

CAPTURE THE FLAG **COOL** - A favorite game to play outdoors

There are two teams.

Team 1 has the front yard and Team 2 has the back yard, or a field was split between the two teams. The teams are given a time period, like 5 minutes, to hide their flag in their part of the yard.

[optional] During this period spies were sent out to see where the flag was hidden as well as look-outs to catch the spies.

When the flag is hidden you call out that you are finished. Then you simply try to get the other team's flag. If you get caught and tagged by the opponent on their territory you had to go to jail and could only be freed by a teammate who grabs you when your opponent isn't looking.

The first team to capture the flag wins. In most versions you had to both get the flag, and bring it back to your side.

DOGGY DOGGY WHERE'S THE BONE? - A common outdoor game

It's also an inside game. A student played the part of the dog. He or she sat in a chair with their back to the class. An eraser or another object was put under the chair. That was the bone. While the dog was turned around with his or her eyes closed someone would sneak up and steal the bone and hide it somewhere on his person. Then everyone would sing: Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be you. Then the dog has three chances to guess who took it. Sometimes it was left under his or her chair. If the dog guessed right then he got to do it again. If he guessed wrong then the person who had the bone got a turn as the dog.

HIDE AND SEEK - Most popular Outdoor game

First you pick someone to be it (the person to seek) then he/she turns around and counts with their eyes closed at the "base" while the rest of the people hide. Then "It" says "Ready or Not, Here I Come" and rushes to find everyone. Then the people try to get to base without getting tagged or else they are "It". If the person who is "It" doesn't get someone in three tries he gets to pick a man to be it!

HEADS UP SEVENS UP

Seven students were in front of the class. The class laid their heads on their desk. The seven went out and each touched a person. That person would stick his or her thumb up. Then the seven would say "heads up seven up" and each student got one chance to guess which of the seven touched him. If they guessed right then they changed places. If they did not the same person got to stay up.

RED LIGHT GREEN LIGHT **COOL**

In this game, one person plays the "stop light" and the rest try to touch him/her.

At the start, all the children form a line about 15 feet away from the stop light.

The stop light faces away from the line of kids and says "green light". At this point the kids are allowed to move towards the stoplight.

At any point, the stop light may say "red light!" and turn around. If any of the kids are caught moving after this has occurred, they are out.

Play resumes when the stop light turns back around and says "green light".

The stop light wins if all the kids are out before anyone is able to touch him/her.

Otherwise, the first player to touch the stop light wins the game and earns the right to be "stop light" for the next game.

Simon Says

One person is chosen to be "Simon" the others stand in a straight line.

The Simon then calls out an action for the children to follow. It can be anything like.... touch your toes jump 10 times on 1 foot..... The Simon when giving an action can simply state the action by it self..."touch your ears" and whoever does it is out and has to sit down. Or the Simon can say "Simon says, touch your ears" and then everyone must follow the instruction. You can vary the actions according to the age group of children you are playing with. The last person who is standing can then be "Simon"! This game is very common and easy to play.

Wolf's Dinner Time

One player becomes the wolf and he/she will stand with his/her back turned to the others about 15 feet from the others. The others call out, "Whats the time Mr. Wolf" and the wolf turns to face the others and shouts out a time. Eg: 9 o'clock. The others would then take 9 steps toward the wolf. The group will take the same amount of steps toward the wolf as the amount of hours in the wolfs time. eg, 4 o'clock = 4 steps, 6 o'clock = 6 steps etc. etc. The wolf will then turn his back to the group again for them to yell "whats the time...." (He looks at the group only when he shouts the time at the group").

When the group comes close to the wolf the next time the group yells "whats the time Mr. Wolf" the wolf will say 'Its DINNER TIME" and run after the group who are running back to the start line, and hopefully catch one of the group who will then be the wolf. It sounds noisy, but is an interesting game.

Doors & Windows

Here, kids form a circle holding their hands. Then they would spread out enough that everyone's arms were straight out, to form large spaces between kids. These were the windows and doors. Then one child would start running, and weaving in and out between

children. As they did this the kids in the circle would randomly drop their arms down trying to touch or trap the person weaving their way in and out. Once the person was caught or touched by the arms of someone, they were out. They would then choose which person would be next to weave in and out of the windows and doors

Obstacle Course

Requirements- Use what ever you have on hand, cones, hula hoops, baseball bases, hockey sticks, etc.

Set up an obstacle course a hockey stick to jump over, a hula hoop to crawl through, cones to run around, etc. Have kids take turns going through the obstacle course.

Idea- Do this during Sports Week or have your own Olympics and give out medals!

Lilly Pad Leap/ Ice Berg Jump- (Which ever fits your needs)

Play this indoors or out, all you need is newspaper!

Set out various news papers folded into squares and tell kids they are the Lilly Pads or Ice Bergs! Have the kids run around until you shout "here comes the hungry fish, or hungry walrus!"

Then they have to jump on a lily pad or ice berg to be safe. When the creature says "no food here I guess" the kids know it's safe to come off , then take away one of the newspapers, keep doing it until you are down to the last news paper.

Any frog or penguin that gets caught or falls off the safe spot has to help you catch the others.

Hen and Chicks

Have two safe points such as trees some distance apart.

One person is in the middle as the Hen trying to round up her chicks.

When she calls for her chicks all the little chicks run from one point to the other while the mother hen tries to catch them.

If they are caught they have to stay in the middle and help mother hen. The last chick caught gets to be the hen for the next round.

Idea- Change it to what ever animal you want to fit a theme.

HUMAN CHAIN

Two people start the game. They hold hands and chase people, the person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2 they must split in even numbers and can link together at will. This game is played till all are caught.

Camping Trip

This game is really fun to play ..

You need atleast 2 people who already understand the game. Play begins by one person saying "I'M GOING ON A CAMPING TRIP AND I'M GOING TO BRING...(at this point the person talking picks anything she/he would like to bring on the trip. Let's use a sleeping bag as an example) A SLEEPING BAG". The next person says "I'M GOING ON A CAMPING TRIP AND I'M GOING TO BRING...at this point the person talking picks anything she/he would like to bring on the trip, but it must begin with the letter "G", since the last letter of the first person 'camping accessory' was a "G". For example let's say the second person wanted to bring a "GUARDIAN" they can bring that so everyone says "OKAY YOU CAN BRING THAT ON OUR CAMPING TRIP". Say the third person hasn't caught on to the game yet and says, "I'M GOING ON A CAMPING TRIP AND I'M GOING TO BRING WAFERS". Everyone should say, "NO, YOU CAN'T BRING WAFERS" (cause the word should have begun with N this time) and play continues to the next player until everyone has caught onto the game.

DUCK DUCK GREY DUCK

In this game, kids sit down in a round circle facing each other. One person is "it" and walks around the circle. As they walk around, they tap people's heads and say whether they are a

"duck" or a "goose". Once someone is the "goose" they get up and try to chase "it" around the circle. The goal is to tap that person before they are able sit down in the "goose's" spot. If the goose is not able to do this, they become "it" for the next round and play continues. If they do tap the "it" person, the person tagged has to sit in the center of the circle. Then the goose become it for the next round. The person in the middle can't leave until another person is tagged and they are replaced

4 Corners

One person is "it" and closes his/her eyes. The rest of the class goes to one of the 4 corners (or 4 designated spots) of the room. "It" calls a number and children in that corner sit down. If they don't sit down, they are 'out'. Continue until there are 6 or 8 left, then you tell them there must be only 2 in each corner or when 4 left - one in each corner. The last person left - gets to be "it".

Freeze !

In this version of Tag, one person is still "it", but when they touch someone, that person is "frozen" in place. They cannot move and must stand with their feet apart. The only way they can become unfrozen is if a person crawls under their legs. Game continues until all the players are frozen. Then the last person to be frozen is "it" for the next game and the game continues....

Queen Bee

You pick a person for the Queen Bee, the Queen bee would pick an object in the car, up ahead close to the road, or on a sign or if we were at home in the room. and they would only tell the color of the object. such as a red cup in the floor. the king bee would say.

"Bumble Bee Bumble Bee
I see something you don't see
and the color of it is red"

The other players would start guessing objects that are red until someone figures out what it is. When the object was guessed correctly the bee with the right answer would become Queen Bee for the next round. Then he would pick an object and tell the color by saying repeating the rhyme and so forth.

To make it easier when we were in the car you can give hints such as it is up ahead on the side of the road.

Kids at the age of 3 can also play if they know their colors .

Roaring Lion **COOL**

4 or more players.

1. Select a person to be the Lion.

2. Have the lion sit with their back to the other players at least ten feet away.

3. Put a stuffed animal (toy) behind the lion and have the lion pretend it is his cub.

4. Have the other players take turns sneaking up behind the Lion and trying to steal the cub.

5. If the lion hears the person sneaking up it can roar and then turn around. If the lion has caught a player the player takes the lions place and the lion goes back to the other players. If there is no player when the lion roars the player lion remains the lion and the game starts again.

KING **COOL**

The whole group hides their eyes and counts out loud together to 50, while one person goes and hides. Then everyone begins to look for the King. When you spot the KING, you don't tell anyone, then when no one is looking, you slip in and hide with the King. Eventually everyone starts to disappear, and the one left notices he's all alone, and rather embarrassed to be the last one left. The first one to find the King, gets to hide as the KING in the next round. This Game is real fun!

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PRISONER

The class is divided in half and a line of chalk was placed down the middle between the two teams.

About 20-30 feet in back of each team a large square (prison) was drawn on the ground using chalk.

Each team picked one person to be the prisoner of the other team (usually someone who could is fast at running).

Then each team would try to free their prisoner by sending a team member to the prison through the opposing team to bring him/her back without getting captured by a member of the opposing team.

If the person attempting to rescue their own prisoner made in to the prison through the opposing team without being caught, he/she was safe while in the prison and could pick their own time to run with the prisoner back to their own side of the line.

If the team member was caught by the opposing team, they also became a prisoner needing rescue. So each team was busy both trying to rescue their own prisoners and guard the prisoner(s) from the opposite side from getting rescued. At the end of recess (or time limit), the team with the most prisoners won.

RED ROVER

In this game, the kids form two opposing lines and attempt to "break through" the opposing team's line.

At first, two teams are chosen of equal size, and they form two lines, facing each other and holding hands.

One side starts by picking a person on the opposing team and saying "Red Rover, Red Rover, send Rajesh right over"

Rajesh then lets go of his teammates and begins a headlong rush for the other line. His goal is to break through the line by overpowering the kid's hold on each other.

If Rajesh breaks through, he chooses one person for the opposing team to join his team, and they both go back and join in their line.

If he fails to break through, Rajesh becomes part of the other team.

Each team alternates calling people over until one team has all the people and is declared

the winner.

Note that since all the players are on the winning team at the end, there really are no losers in this game.

Sleeping Lions

In this game, all of the children (except one or two hunters) lie down on the floor in sleeping positions. Once they are settled, they are not allowed to move (they have to stay still) . The hunters walk through the room and try to make the sleeping lions move by making them laugh, telling them jokes, making funny noises and so on. The hunters are not allowed to touch the lions. Once the lions have moved, they get up and join the hunters.

Four Square

Required: Play area, chalk and ball

Players: Small to medium groups

Mark off a play area six-foot square with chalk, and then evenly divide that square into four squares. Have a child stand in each square with one child holding the ball. The one with the ball will bounce the ball once in his square then tap it into another players square. The player in that square must tap the ball into another players square, after it bounced once into his square. If the ball bounces more than once into someone's square, they are out of the game and either the square is left empty or you rotate a new player. If your volley goes out of the play area before bouncing in the grid, you're out. If your volley goes into a square where there is no player, you're also out.

Required: [Fun Gripper Volley](#) or [Soccer balls](#), Gymnasium or similar indoor enclosed playing area

Players: Large Groups



Play as Dodge ball rules: 2 teams on equal sides of playing area. 2 Dodgeballs in use. Players throw dodge balls to try and hit there opponents to get them out. If a player is hit by a ball before the ball hits the ground the hit player is out. If a player throws the ball and the ball is caught by an opponent before it hits the ground, the Thrower is out. Last team with a player still in is the winner. At least 1 referee is needed, having 2 is very helpful.

David & Goliath Twist: Prior to each round of play, each team designates a Goliath for their team and tells only the referee(s). At any time the "Goliath" is put out, either by being hit or by having a thrown ball caught, the whole team goes down. This makes for quick rounds and adds a twist to regular dodge ball.

Submitted by [KROSS](#)

Ducks N Hens

Required: Two objects

Players: Small to medium groups

[Game of the Month 11/02](#)

Circle up in groups of 8-10. Hand one person two random objects. One of these random objects represents a duck, the other represents a hen. The person is a “vendor”. His goal is to sell the fowl. To his right, he passes the first item, and says, “Do you want to buy a duck?” The “buyer” says, “Does it quack?” The vendor says, “Yes it quacks.” The duck continues to be passed to the right with the question and answer session going all the way back to the original vendor and back to the current transaction. (B asks A, A answers B, B sells to C, C asks B, B must turn around and ask A, A answers B, B answers C, C sells to D, D asks C, C asks B, B asks A, A answers B, B answers C, C answers D, and so on.) In the meantime, immediately after the duck is sold, the original vendor turns to his left with the hen, and says, “Do you want to buy a hen?” The buyer asks, “Does it cackle?” “Yes it cackles.” Same deal with the hen... the question and answer session goes all the way back to the original vendor. The fun comes when the messages start to cross. It’s hilarious!

Submitted by Merry Mary

Balloon Wars

Required: Balloons, string and square play field

Players: Medium to large groups

Divide players into four teams and give each team member a blown up balloon. Each team should have balloons of a different color. Example is one team with orange balloons, one team of red balloons, one team with green balloons and the last team with blue balloons. Each team member will team tie their balloon around one leg so that it is resting above their knee. The teams will choose one side of the square to stand at, standing on the outside and facing in. Choose two teams to start the game that are facing each other, like the orange and green team. The two teams will step into the square and on go will try to pop the other teams balloons. Once one team has been completely eliminated, the balloon war will stop. The team that has remaining balloons will count them and step back to the sideline of the square. The next two teams will do the same. The remaining team will count their balloons and step back to the sideline. The two teams that have remaining balloons will have a face off and the team that has the last remaining balloon or balloons is the winner. If you have an uneven number of players you can either give one player an additional balloon on the leg or once someone has lost a balloon quick give them another to make the game fair.

Capture The Flag

Required: 2 large rags (flags)

Players: Medium to large groups

The rules are simple. Divide into two teams in an area that has both woods and open field. Divide the play area into two parts so that one team (A) has the top part the other team (B) has the bottom part. Each team will receive a flag to hide in their area; they will also have a jail for anyone that they catch in their play area. You should have a jailer for the inmates of the jail. Allow each team several minutes to hide their flag. Once the flags are in a safe place, signal the players to search for the flags. When a player from team A enters into team B’s territory, a player from team B tries to tag them and send them to jail. You can only get out of jail if one of your team members touches you again without them getting caught. Use colored ribbon tied to the arm of one team to distinguish who’s on what team. The first team to find the other teams flag is the winner. For a variation you can use water balloons and if they find the water balloon they have to get it safely back to their territory without it breaking, this could be very challenging.

Heads Up Thumbs Up

Required: Classroom desks

Players: Small to large groups

Here’s another game for the classroom. Choose 4-7 players in the classroom to be the thumbs down players. The rest of the classroom must put their heads down on their desks, close their eyes and have one arm resting on the desk with their thumb up. The thumbs down players will go throughout the room and each one will select one player to push a thumb down. The selection is very important, so the thumbs down players must make sure that no one is peeking. Once all players have selected one person those players that had their thumb pushed down will try to guess who pushed their thumb down. If they are correct that player will take their place. Try to encourage the thumbs down players to select thumbs that haven’t been pushed down so that all players feel like they are part of the game.

Red Rover

Required: Open play area

Players: Small to large groups

Divide players into two teams. One team will all hold hands in a line, side by side at one end of the play area. The other team will do the same at the other end facing the other team. One team will call someone over from the other team by saying, "Red Rover, Red Rover let _____ come over". The ____ is for that person's name. That person will come over to the other team and try to break thru two hands that are connected. They cannot use their hands or lay across the connection to break it. If they cannot break the connection they join that team but if they break the connection, they take one of the players involved back to their team. To make it fair you can limit how many times someone can be called, limit how often they can go through certain individuals or everyone gets a turn and no repeats on calling over the same person.

Animal Game

Required: Play area

Players: Small to medium groups

You need at least 10 kids playing including a caller. All the players must first line up in front of the caller, and the caller whispers an animal name to each player that they will be in the game. Once all the names are given out, the caller gives them ten seconds to run around. Afterwards, the caller starts calling animals out. When the caller calls an animal, that person has to run from everyone and all the other players have to tag that person to get him or her out, but the caller doesn't have to wait until the person is out to call the next animal. The caller can call another animal before or after the person is tagged, it's up to the caller. This goes on until there are only two players left. The remaining players must go to a designated area with boundaries to do a sudden death. They do the same thing, but this time they are not allowed to step out of the boundaries. If they step or are tagged, they are out and the last one standing is the winner. The winner will be the caller in the next game.

[Submitted by Erica - Clermont, Florida](#)

Pizza Shop

Players: Medium to large groups

Two people (pizza makers) stand in the middle of the gym and the rest of the players stand behind a line at one end of the gym. The coordinator goes down the line informing them what topping they are by saying pepperoni, mushroom, or ham. The pizza makers are to call out one topping and those toppings are to run across the gym past the safe line. If they're tagged they must stop where there at and sit down. They try to tag anyone that passes them during the game. Do this until there are only two people remain in the game. They are the new pizza makers.

I Spy

Equipment: None

Play: *It* silently chooses an item in the observable environment. He says, "I spy something [the color of the item he picked, for example - red]. The other kids blurt out their guesses of what the item is until someone guesses it, or they are stumped. Great babysitter game.

Kick the Can

Equipment: Darkness, large coffee can

Play: Place coffee can in a large open area to be home base. *It* counts to 50 while the other kids hide. When *It* SEES a child, he calls her name. They both race to the can, and try to kick it first. If *It* kicks the can, the hider is caught and placed in "prison" on the porch. If the hider kicks the can, she and all players in prison are free, and *It* must count again

Sardines

Equipment: None

Play: This is a new variation of hide and seek. In Sardines, *It* hides while all the other kids count to 50. Everyone looks for *It*, but each quietly hides with *It* when they find him. Soon, those who are left realize that they are looking for a hiding place with lots of people in it.