
Four, four,
I want more.
Five, five,
Honey in a hive.
Six, six.
Pretzel Sticks.
Seven, seven.
Straight from heaven.
Eight eight.
Clean your plate.
Nine, nine.
Look at mine.
Ten, ten.
Start over again.

Cross the Creek

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• The other players run through separately without jumping or being touched by the rope – players must get ‘over the creek’ without getting wet.
• The game ends when there is only one player who has not missed nor been touched by the rope.

Rock the Baby

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players make the rope swing about four inches above the ground.
• Another player jumps from side to side until he/she misses.
• The next player gets a turn.
High Low

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• One or more players jump as players sing the rhyme for the first time.
• On the last word, they crouch down and the rope is turned over their heads while players sing the rhyme a second time.
• On the last word, the players stand up and jump over the rope while they sing the rhyme a third time.
• Repeat the game until the rope stops.

Charley over the water,
Charley over the sea,
Charley caught a blackbird,
But he can’t catch me.

Jump The Shot

What’s Needed: 2 or more players
An open area
1 long skipping rope (14-20 feet)
A weight (ie. bean bag, a shoe)

How to Play:
• Tie the weight to one end of the skipping rope.
• The players form a circle with room for jumping between them.
• One player stands in the middle of the circle holding the end of the skipping rope without the weight. The player swings the skipping rope in a circle until it reaches the players and is moving close to the ground.

• Each player must jump as it passes. If the rope or weight touches a player, he/she is out.
• Change the speed of the rope. The player swinging the rope may stand, sit or lie on the floor/ground.

Variations:
• Players stand on one foot and hop.
• Players change feet when the player swinging the rope makes a command.
• Players run or hop toward the oncoming rope.
• Use a bamboo pole instead of a rope.
Up the Stairs

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• The other players form a single line, jumping over the rope one at a time everyone has a turn.
• When the line forms again, the enders raise the rope two or three inches. Repeat this until only one player has not missed.

Variation:
• Jumpers skip continuously and enders raise the rope a few inches every few turns.

French Almond Rock

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• The players jump over the rope as it swings from side to side, saying the following rhyme: “Handy-pandy, sugared candy. French almond rock.”
• Repeat the rhyme while the players skip in the usual way.
• They then crouch down while the rope turns over their heads, to the same rhyme.
• On the word “rock,” the players rise and repeat the rhyme for the third time while they skip.
• The process can be repeated, or the first set of skippers run out and a new set begins.
Red, White and Blue

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Two players turn the skipping rope.
• A player jumps three times as “Red, white and blue” is sung. At the next words, “stars over you,” the player stoops and the rope is turned over his/her head.
• This may be repeated, or other verses may be added. One player can run out as another player runs in.

Salt, Mustard, Vinegar, Pepper

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Two players turn the rope.
• The other players run in. When all are in, they chant “Salt, Mustard, Vinegar, Pepper.”
• At the word “pepper,” enders turn the rope faster.

Hot Peas

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope as fast as possible (one at each end)
• Two players turn the rope as fast as possible. There can be more than one jumper.
• They spell H-O-T-S and when finished begin counting 1, 2, 3…, turning the rope faster at the start of the count.
• The player who jumps the most wins.

Keep the Kettle Boiling

What’s Needed: 3 or more players
An open area
Several long skipping rope (14-20 feet)

How to Play:
• Place ropes around the playground.
• One person at each end of the rope wiggles the rope.
• Place players into equal groups and at a signal, they run around the course, jumping each rope.
• The object of the game is to keep jumping going.
• The ropes should be low at first and raised slowly.
Apples, Peaches, Pears and Plums

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players run in on their birthday month and run out on the day of their birthday.
• Recite this rhyme while jumping:
  Apples, peaches, pears and plums,
  Tell me when your birthday comes,
  January, February, March . . .
  1, 2, 3, 4 . . .

Christopher Columbus

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• 2 enders swing the rope from side to side.
• Jumpers jump over the rope as it passes under their legs.
• Recite this rhyme while jumping:
  In 1492, Columbus sailed the ocean blue.
  And the waves went higher,
  And higher,
  And higher . . .

• Each time the rhyme gets to “higher,” move the rope a few inches higher until someone misses.
• The person who misses trades places with an ender.
**I’m An Athlete**

**What’s Needed:** 3 or more players  
An open area  
Long skipping rope (14–20 feet)

**How to Play:**
- Two players turn the rope (one at each end)  
- The player jumps into the rope and continues to jump rope doing the actions in the rhyme.  
- Encourage the skippers to be creative with their actions.  
- Change enders so everyone has a turn.

<table>
<thead>
<tr>
<th>I'm an Athlete</th>
<th>Salute to the captain</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dressed in Blue</td>
<td>Bow to the queen</td>
</tr>
<tr>
<td>Here are the things</td>
<td>Turn my back on the</td>
</tr>
<tr>
<td>That I can do</td>
<td>Yellow submarine (turn around)</td>
</tr>
<tr>
<td>Stand at attention</td>
<td>I can do the heel-toe (tap heel then toe)</td>
</tr>
<tr>
<td>Stand at ease</td>
<td>I can do the splits (jump while spreading legs apart)</td>
</tr>
<tr>
<td>Bend my elbows</td>
<td>I can do the wiggle-woggle (wiggle your body)</td>
</tr>
<tr>
<td>Bend my knees</td>
<td>just like this.</td>
</tr>
</tbody>
</table>

*From Awesome Asphalt, CIRA*

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**Donald Duck**

**What’s Needed:** 3 or more players  
An open area  
Long skipping rope (14–20 feet)

**How to Play:**
- Two players turn the rope (one at each end)  
- The player jumps into the rope and continues to jump rope while doing the actions in the rhyme.  
- Recite this rhyme while jumping:

  Donald Duck is a one-legged, one-legged, one-legged duck (jump on one foot)  
  Donald Duck is a two-legged, two-legged, two-legged duck (jump on two feet)  
  Donald Duck is a three-legged, three-legged, three-legged duck  
  (two feet and touch one hand touching the ground)  
  Donald Duck is a pigeon-toed, pigeon-toed, pigeon-toed duck (toes together)  
  Donald Duck is a bow-legged, bow-legged, bow-legged duck  
  (knees bowed or toes pointing outwards)

*From Awesome Asphalt, CIRA*
Fire Water

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Players recite the rhyme continuously. If the rope stops during certain words, jumpers perform the action for those words. For other words, enders turn the rope in a certain way.
• The last person to perform the action or the person who stopped the rope takes over for an ender.
• Rhyme: Fire, Water * Star, Shine *
  Disco, Fever * High, Low +
  Hot Dog, Hamburger * Salt, Peppers +
  Crazy, Dancer *

* must perform an action if the rope stops.
  Fire – run away from rope
  Water – freeze
  Disco – dance around
  Fever – place hand to forehead
  Crazy – jump around
  Dancer – dance around
  Star – stand with arms and legs out like a star
  Shine – stand with feet together and arms up
+ must turn the rope a certain way
  High – turn rope without it touching ground
  Low – turn rope so jumpers crouch
  Salt – turn rope slowly
  Peppers – turn rope very fast

Ice Cream Soda

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:
  Ice cream soda
  Lemonade Hearts
  Tell me the names
  Of your sweethearts
  A, B, C, D . . .

• Jump out on the first letter of your sweetheart’s name.

I Asked My Mother

What’s Needed: 3 or more players
An open area
Long skipping rope (14-20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:
  I asked my mother for fifteen cents,
  To watch the elephant jump the fence.
  He jumped so high, he reached the sky,
  And he never got back till the fourth of July!
  January, February, March . . .
  (recite months until jumper misses)

• Turn the rope quickly for the months.
Happy Birthday

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping:
  All in together
  This fine weather
  January, February, March . . .
  All out together
  This fine weather
  January, February, March . . .
  For the first verse, players jump in on their birthday month.
  For the second verse, players jump out on their birthday month.

From P.R.O.P.S., Durham Region Health Department

Mother, Mother

What’s Needed: 5 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Assign one person to be the child, one to be the doctor, one to be the nurse and one to be the lady.
• The “child” begins the game jumping alone.
• Players jump in and out following the directions in the rhyme.
• The “child” remains to jump “peppers” for the days of the week.
• Recite this rhyme while jumping:
  Mother, Mother, I am ill.
  Call for the doctor over the hill.
  First came the doctor.
  Then came the nurse.
  Then came the lady
  With the alligator purse.
  Out went the doctor.
  Out when the nurse.
  Out went the lady with the alligator purse.
  Sunday, Monday, Tuesday . . .
  (recite days until jumper misses)

From P.R.O.P.S., Durham Region Health Department
Sports Car

What’s Needed:  3 or more players
             An open area
             Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping.
• Turn the rope very quickly while saying the numbers.

Sports car, sports car,
A 1968,
Turn around the corner,
Slammed on the brakes,
Bumped into a lady,
Bumped into a man,
Bumped into a policeman,
And man, Oh man!
Policeman caught me,
And put me in jail.
All I had to drink was gingerale.
How many bottles did I drink?
10, 20, 30… (count until jumper misses)

From P.R.O.P.S., Durham Region Health Department

Girl Guide

What’s Needed:  3 or more players
             An open area
             Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Jumpers do the actions in the rhyme.
• Recite this rhyme while jumping:

Girl Guide, Girl Guide
Dressed in blue
These are the actions
You must do.
Stand at attention!
Stand at ease!

Bend your elbows!
Bend your knees!
Salute to the Captain!
Bow to the Queen!
Turn your back on the filthy washing machine!

From P.R.O.P.S., Durham Region Health Department
Boy Scout

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Jumpers do the actions in the rhyme.
• Recite this rhyme while jumping:

I’m a little Boy Scout,
Dressed in green.
These are the actions,
I have seen.
Stand at attention!
Stand at ease!

Bend your elbows!
Bend your knees!
Salute to the Captain!
Bow to the Queen!
Wash my clothes in the washing machine!

From P.R.O.P.S., Durham Region Health Department

Blue Bells

What’s Needed: 3 or more players
An open area
Long skipping rope (14–20 feet)

How to Play:
• Two players turn the rope (one at each end)
• Recite this rhyme while jumping and follow the directions.

Blue bells, cockle shells (rock the rope from side to side)
Evey, ives over (turn rope over jumpers)
My mother sent me to the store
And this is what she sent me for
Salt, vinegar, pepper (turn the rope quickly for pepper)
Yogi Games

Yogi is a jumping game and is also called Chinese Skipping, Elastics and Jumpsies. Yogi ropes are easy to make. Use stretch elastic like that used for sewing. It comes in two sizes: 1.7 metres or 2.7 metres. You will need two of the same size. Tie both ends together and you are ready to go! Choose two enders to place the elastic behind their ankles and stretch it out to begin. Their feet should be shoulder width apart to keep the ropes taut.

Yogi and The Miser

What’s Needed: 3 or more players
1 Yogi rope

How to Play:
• 1 person stands at each end of the Yogi rope with the rope around his/her ankles
• Chant any rhyme when you play Yogi. The most popular is the traditional Yogi Rhyme:
  Yogi and the Miser
  Yogi addy ay.
  Tam-ba-so-ba
  Sa-du, sa-day
  Yogi and the Miser:
  Yogi allee-ay
  Kick him in the so-po,
  Sa-du,sa-day
• Jump in and out of the ropes to the beat of the words.
Two’s Up

What’s Needed: 3 or more players
1 Yogi rope

How to Play:
• Decide who goes first. Those at the end of the yogi rope are also players.
• Place the rope at ankle level.
• Lift right foot out of rope circle. With right foot, scoop left rope and bring it over the other rope. Repeat this five times.
• Switch feet and repeat.
• If the jumper rattles the opposite elastic he/she loses his/her turn.
• To make it harder, move the rope to mid-calf level and repeat.
• To make it even harder, move the rope to knee level and repeat.

Three’s Up

What’s Needed: 3 or more players
1 Yogi rope

How to Play:
Primary Grades
• The jumper stands outside the ropes, jumps between the two ropes and lands on two feet. If he/she touches the rope, he/she loses his/her turn.
• Next, the jumper jumps on the far side of the rope and lands on two feet.
• Jump back into the middle.
• Jump over the other rope.
• Jump back into the middle, and keep going until the end of the rhyme.
• Another player takes a turn.

Junior Grades
• Player stands outside the ropes, facing one “ender”
• Scoop one foot under the closest rope, lift the rope and hop over the far rope without letting the foot touch. Hop back. Repeat five times.
• Switch legs. Face the other “ender” and repeat five times.
• Keep moving the elastic up (mid calf, knees, thighs, hips, waist).
Yogi (Primary)

What’s Needed: 3 or more players
1 Yogi rope

How to Play:
• To begin the jumper stands inside the elastic.
• Jump to the right over elastic and land outside with both feet.
• Jump back into the middle of rope with both feet.
• Jump on one elastic with both feet.
• Jump out.
• Turn in the air and land inside the rope.
• Jump out.
• Repeat from other side and continue to increase height (mid calf, knees, thighs, hips, waist).
• Player continues until an action is missed, then the next player starts.

Yogi (Junior Level)

What’s Needed: 3 or more players
1 Yogi rope

How to Play:
• Start by standing outside elastic.
• Jump over elastic and land inside elastics on both feet.
• Face ender.
• Jump out over 2nd elastic and land on both feet.
• Jump in over 2nd elastic and land on both feet.
• Jump to the right and land with one foot inside the elastic and one foot outside the elastic.
• Jump to the left and land with one foot inside the elastic and one foot outside the elastic.
• Jump and land with both feet on one elastic.
• Jump and land with both feet on 2nd elastic.
• Jump out.
• Repeat from opposite side and keep raising the rope (knees, thighs, hips, waist).
• Player continues until an action is missed, then the next player starts.
Mississippi

**What’s Needed:** 3 or more players
1 Yogi rope

**How to Play:**
- Start by standing outside the elastic facing one end.
- Do the action given for each letter.
- Touch the elastic only for certain letters.
- **M** – Jump into the middle of the elastics landing on both feet.
- **I** – Jump to the outside of the elastics so both feet are outside.
- **S** – Jump to the right and land with one foot inside the elastic and one foot outside the elastic.
- **S** – Jump to the left and land with one foot inside the elastic and one foot outside the elastic.
- **I** – Repeat the jumping pattern for the letter I.
- **S** – Jump to the right and land with one foot inside the elastic and one foot outside the elastic.
- **S** – Jump to the left and land with one foot inside the elastic and one foot outside the elastic.
- **I** – Repeat the jumping pattern for the letter I.
- **P** – Jump on the elastics with one foot on each elastic with feet sideways.
- **P** – Jump on the elastics with one foot on each elastic with feet sideways.
- **I** – Repeat the jumping pattern for the letter I.

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British Isles

**What’s Needed:** 3 or more players
1 Yogi rope

**How to Play:**
- Start by standing inside the elastic.
- Do the action that goes with the word when said (e.g., Ireland, inside Scotland)
- Ireland – jump so one foot is outside the left elastic and one foot is inside.
- England – jump so one foot is outside the right elastic and one foot is inside.
- Scotland – jump so one foot is outside the left elastic and one foot is inside.
- Wales – jump so one foot is outside the right elastic and one foot is inside.
- Inside – jump so both feet are inside the elastic.
- Outside – jump so both feet are outside the elastic.
- Inside – jump so both feet are inside the elastic.
- Tails – jump so one foot is on each elastic.
Balance Jumpsies

What’s Needed: 3 or more players
1 Yogi rope

How to Play:
• Have two people hold the ends of the elastic rope on the ground
• The player walks over the rope
• The “enders” now hold the elastics to their ankles
• The player jumps over the rope
• After each jump, the “enders” raise the elastic up a level, to the hips, waist, under arm, shoulder, head and sky high
• Players can’t use their hands to get over the elastic, only their feet
• Player continues until an action is missed, then the next player starts.
See See My Playmate

What’s Needed: 2 or more players in pairs

How to Play:

• Each person begins by facing their partner and clapping their hands together at the same time.

• Next, each person claps their right hand against their partner’s right hand.

• Next, each person claps their left hand against their partner’s left hand.

• Next, each person claps their hands together and the pattern begins again.

• Recite this rhyme while clapping:

  * for “more, more, more” - clap your partner’s hands once for each time you say “more”.

  See, see my playmate,
  Come out and play with me,
  And bring your dollies three.
  Climb up my apple tree,
  Slide down my rain barrel,
  Into my cellar door,
  And we’ll be jolly friends,
  Forever more, more, more!

  See, see oh playmate,
  I cannot play with you.
  My dolly has the flu,
  Boo hoo, hoo, hoo, hoo, hoo,
  Ain’t got no rain barrel,
  Ain’t got no cellar door,
  But we’ll be jolly friends,
  Forever more, more, more

Miss Sue

What’s Needed: 2 or more players

How to Play:

• Have players stand in a circle with their right hand over the left hand of the person on their right.

• One person starts the game by clapping his/her right hand against the left hand of the person next to him or her. This pattern works so everyone is clapping the person next to him or her’s left hand.

• When the rhyme gets to “freeze,” the person clapping tries to clap the hand of the person next to them. The other player tries to move their hand out of the way.

• If the person clapping touches the person’s hand beside them, the person touched is out. If the person moves their hand in time, the clapper is out. (those who are out can start new, smaller games)

  • With 2 players, players hold right hands while facing each other. They bend their elbows and put their left hands out. Instead of clapping, they rock their right hands back and forth, touching the outstretched left hand.

  Recite this rhyme while clapping:

    Miss Sue, Miss Sue
    Miss Sue from Alabama
    Sittin’ in a rocker
    Eating Betty Crocker
    Watching the clock go tick tock

    Tick tock sha wanna wanna
    Tick tock
    Tick tock sha wanna wanna
    A, B, C, D, E, F, G
    Miss Sue sailed off across the sea
    Moon shine, moon shine, moon shine freeze!
Stella Ella Olla

**What's Needed:** 2 or more players

**How to Play:**

- Have players stand in a circle with their right hand over the left hand of the person on their right.
- One person starts the game by clapping his/her right hand against the person’s left hand. This pattern works so everyone is clapping the person next to him or her’s left hand.
- When the rhyme gets to 5 (or 10), the person clapping tries to clap the hand of the person next to them. The other person tries to move their hand out of the way.
- If the person clapping touches the person’s hand beside them, the person touched is out. If the person moves their hand in time, the clapper is out.
- With larger groups, those who are out can start new, smaller games.
- With 2 players, players hold right hands while facing each other. They bend their elbows and put their left hands out. Instead of clapping, they rock their right hands back and forth, touching the outstretched left hand.

Recite this rhyme while clapping:

*Stella Ella Olla*
*Clap, clap, clap*
*Say es chico chico*
*Chico chico chop*
*Say es chico chico*
*Velo, velo, velo*
*Say I, 2, 3, 4, 5! (may go up to 10)*

Bellyache

**What's Needed:** 2 or more players

**How to Play:**

- Have players stand in a circle with their right hand over the left hand of the person on their right.
- One person starts the game by clapping his/her right hand against the person’s left hand. This pattern continues around the circle so that everyone is clapping the person next to them’s left hand.
- When the rhyme gets to “alive,” the person clapping tries to clap the hand of the person next to them. The other player tries to move their hand out of the way.
- If the person clapping touches the person’s hand beside them, the person touched is out. If the person moves their hand in time, the clapper is out. (those who are out can start new, smaller games)
- With 2 players, players hold right hands while facing each other. They bend their elbows and put their left hands out. Instead of clapping, they rock their right hands back and forth, touching the outstretched left hand.

Recite this rhyme while clapping:

*I met my boyfriend at the candy store*
*He bought me candy*
*He bought me cake*
*He brought me home with a bellyache*
*Gramma, Gramma, I feel sick*
*Call the Doctor, Quick, Quick, Quick*
*Doctor, Doctor, will I die?*
*Close your eyes and count to five*
*1, 2, 3, 4, 5*
*I'm alive!*
Miss Mary Mack

**What’s Needed:** 2 or more players in pairs

**How to Play:**

- Partners start by facing each other.
- Each person begins by clapping their own hands together, at the same time as their partner.
- Next, each person claps their hands against their thighs, at the same time as their partner.
- Next, each person claps their own hands again.
- Partners clap hands three times when saying the repeated words.

Recite this rhyme while clapping:

Miss Mary Mack, Mack, Mack.
All dressed in black, black, black.
With silver button, buttons, buttons.
All down her back, back, back.
She asked her mother, mother, mother.
For fifty cents, cents, cents,
To see the elephant, elephant, elephant.
Jump the fence, fence, fence.
He jumped so high, high, high.
He reached the sky, sky, sky.
And he never came back, back, back.
Till the end of July, 'ly, 'ly.
Jacks or Scatters

**What’s Needed:** 2 or more players
5 jacks; a small rubber ball

**How to Play:**
- Scatter jacks on the ground.
- Throw the ball up and let it bounce once before you catch it. Or let it bounce down, and up, and then catch it.
- **Onesies:** Throw ball, pick up one jack, then catch the ball with the same hand. Throw the ball again and pick up the next jack, then catch the ball. Repeat until you have picked up all the jacks one by one.
- **Twosies:** Throw the ball, pick up two jacks, catch the ball. Put jacks in other hand. Repeat. Throw the ball and pick up two jacks. Repeat with the last jack.
- **Threesies:** Pick up three jacks on first throw, then two on second throw.
- **Foursies:** Throw the ball, scoop up four jacks and catch the ball. Pick up last jack on next throw.
- **Fivesies:** Scatter the jacks, throw the ball, scoop up all the jacks before you catch it.

Fivestones

**What’s Needed:** 2 or more players
5 smooth stones

**How to Play:**
- Scatter stones and choose one to throw. This is your “sky stone.”
- Toss up “sky stone” and scoop up a stone from ground. Catch “sky stone” in same hand.
- Put stone in other hand.
- Pick up all stones one by one this way.
- Work through Twosies, Threesies and Foursies like in Jacks.

Pigs in the Pen

**What’s Needed:** 2 or more players
5 stones or jacks

**How to Play:**
- Scatter jacks.
- Make pigpen by resting the side of your hand on the ground and curving fingers and thumb to make an opening.
- Throw ball and push one of the “pigs” (jacks) into the pigpen. Catch the ball.
- One by one, push all other pigs into the pig pen.
- Try pushing them into the pig pen two by two.
Sweep the Floor

What’s Needed: 2 or more players  
5 jacks or stones

How to Play:
• Scatter stones. Choose one to be your “sky stone.”
• Throw the “sky stone” up in the air and sweep one of the stones nearer to the others.
• Catch the “sky stone.”
• Throw “sky stone” again and use fingertips to sweep another stone closer to the others.
• Catch the “sky stone.”
• Do this until you have swept all stones together.
• Throw “sky stone” one more time and pick up all other stones.

Horses in the Stable

What’s Needed: 2 or more players  
5 jacks or stones; ball

How to Play:
• Make stable for “horses” (jacks) by spreading out fingers and thumb, resting fingertips on ground.
• Put “horses” into the stable through each of the four “doorways.” (your fingers)
• Jacks stay near tips of your fingers and thumb.
• Throw ball, push one of the “horses” into the stable. Keep throwing ball and pushing “horses” into stable one by one until all five jacks are inside your hand.
• Throw the ball one last time and scoop up all five “horses.”
Marble Names

Aggie (Agate)  Glass is cloudy or white, hard to see through
Cat’s Eye  Look inside the marble. Do you see a cat’s eye?
Dib  A plain marble, use it for practice
Rainbow  A multi-coloured swirl in the middle of the marble
Crystal  Clear, coloured glass marble
Biggy or Boulder  A big marble, keep it safe
Ball Bearing, Steely  A large steel ball

Terms to Know

Keepsies (keep-zeez)  When you play for keepsies, you can lose marble to the winner.
Funsies (fun-zeez)  No harm done. Win or lose, you get your marbles back at the end of the game.
Sharesies (share-zeez)  Divide marbles to share with other players. All marbles are returned at the end of the game.
Trysies (try-zeez)  Practice round, owners get all their marbles back.
The Shooter  Is it your turn? If so, you’re the shooter
Shooter Line  Use chalk to draw a line on hard top, or use a stick for a line on soft top. Players must stand, sit or crouch behind the line when playing.

Basic Shooting Techniques

The Roll  Think of a bowling ball. Gently cup the marble in your hand and let it roll down the runway.
The Flick  Put the marble on the ground. Your thumbnail should be touching the ground. Flick the marble with your index (first) finger.
The Nudge  Put the marble on the ground. Crook your index (first) finger and give the marble a push or nudge.
Footsies  Stand tall. Put the marble beside the instep of your shoe. Gently shove the marble ahead with the toe of your other shoe.
The Knuckle Down  Put the marble in the crook of your index (first) finger. Rest your knuckles on the ground. Flick your thumb against the marble.
Cansies One

What’s Needed: 2 or more players
   Can
   Marbles (6 each)
   Chalk (optional)

How to Play:
• Place the can on its side. Take three giant steps from the can and draw a shooter line.
• Players stay behind the shooter line and take turns shooting. Each player takes 6 turns.
• If a marble goes in the can, the shooter gets one point. If the marble misses the can or rolls out of the can, the shooter loses one point. A score cannot go below zero.
• The person with the highest score at the end wins. In a keepsies game, the winner gets all the marbles in the can.

Cansies Two

What’s Needed: 2 or more players
   Can
   3 or more other containers
   Marbles
   Chalk

How to Play:
• Place can and three other containers in a row. Using chalk, write a number in front of each container. Numbers do not have to be in order.
• Stand beside the containers, take two giant steps and draw a shooter line.
• If a marble goes into a container, the shooter scores the number of points written in front of it. Marbles that miss or bounce out do not count.
• Add scores, whoever scores the most wins.
Ringer

What’s Needed: 2 or more players
Marbles
Chalk

How to Play:
• Make a dot with chalk. Stand on the dot and take two baby steps out. Draw a circle around the dot.
• Draw a shooter line (larger circle) around the first circle at least two giant steps away from the smaller first circle.
• Each player donates at least three marbles. Put the marbles around the smaller circle and space them evenly.
• Decide how many marbles each player will use. Put away extras marbles.
• Players shoot from the shooter line or outside circle to knock the marbles around the circle into the middle point in the smaller circle.
• The player who is closest to the center point in the circle wins the marble.

Shoot-out

What’s Needed: 2 or more players
Marbles
Chalk

How to Play:
• Make a dot on the hard top with chalk. Stand on the dot and take one giant step forward. Draw a circle around the dot.
• Every player puts at least three marbles inside the circle.
• Players may shoot from any spot outside the circle. Players miss a turn if a hand or foot crosses into the circle.
• The first player takes a shot and tries to knock a marble out of the circle. If he/she succeeds, he/she keeps any marbles knocked out and takes another turn. If he/she misses, it’s the next player’s turn.
• If the player’s marble does not roll out of the circle, it stays where it is. If the shooter’s marble does not hit any marbles and rolls out the circle, the shooter takes it and can use it again on his next turn.
• The winner is the one with the most marbles after each player has had ten turns.
Abominable Snowperson Tag

What’s Needed: 3 or more players
Snow

How to Play:
• Players quickly make a mound of snow large enough for someone to hide behind.
• Chose one player to be “It” This player is the Abominable Snowperson.
• The Snowperson crouches behind the snow mound and counts to 10.
• When the Snowperson finishes counting, he/she runs after the players.
• Players try to get to the snow mound without being tagged by the Snowperson.
• If a player is tagged, he/she becomes the Snowperson.
• If no player is tagged, the last person to reach the snow mound becomes the Snowperson.

From Winter Fun Planner, York Region Heart Health Program

Snow Superball Search

What’s Needed: 2 or more teams of 2 or more players each
A plastic garbage can for each team
5 balls for each team
A watch or someone to count
Snow

How to Play:
• Divide players into equal teams.
• Teams fill their garbage can with snow and hide 5 balls in the snow in the can.
• Place the garbage cans 15 – 20 feet from a start line.
• Each team lines up at the start line opposite their garbage can.
• When someone yells “start,” the first player on each team runs to the can and digs through the snow to find one ball. Each person has 30 seconds. Pick someone to timekeeper by either using a watch or counting to 30 (all players could act as timekeepers and count to 30 out loud together).
• The game continues until one team finds all 5 of the balls.

From Winter Fun Planner, York Region Heart Health Program
Snow Angel Tag

What’s Needed: Unlimited players
Snow

How to Play:
• Decide on how big you want the play area to be.
• One player is “It” and chases the other players to tag them.
• When tagged, the player must stop and make a snow angel. Once the snow angel is done, the player stands in their angel. They can help “It” by tagging other players running by them.
• When everyone has been tagged and has made their snow angel, the game ends.

From Winter Fun Planner, York Region Heart Health Program

Snowball Pile

What’s Needed: Can be played with 2 teams of 2 or more players, OR, with unlimited single players
Snow

How to Play:
• Participants make and pile snowballs as high as possible without the pile falling.
• The player or team that piles snowballs the highest wins.

Variation:
Set a time limit.

From Not Just Another Games Book, CIRA

Over and Under Snowball Relay

What’s Needed: 2 or more teams of 5 or more players
2 pails for each team
Snow

How to Play:
• Each team makes enough snowballs to fill one of their pails.
• The team lines up and passes the snowballs, one by one, through the first person’s legs, then over the second person’s head and so on, until the snowball reaches the second pail at the end of the line.
• If a snowball breaks or is dropped during the over and under relay, that snowball must stay on the ground and cannot be placed in the second pail.
• The team with the most intact snowballs in the second pail is the winner.

From The Activators Winter Program Guide, CAPHERD & CIRA
Seal Slide

What’s Needed: 4 or more players
Crazy carpets - one per team

How to Play:
• This is a race with individual players or teams competing against each other.
• Pick start and finish lines.
• Players lay on their Crazy Carpets and move their arms and legs as if they are swimming to move the carpets along the snow.
• For team play, the second team member cannot start until the first team member crosses the finish line.
• The winning team (or individual) is the first with all members across the finish line.

From Hoffman Elementary School, Langenburg, Saskatchewan

Frosty is Alive and Well

What’s Needed: Teams or individuals
Lots of snow
Clothing (optional)

How to Play:
• This is a snowperson building contest.
• Every “Frosty” must be made of three balls of snow and be at least three feet high.
• Players can bring clothes to dress up their Frosty.
• Winners – criteria can vary (i.e. the most Frostys built within a set time, the highest, the biggest around, best dressed for winter, etc.)

From WinterActive ’95 Pilot Project Great Ideas Booklet, Active Living Canada
Winter Baseball Round-Up

What’s Needed: 5 or more players
One snowball for each player

How to Play:
• Players form a circle.
• Start with one snowball. The player holding the snowball tosses it to the player two people to his/her right (e.g. Player One has the ball and passes it to Player Three).
• When the ball gets back to the first person, add another snowball.
• Keep adding snowballs until everyone has one.
• When the snowball breaks, the person who broke it is out. The last person holding a snowball is the winner.

From Canadian Intramural Recreation Association newsletters

Hoops

What’s Needed: Hula Hoop
Twine or rope
Ball
Pine cone or plush toy for target

How to Play:
• Players make a mound of snow and put the hula hoop upright in the mound.
• Tie one end of the rope to the hula hoop and the other to the target.
• Players mark a throw line and line up behind it.
• Players take turns throwing the ball at the target.
• Each time a player hits the target, he/she gets 5 points.
• The first player who gets to 50 points wins.

From Winter Day Play by N. Castaldo, Chicago Review Press
Footprint Tag

What’s Needed: 2 or more players
Fresh snow

How to Play:
• Select someone to be “It.”
• “It” counts to 10 and the other players scatter.
• “It” chases the other players, but can only run in
  their footprints. Players cannot run backwards!
• When “It” tags someone, he/she becomes “It.”

From Winter Day Play by N. Castaldo, Chicago Review Press

Snowman Tag

What’s Needed: 3 or more players
A large playing area

How to Play:
• Pick one person to be the “freezer” and a few
  people to be the “melters.”
• Use different coloured scarves as markers,
  if available.
• When a “freezer” touches a player, he/she is frozen.
• “Melters” cannot be frozen, but try to thaw
  the frozen players as quickly as possible by
  touching them.

From WinterActive, Central West Public Health
Physical Activity Promotion Network

Fox and Geese

What’s Needed: 2 or more players
Fresh snow

How to Play:
• Have players stomp down the snow to make a large
  circle. Players then stomp “spokes” inside the circle.
  When finished, the pattern should look like a big
  wagon wheel.
• Select someone to be the “fox.”
• The “fox” stands in the centre of the circle where
  the lines meet.
• The other players stand along the outside circle.
  These players are the “geese.”
• The “fox” must try to tag one of the “geese.”
  (see variations)
• The first “goose” tagged by the “fox” become the
  new “fox.”
• Players must stay inside the tracks in the snow.

Variation:
• The “fox” can only travel on the wheel spokes and
  the geese can only travel on the wheel.
• The “geese” can be safe on the spokes, but only one
  “goose” can stay on each spoke.
• In the dry weather, you can play with a large chalk
  circle or painted circle.

From WinterActive, Central West Public Health
Physical Activity Promotion Network
Don’t Wake the Bear

What’s Needed: 3 or more players
An open area with 2 “safe” boundaries

How to Play:
• Choose someone to be the “bear.”
• The “bear” crouches in the middle of the playing area with his/her eyes closed like a hibernating bear.
• The other players creep from one side of the playing area to the other, trying not to wake the “bear.”
• If the “bear” wakes up when they are crossing, the other players must run to the boundary without getting tagged. If the “bear” tags someone, that player becomes a bear too.
• Only the most recently tagged “bear” can chase the players. The other “bears” hibernate in the centre.
• Play ends when there is only one person left untagged.

Variation:
• All “bears” may tag other players.

From Winter Day Play by N. Castaldo, Chicago Review Press

Ice Flow

What’s Needed: 2 or more teams of 2 or more players each
Newspaper

How to Play:
• Select 2 boundary lines at opposite ends of the playing area.
• Each team takes two sheets of newspaper.
• Each team places one sheet of newspaper on the ground and stands on it. This is the team’s “ice flow.”
• Each team places the second sheet of newspaper on the ground in front of them and moves from the first sheet to the second.
• When the whole team is on the second sheet, one team member picks up the first sheet and places it in front of the team.
• Team members move onto the first sheet and pick up the second. Teams continue in this fashion until one team reaches the finish line.
• Team members have to stay on the newspaper, even if it rips!
• The first team to the finish line wins.

From Winter Day Play by N. Castaldo, Chicago Review Press
**Snowball Toss**

**What’s Needed:** 2 or more teams of 2 or more players each
Snowballs

**How to Play:**
- Each pair stands 3-5 feet apart, facing each other.
- Each pair takes a snowball and tosses it back and forth.
- Each pair begins with 10 points.
- Every time someone drops or crushes the snowball, the pair loses a point.
- The goal is to keep as many points as possible.

Adapted from Winter Day Play by N. Castaldo, Chicago Review Press

**Winter Treasure Hunt**

**What’s Needed:** Items to hide in the snow
Maps of hidden objects

**How to Play:**
- Hide objects under the snow and give each person (or team depending on the number of players) a map explaining about where the items are hidden.
- After a set amount of time the person/team with the most “treasures” wins.

From WinterActive, Central West Public Health Physical Activity Promotion Network

**Snow-Scotch**

**What’s Needed:** 1 or more players
Spray bottle and food colouring

**How to Play:**
- Players mark a hopscotch board in the snow with the spray bottle and coloured water.
- Make a snowball and toss it onto the first square.
- Hop over it then hop into every square.
- At the last square, turn around and hop back, stopping to pick up the snowball.
- Toss the snowball into the second square and start over.
- Continue until players have tossed the ball into each square.

From WinterActive, Central West Public Health Physical Activity Promotion Network
Capture the Snowball

What’s Needed: 2 teams of 2 or more players each
Large playing area

How to Play:
• Divide players into two teams and mark a halfway line on the playing surface.
• Each team builds a snowman at the end of their zone and places a snowball on top.
• Each team tries to cross the halfway mark and steal their opponent’s snowball without being tagged.
• If tagged, a player has to go to “jail” at the halfway point until they are set free. They can be set free when a team mate touches them.
• The game is over when one team captures the other team’s snowball and gets it across the halfway point.

From WinterActive, Central West Public Health Physical Activity Promotion Network
Winter Bingo

What’s Needed: Paper
- Ruler, crayons and markers
- Beans or buttons
- A cup or hat

How to Play:
- Each player draws a grid, 4 squares by 4 squares on his/her paper for a total 16 squares.
- Players brainstorm a list of winter symbols and items (i.e. snowmen, snowflakes, skates, mittens etc.).
- Players draw winter items in each square using crayons and markers.
- Write the items on the list on small pieces of paper, fold them up and put them in the cup.
- Choose a caller to draw the pieces of paper and call out the item. Players cover matching symbols with a bean. Whoever gets a line first (or an “X” or “T” etc.) wins.

From Winter Day Play by N. Castaldo, Chicago Review Press

My Mitten Book

What’s Needed: Construction paper, white paper
- Mitten
- Scissors, Yarn, Hole punch
- Glitter, markers, crayons etc.

How to Play:
- Fold the sheet of construction paper in half. Place your hand in the mitten and trace the shape on the construction paper. Cut out the mitten shape. These will be the front and back covers for your mitten book.
- Using one cover as a stencil, cut several mittens out of white paper. Place them between the two construction paper mittens with the thumbs lined up. These are the pages for your book.
- Have someone punch two holes in your book, opposite the thumb.
- Thread the holes with the yard and tie a bow. Now your book is complete!
- Decorate the covers of your book with the crayons, markers, glitter etc. and fill the pages with pictures, stories, drawings and/or poems.

From Winter Day Play by N. Castaldo, Chicago Review Press
Winter Snow Mobile

What’s Needed:  Paper plate
Construction paper and
white paper
Scissors, yarn, hole punch
Crayons and markers

How to Play:
• Punch 4–6 holes around the edge of the paper plate and decorate it.
• Draw winter shapes and items on the construction paper and cut them out.
• Cut snowflakes out of the white paper.
• Punch holes in each of the items for the mobile.
• Cut the yarn and tie one end to the plate and one end to the paper shapes or snowflakes.
• Glue a loop of yarn to the top of the plate for hanging.

Snowman

What’s Needed:  Chalk
Chalk board

How to Play:
• The object is to guess the word before the snowman is drawn and dressed.
• The leader picks a word and puts the spaces for the letters on the chalkboard (i.e. _ _ _ _ _ _).
• Each of the other players takes a turn guessing a letter.
• If the letter guessed is correct, fill that letter in the right space (i.e. _ _ _ _ _ n (mitten).
• For each incorrect letter, the snowman is “built.”
• Start with the snowman body, using three circles.
• With each incorrect letter, add something to the snowman (i.e. eyes, nose, smile etc.).
• If the word is long, add extra items to the snowman such as scarves, hats etc.
• Whoever guesses correctly chooses the next word. If no one guesses, whoever picked the word chooses the next person.
Hide the Slipper

What’s Needed: 6 or more players
Plush toy or object

How to Play:

- Players form a circle and choose one person to be in the middle.
- The person in the middle closes his/her eyes and everyone chants:
  
  Cobbler, cobbler mend your shoe.
  Have it done by half past two.

- While the group is chanting, the players in the circle pass the object around behind their backs.
- The player in the middle then chants:
  
  Cobbler, cobbler tell me true.
  Which of you has got my shoe?

- When the last word is chanted, the players stop passing the object and the player who has it makes sure it is hidden behind his/her back.
- The player in the middle opens his/her eyes and guesses who has the object by looking at their faces. If he/she is wrong, he/she changes places with the person who holds the object.

Adapted from http://web.ukonline.co.uk/conker/games/wintergames.htm

Paper Golf

What’s Needed:
Paper
Marker (different colours)

How to Play:

- Draw a “fairway” on the paper. It should include a “tee off” area and the “hole.”
- The first “golfer” places the marker on the “tee” and closes his/her eyes.
- The “golfer” traces his/her “shot” along the paper towards the “hole.”
- When finished, the “golfer” takes the marker off the page and sees how close to the hole the “ball” is. That’s his/her shot. If the line goes outside the boundaries, the “golfer” adds one stroke to his/her score.
- The next “golfer” goes on the same sheet until everyone has had one turn.
- The “golfer” furthest from the “hole” starts the next round. Each “golfer’s” score is the number of lines it takes to reach the “hole.”

Snow Dance

What’s Needed: 3 or more players

How to Play:

• One person starts by clearing his/her throat and singing:
  I can do the snow dance, snow dance, snow dance.
  I can do the snow dance, snow dance. Can you?

• While singing, the player has to make up a dance. At the end of the song, that player points to someone else who must copy the dance exactly.

• If the copycat is right, he/she gets 1 point. If not, the dancer gets 1 point. The first person to 5 points wins.

• The dances must always start with the dancer clearing his/her throat or they don’t count.

Adapted from http://familyfun.go.com/parties/holiday/game/famftday_broom/famftday_broom.html
**Story**

**What’s Needed:** 2 or more players

**How to Play:**
- Players form a circle and help each other make a story.
- The first person starts the story with one word.
- The person on the left adds a word.
- Go around the circle quickly, each person adding a word to the story and building the plot.

**Rhyming Riddles**

**What’s Needed:** 2 or more players

**How to Play:**
- Choose someone to start.
- This player asks the person to his/her right a riddle (i.e. I’m thinking of a pet that rhymes with log. Answer is “dog.” Or I’m thinking of something in the kitchen that rhymes with pink. Answer is “sink.”)
- The player gets only one guess at the answer.
- If he/she cannot answer, the person to his/her right gets a chance.
- The first person to answer correctly asks the next riddle.

**Doublets**

**What’s Needed:** 2 or more players

Chalk

**How to Play:**
- One player selects two words totally unlike each other, maybe opposites, but with same number of letters. Proper names are not allowed.
- The other players must change the first word to the second, one letter at a time.
- Rule: When one letter is changed, another word has to be created.
- **Pig** can be changed to **sty** in this manner: Pig Pit Pat Sat Sit Say Sty
- **Poor** can become **rich** like this: Poor Boor Book Rook Rock Rick Rich
- Any player is free to challenge a letter and the word formed.
- A successful challenge, upheld by a dictionary, allows the challenger to become the player who selects the words. An unsuccessful challenge causes the challenger to lose a turn.
Ice Cream

What’s Needed: 2 or more players
Hard top surface or chalk board

How to Play:
• The object is to guess the word before the nuts, or toppings are put on the ice cream.
• The “ice cream maker” picks a word and marks the spaces for the letters on a paved area (i.e. _ _ _ _ _).
• Each of the other players takes a turn guessing a letter.
• If the letter is correct, that letter is filled in the space (i.e. _ _ _ _ _ e (bottle)).
• For each incorrect letter, the ice cream is “built.”
• Draw a cone and with each incorrect letter, add a scoop of ice cream.
• If the word is long, you may say “toppings” before the game starts and add nuts, cherries or whipped cream, drawing each section as the players miss letters.
• Whoever guesses the word becomes the next “ice cream maker.” If no one guesses, the “ice cream maker” may select who will be the next “ice cream maker.”

Birds Have Feathers

What’s Needed: 4 or more players

How to Play:
• Select someone to be “It.”
• “It” calls out the names of things with or without feathers (i.e. birds have feathers, cows have feathers, sparrows have feathers.).
• The other players must flap their arms like birds if the object has feathers. “It” flaps his/her arms for most things to confuse players.
• “It” should call things out quickly to make things harder.
• If a player flaps their arms for something that does not have feathers, he/she is out. The last person becomes the new “It.”

Simon Says

What’s Needed: 3 or more players

How to Play:
• Pick someone to be “Simon.”
• “Simon” stands in front of the group, facing them. “Simon” asks the group members to do certain actions.
• Players can only do the action if “Simon” starts by saying “Simon says.”
• Any player who does the action when “Simon” does not say the phrase is out.
**Chicken Pickens**

**What’s Needed:** 8 or more players

**How to Play:**
- Players sit in a circle. Choose one person to sit in the middle.
- The group chooses a topic and the players pass the rubber chicken around the circle.
- The person in the middle has to say as many things as they can that fit into that topic but can only talk while the chicken is being passed (i.e. Fruits: apples, oranges, grapes etc.).
- When the chicken gets back to the first person, the player in the middle stops talking and trades places with someone.
- The player who can name the most items for the topic is the winner.

**Car Ride**

**What’s Needed:** 5 or more players

**How to Play:**
- Players sit in a circle and are assigned “car parts,” (i.e. hood, door, engine etc.)
- Select someone to be the storyteller. The storyteller walks around the circle and makes up a story about a car trip.
- As the storyteller mentions parts of the car, the players assigned to those parts get up and follows the storyteller.
- When the storyteller yells “Blowout!” the players run for a seat. The person left without a seat becomes the new storyteller.

**Twenty Questions**

**What’s Needed:** 2 or more players

**How to Play:**
- One person thinks of a winter person, place or thing (i.e. snowman).
- The other players are allowed to ask a total of 20 “yes” or “no” questions to try to guess the person, place or thing.

**The Shoemaker’s Cat**

**What’s Needed:** 4 or more players

**How to Play:**
- This is an alphabet game.
- The first person says, “The shoemaker’s cat is a ___________ cat.”
- The first player fills in the blank with a word starting with “a,” (The shoemaker’s cat is an alley cat.).
- The next player fills in the blank with a word starting with “b.”
- Players go through the alphabet.

**Variation:**
- To make it harder, each player uses two words in alphabetical order (The shoemaker’s cat is an angry, big cat).

Adapted from Time In: A Handbook for Child and Youth Care Professionals by Michael Burns
What Word?

What’s Needed:  2 or more teams of 2 or more players
- Chalk and chalkboard OR
- Paper and markers
- Papers or cards with different words written on them

How to Play:
- Decide which team will go first.
- One person from the first team takes a piece of paper or card with a word written on it.
- That player then has to draw the word on the chalkboard or on paper while his/her team mates try to guess the word being drawn.
- Each team has only a short time (i.e. 30 seconds to 1 minute) to guess the word.
- For each correct guess, the team receives a point.
- The team with the most points at the end wins.

Rock, Paper, Scissors

What’s Needed: 2 or more players

How to Play:

• Players hold one hand behind their back and count “one, two, three.” On three, players whip out their hands.

• Players can hold their hands flat out with palm down (Paper), in a clenched fist (Rock), or with first two fingers in a “V” (Scissors).

• To score, Paper covers Rock, Rock breaks Scissors and Scissors cut Paper.

• The winner moves to the next person.

• The player able to make his way through all the other players without being covered, broken or cut, is the winner.

Mickey Mouse

What’s Needed: 2 or more players

How to Play:

• Players form a circle and select one player to be the caller.

• Each player puts one foot or one fist in the circle.

• Begin with one person and tap one foot or fist for each word in the rhyme.

• When the caller says, “go” that person removes his/her foot or fist until there is only one person left.

• If time is limited, “It” can be the first person touched when the caller says, “go.”

• Rhyme:

Mickey Mouse built a house
How many bricks did he use?
Six (choose a number from one to ten)
$ I X$ spells six
And out you go
My Mother and Your Mother

What’s Needed: 2 or more players

How to Play:
- Players form a circle and select a caller.
- Each player puts one foot in the middle or one fist.
- Begin with one person and tap one foot or fist for each word in the rhyme.
- Each time the caller says “go” that person removes his/her foot or fist until there is only one left.
- The winner is the last person.
- If time is limited, “It” can be the first person touched when the caller says “go.”

Rhyme:
My mother and your mother
We’re hanging up clothes
My mother helped your mother
And gave her a rose
What colour was the rose?
Purple (Say any colour)
PURPLE spells purple
And out you go!

One Potato, Two Potato

What’s Needed: 2 or more players

How to Play:
- Players form a circle and select a caller.
- Each member of the group holds his/her fists in front of him/her.
- Start with the person to the right, tapping his/her fist.
- When the counter gets to him/herself, he/she taps his left with his right, then his right with his left.
- When you get to “more,” that person loses that fist and it must go behind his/her back.
- Repeat the rhyme.
- When the counter loses one fist, he/she counts his/her own by touching his/her chin.
- The last person with one fist left wins. If time is limited, the first person out can be “It.”

Rhyme:
One Potato, Two Potato,
Three Potato, Four.
Five Potato, Six Potato,
Seven Potato, More.
Sally Over the Ocean

What’s Needed: 2 or more players

How to Play:
- Players form a circle and select a caller.
- Each member holds a fist in front of them.
- Tap each person’s fist one by one for each word in the rhyme.
- When the caller says “go,” that person is out.
- The last person with their fist is the winner. If time is limited, the first person out can be “It.”

Rhyme:
Sally over the ocean,
I told my sister, too
Sally over the sea,
Sally broke a bottle
and she blamed it all on me.
I told my Ma, I told my Pa,
They told me to clean it up,
And blame it all on you!
And out you go!

Eenie Meenie Mineie Moe

What’s Needed: 2 or more players

How to Play:
- Players form a circle and select a caller.
- Each member holds a fist in front of them.
- Tap each person’s fist one by one for each word in the rhyme.
- When the caller says “go,” that person is out.
- The last person is the winner. If time is limited, the first person out can be “It.”

Rhyme:
Eenie Meenie Mineie Moe
Catch a tiger by the toe
If he hollers
Let him go
Eenie Meenie Mineie Moe
and you go!
Bubblegum Bubblegum

What’s Needed: 2 or more players

How to Play:
- Players form a circle and select a caller.
- Each member holds a fist in front of them.
- Tap each person’s fist one by one for each word in the rhyme.
- When the rhyme gets to “wish,” that person chooses a number and the leader taps the fists of each member once until the chosen number is counted.
- The last person touched is “It”.

Rhyme:
- Bubblegum, bubblegum
- In a dish
- How many pieces
- Do you wish?
A big thank-you to all the students who submitted entries for our games contest. You will be able to find your game or a variation of your game in this book.

Abbey (grade 4) All Saints Catholic School
Ali (grade 4) Kings Masting Public School
Alyssa (grade 4) King’s Masting Public School
Amanda (grade 3) Ellwood Memorial Public School
Anastasia (grade 4) Mountain Ash Public School
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Avneet Mundi (grade 3) Mountain Ash Public School
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Carly (grade 4) All Saints Catholic School
Christine (grade 5) All Saints Catholic School
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Jenny (grade 5) Floradale Public School
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Nelly (grade 4) All Saints Catholic School
Priya (grade 7) Mountain Ash Public School
Rachel (grade 3) Mountain Ash Public School
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Ridhwan (grade 4) Kings Masting Public School
Robert, Valerie and Vanessa (grade 6) St. Patrick Catholic School
Sam (grade 2) Kings Masting Public School
Shaniva (grade 3) Mountain Ash Public School
Simranjit (grade 3) Mountain Ash Public School
Sristory (grade 4) Floradale Public School
Soraya (grade 5) St. Catherine of Siena School
Stella, Michael and Ann (grade 6) St. Patrick Catholic School

Sukhpreet (grade 2) Kings Masting Public School
Tommy (grade 4) Kings Masting Public School
Vanessa, Daniela and Melissa (grade 6) St. Patrick Catholic School
Vinita (grade 5) Mountain Ash Public School
Vinaja (grade 5) Mountain Ash Public School

Teams and Tag
Drop The Handkerchief ........................................ 2
Straddle Relay ..................................................... 3
Animal Relay ....................................................... 3
Tunnel Relay ......................................................... 4
Zigzag Relay ......................................................... 4
Two Legged Relay .................................................. 5
Bean Bag Relay ..................................................... 5
Sandbag ............................................................... 6
Steal the Bacon ..................................................... 7
Ring-a Levio .......................................................... 8
Relievio .............................................................. 9
Giant Steps .......................................................... 10
Old Mother Witch ............................................... 11
The Boiler Burst .................................................. 12
Kick The Can ....................................................... 12
Circle The Can .................................................... 13
Around the World ............................................... 14
Brownies and Elves ............................................. 15
Fox and Ducks ..................................................... 16
Run, Rabbits, Run ............................................... 16
The Blob ............................................................ 17

Squirrels in the Tree ............................................. 17
Find the Stone ..................................................... 18
Water Spirit ......................................................... 19
Looby Loo .......................................................... 20
Red Light Green Light ......................................... 21
Cat Wants A Corner ............................................. 22
Cat and Mouse .................................................... 22
HA HA .............................................................. 23
Lemon Twist ........................................................ 24
Guess my Number ............................................... 25
Dog Pound .......................................................... 25
Duck, Duck, Goose .............................................. 26
Round Robin ....................................................... 26
Cat in the Barn .................................................... 27
Back to Back ........................................................ 28
Barnyard ............................................................. 28
Big Wind Blowing ............................................... 29
British Bulldogs .................................................. 29
Coloured Egg ...................................................... 30
Relay Line Tag ..................................................... 31
Fruits and Veggies ............................................... 31
The Farmer and the Crow .................................... 32
Fisherman .................................................. 33
Flying Dutchman ......................................... 34
Change My Number ................................. 34
Spy .......................................................... 35
Loose Caboose ......................................... 35
In the River; On the Shore ................. 36
Chicken Run ........................................... 37
Fruit Basket ............................................. 38
Ghost ....................................................... 39
Minefield .................................................. 40
Mouse Trap ............................................... 41
Pip, Squeak and Wilbur ......................... 42
Prison Break ........................................... 43
What Time is it Mr. Wolf? ................. 44
Red Lion .................................................. 45
Corner Sny ............................................... 46
Tennis Ball Relay ...................................... 47
Roundabout ............................................. 47
True or False .......................................... 48
Tag ......................................................... 49
Frozen Tag .............................................. 50
Caramel Popcorn Tag ......................... 51
Sleep Tag .................................................. 51
Corner Tag ............................................... 52
Odd Even Tag ......................................... 53
Question Tag .......................................... 54
Chain Tag ................................................. 54
Zombie Tag ............................................. 55
Elbow Tag ............................................... 55
Circle Tag ............................................... 56
Octopus Tag ............................................ 57
Pie Tag ..................................................... 58
Polly Want a Cracker? ....................... 59
Bean Freeze ............................................ 59

**Play Ball**

Four Square ........................................... 61
Four Square Variation ......................... 62
One, Two, Three, A-Twinsey ............ 63
Ball's Eye ................................................. 64
Team Ball's Eye ..................................... 65
King's Court .......................................... 66
Alphabet Sequence .............................. 67
Sevens .................................................... 68
Are You Coming Out, Sir .................. 69

**Skipping**

Ropes ...................................................... 100
Double Dutch ......................................... 101
Two Little Humming Birds ............. 102
Fudge ..................................................... 103
Acka, Backa, Soda Cracker .......... 104
Ms. Lucy ............................................... 105
HELP ...................................................... 106
Teddy Bear, Teddy Bear ................. 107
Alphabet Rhyme .................................... 108
Bobby Went Down To the Ocean .......... 109
INDEX

P.A.L.S.—A Peel Health Program

216

All In Together ........................................ 110
Engine, Engine ........................................ 111
Little Dutch Girl ....................................... 111
Teacher, Teacher ....................................... 112
Spelling .................................................. 112
The Clock ............................................... 113
Did You Ever? ......................................... 114
O'Leary .................................................. 115
Keep The Pot A-Boiling ................................ 115
Margie (or Jumper’s name) ........................... 115
Misses ................................................... 116
Rooms For Rent ........................................ 116
The Thread Was Thin ................................. 117
How Many Miles? ..................................... 117
Mabel .................................................... 118
Spanish Dancer ........................................ 118
Sally Rand ............................................... 119
Obadiah .................................................. 119
Rich Man, Poor Man ................................. 120
How Many? ............................................ 120
Marco Polo ............................................. 121
Down In the Valley .................................... 121

 Girl Guide .............................................. 139
 Boy Scout .............................................. 140
 Blue Bells .............................................. 141
 Elastic/Yogi ........................................... 144
 Yogi and The Miser .................................. 144
 Two’s Up ............................................... 145
 Three’s Up ............................................ 146
 Yogi (Primary) ....................................... 147
 Yogi (Junior Level) .................................. 148
 Mississippi ............................................. 149
 British Isles ............................................ 150
 Balance Jumpsies ..................................... 151

 Clapping Games ..................................... 153
 See See My Playmate ................................. 153
 Miss Sue .............................................. 154
 Stella Ella Olla ....................................... 155
 Bellyache ............................................... 156
 Miss Mary Mack ...................................... 157

 Jacks and Stones ..................................... 159
 Jacks or Scatters ..................................... 159
 Fivestones ............................................. 160
 Pigs in the Pen ....................................... 160

 Washing ............................................... 122
 Cinnamon Bun ......................................... 122
 Cross The Creek ...................................... 123
 Rock the Baby ......................................... 123
 High Low ............................................... 124
 Jump The Shot ........................................ 125
 Up The Stairs ......................................... 126
 French Almond Rock ................................ 127
 Red, White and Blue ................................ 128
 Salt, Mustard, Vinegar, Pepper .................... 128
 Hot Peas ............................................... 129
 Keep The Kettle Boiling ............................. 129
 Apples, Peaches, Pears and Plums ............... 130
 Christopher Columbus .............................. 131
 I’m an Athlete ........................................ 132
 Donald Duck .......................................... 133
 Fire Water ............................................. 134
 Ice Cream Soda ...................................... 135
 I Asked My Mother .................................. 135
 Happy Birthday ....................................... 136
 Mother, Mother ....................................... 137
 Sports Car ............................................. 138

 Sweep the Floor ...................................... 161
 Horses in the Stable .................................. 161

 Marble Games ........................................ 165
 Cansies One .......................................... 165
 Cansies Two ......................................... 166
 Ringer ............................................... 167
 Shoot-out ............................................. 168

 Winter Games ......................................... 170
 Abominable Snowperson Tag ...................... 170
 Snow Superball Search .............................. 171
 Snow Angel Tag ...................................... 172
 Snowball Pile ........................................ 172
 Over and Under Snowball Relay .................. 173
 Seal Slide ............................................. 174
 Frosty is Alive and Well ....................... 175
 Winter Baseball Round-Up ...................... 176
 Hoops ............................................... 177
 Footprint Tag ........................................ 178
 Snowman Tag ........................................ 178
 Fox and Grease ..................................... 179
 Don’t Wake the Bear ............................... 180
 Ice Flow .............................................. 181
INDEX

NOTES: