

CHILDREN'S GAMES - INDOORS AND OUTDOORS

FROG MAN

One child is chosen to be the "Frog Man". His chair is taken away, or if the room has desks, a book is placed on the desk to indicate it is not to be used. The same thing is done with other vacant seats. Frog Man comes to the front of the room and stoops down like a frog. Eight or more children are chosen to form a circle around the Frog Man. They join hands and walk or skip around the Frog Man saying, "Frog Man, Frog Man, in the sea". They continue going around the Frog Man chanting as they go, until the Frog Man hops up and starts to run to a vacant seat. The boys and girls in the circle let go of hands and run back to their seats. The one left without a seat becomes the new Frog Man. Anyone becoming Frog Man three times is dropped from the game.

THE NUT RACE

You will need:

- * at least 6 players
- * about 15 minutes playing time
- * peanuts, or some other kind of nut with shells
- * 2 bowls for each team

The group is divided into teams of three or four and all stand behind a starting line at one end of the room. There is a bowl full of nuts at the starting line and an empty bowl at the finish line for each team. The first child on each team scoops up as many nuts as possible on the back of his hand, carries them to the empty bowl and then runs back to his team. The next team member does the same thing. Some nuts will fall along the way but these may not be picked up. The team that gets the most nuts into its empty bowl is the winning one.

GUESS WHO?

You will need:

- * at least 6 children
- * about 15 minutes playing time

One person is blindfolded and stands in the middle of the circle of children. He counts to 15 while they move quietly around the circle. At 15 they all stop where they are and the blindfolded player touches one of the children in the circle. By feeling his face and clothing, he must guess who it is. The child then become "it" whether the blindfolded player has guessed correctly or not.

HANDSHAKE

You will need:

- * at least 6 players
- * about 15 minutes playing time

All the players but one stand in a circle with their hands behind their backs, palms out. The one chosen to be "it" runs around the circle, slaps someone's hands and keeps on going. The one whose hands have been slapped runs in the opposite direction until he meets the one who is "it". They shake hands and both race on around in the same directions they each were going to see who can first get to the empty space in the circle. The one who comes in second is "it" for the next game.

CARD TOSS

You will need:

- * at least 2 children
- * about 15 minutes playing time
- * an old pack of cards
- * a hat or a wastebasket

Place the hat or wastebasket about ten feet from the players and, letting each one have a turn, see who gets the most cards into the container.

FEATHERS

You will need:

- * at least 6 children
- * about 10 minutes playing time

One person is chosen to be the leader. The rest of the group stands with their hands touching their shoulders. When the leader mentions something with feathers, they stretch their arms above their heads. If the leader says the name of something without feathers and one of the players raises his arms, that player is eliminated from the game.

FEATHER BLOW

You will need:

- * at least 8 children
- * about 10 minutes playing time
- * a feather for each team

The children are divided into groups of four or more. They stand in a circle and hold hands. One person on each team starts off by throwing a feather into the air, and the teams try to keep their feathers floating. The team whose feather stays in the air the longest is the winning one.

MUSICAL CHAIRS

You will need:

- * at least 6 players
- * about 15 minutes playing time
- * at least 5 chairs

Line up chairs, one less than the number of players, down the center of the room. The first one should face one wall, the second the opposite wall, the third the same as the first, and so on.

When the music, a piano or tape recorder starts, the children march around the chairs. When the music stops, they all try to fall into a chair. The one who ends up without a chair removes one from the line of chairs and leaves the group. The game continues until the last two contestants walk around the only chair left to find out which is the winner.

SIMON SAYS

You will need:

- * at least 4 players
- * about 10 minutes playing time

One person is chosen to be Simon and he gives the orders: "Simon says, thumbs up, Simon says, thumbs down, Simon says, thumbs sideways", with the group following his directions. But if he gives a direction without starting with "Simon says", the group is not supposed to follow the command. The person who is left after all others have made mistakes takes Simon's place.

CHANGE SEATS

You will need:

- * at least 8 players
- * about 15 minutes playing time

One player is blindfolded and stands in the center of a circle of seated children. The children count off so that each one has a number. The blindfolded player starts the game by calling two of the numbers counted off by the group. These two try to change seats without being caught by the blindfolded player. They can't go outside the circle but they can get down on their hands and knees, tip toe, or run if they wish. The player caught becomes the blind man.

THE FRUIT RACE

You will need:

- * at least 8 players
- * about 15 minutes playing time
- * a piece of fruit and pencil for each team

The children can race two at a time or the group can be divided into two teams. At the starting signal the racers start from the same line and roll an orange, lemon, or apple to a line across the room and back using a pencil to push it along. The first child or team to finish is the winner.

CHAIR RING TOSS

The player stands behind the baseline and throws a deck tennis ring, aiming to ring a chair leg of an overturned chair. If he rings a chair leg, he scores a point. If he steps over the baseline, no point is scored.

The children are divided into two teams. They line up behind the same starting point and head for the same goal. Each racer must place the heel of one foot against the toe of the other foot, then the other heel against that toe and so on down the length of the room and back. First team finished is the winning one.

ANIMAL RELAYS

Relays may be varied by the players progressing to the goal and back in the manner of some animal walk. Some of these variations may be:

1. donkey walk - traveling on all fours to the goal, imitating the donkey's kick and bray.
2. crab walk - walking on all fours face up
3. lame dog - walking on two hands and one foot
4. bear walk - walking on all fours, feet going outside of hands
5. duck walk - walking on two feet in squat position

OVER AND UNDER RELAY

Players are in relay formation. The first player in each line has a ball. At the signal to start, the first player passes the ball over his head to the second player who passes it between his legs to the third. The ball is passed over and under the whole length of the line. The last player upon receiving the ball, runs forward to the front of his line and starts the ball again. This is continued until the line is back in its original line-up and the ball in the hands of the original first player. The line finishing first wins.

MODEL'S RELAY

You will need:

- * at least 6 players
- * about 15 minutes playing time
- * two average size books

The guest are divided into two teams which line up behind the same starting point. They race to the other end of the room and back with books balanced on top of their heads. They can't move while their hands are touching the book. The first team to finish is the winning one.

RED LIGHT, GREEN LIGHT

The player who is "it" stands on his goal at one end of the room. The other players are a group at the other end. "It" turns his back to the players, counts "1-2-3-4-5-6-7-8-9-10 Red Light!" The others advance toward him as he counts, but they must stop as he calls "Red Light". He turns then to see them; and if he sees anyone moving, he sends him back to the starting line. The object is to see which player can first reach the goal line.

MAGIC BRIDGE

Six or more children are chosen to make bridges. A bridge is made by two children standing facing each other, clasping hands and raising arms. The game starts with three or four bridges. The bridges are placed in the aisles, front, or back of the room. The other children walk, skip, or run to the music, up and down the aisles, around the room, going under the bridges. Every so often the music stops.

As the music stops playing, the children who are bridges lower their arms and try to catch a players as he goes under the bridge. All the players caught form bridges and the game continues. The last player caught is the winner. If a player, when caught, has no partner to make a bridge with him, he stays out of the game until the music is stopped again.

MORE GOOD GAMES!

Dodge Ball; Duck, Duck, Goose; Drop the Handkerchief; London Bridge; Red Rover, Red Rover; Kickball.

BALLOON BALL

The class is divided into two teams. Rows one, three, and five are Team A. Rows two, four, and six are Team B. The aisle near the windows is Team A's goal, and the aisle near the side wall is Team B's goal; or the left and right sides of the room may be the goals.

A balloon is tossed into the air in the center of the room by the teacher. The seated players strike it with the open hand and try to get it over their opponents' goal. Players may not strike the balloon with their fists or leave their seats. If either of these violations is committed, the balloon is tossed into the air by a member of the team that committed the violation. Each goal counts one point. The team scoring the greater number of points wins the game.

If too many goals are made, one player from each team may be chosen to be goalkeeper. They may stand and try to prevent the balloon from striking the floor in their respective goal areas.

The game may be played with a sheet or string strung across the room.

DO THIS

You will need: * at least 6 children
 * about 15 minutes playing time

One player is chosen to be the leader and he stands facing the rest of the group. The leader gives the orders by saying, "Do this", and then does something like hopping on one foot, bending over to touch the floor, running in place, raising one arm over his head, etc. and the rest of the group must follow. But if the leader says, "Do that", before a movement, anyone who imitates him is out of the game.

HOT POTATO

You will need: * at least 8 players
 * about 15 minutes playing time
 * a piano or tape recorder
 * a potato

All the children get down on the floor on their hands and knees. One child is given the potato which he holds in his right hand. When the music starts the potato is passed around to the left and is kept going until the music stops. The player who has the potato when the music stops is eliminated from the game. The game ends when only one child is left.

SOFTBALL BOWLING

In this bowling game, two softballs are used, one serving as the bowling ball, the other as the object.

The bowler stands any distance he chooses behind the foul line, takes any number of steps he chooses, and rolls the ball using an underhand throw with a vigorous swing of the arm. If the bowler hits the stationary softball, he scores a point. If the bowler steps over the foul line in the act of throwing and hits the softball, no point is scored. If the ball is bouncing and strikes the stationary ball, no point is scored.

ARCHITECT

You will need: * any number of players
 * about 15 minutes playing time
 * paper and pencil for each player
 * a blindfold

Give each child a good-size sheet of paper and a pencil and blindfold them. Once they are blindfolded, tell them you will give them directions for what they are to draw. First a house; when they have completed that, ask them to draw a garage to go with the house; then tell them to put a car in front of the garage. Finally, ask them to sign their first names on the bottom of the sheet.

After everyone has finished, they can take off their blindfolds and the drawings are passed around the room for laughs.

CONTACT

You will need:

- * at least 8 players
- * about 10 minutes playing time

The players are divided into two teams which line up facing each other. They hold hands and at the signal the first person in each line squeezes the hand of the one next to him, the second one squeezes the third one's hand and so on down the line until the last hand in the line is squeezed and that child holds his hand over his head, signaling that his team has finished. The first team to complete the process is the winning team.

PUMPKIN RELAY

Boys and girls are seated with six players in each row. They may be seated at desks or on the floor. The remaining children may stand in the back of the room as observers.

Each number one player in the row has a piece of chalk. On the signal "GO", number one players run to the blackboard and draw an outline of a pumpkin. They return to their seats and hand the chalk to number two players, who run to the blackboard and place a stem on the pumpkin. Number three players draw an eye. Number four players draw the other eye. Number five players draw the nose. Number six players draw the mouth and return the chalk to number one players. The teams then stand. The first team to stand is the winner.

To assure each team an equal chance, square may be drawn on the board in which pumpkins must be placed.

(This game may be played at Christmas by drawing Christmas trees with decorations.)

NUT RELAY

You will need:

- * at least 10 players
- * about 15 minutes playing time
- * 2 pans or dishes for each team
- * about 15 nuts with shells for each team

The guests are divided into two teams. They hold hands, standing in two lines facing each other. One pan filled with nuts is placed on the floor at the head of each team, an empty pan at the end of each. At the starting signal, the first child on each side leans over, picks a nut out of the dish and still with one hand clasped, hands it to the child next to him and so on down the line. When this nut reaches the dish at the other end, the last team member lets the first one know, and the second nut is started down the line. The winning team is the first one to pass all the nuts from the beginning dish to the end one.